



Moonblade is my next generation RPG to be written in .NET. It will be very similar to Final Fantasy where you can choose character types and even heroes. Currently I have the map editor completed and a basic character walking around the map. It will follow the Demon's Mantra universe. No estimated time of completion but check back for updates. I will post builds as they are made. It may or may not be multiplayer, depends on how difficult. MoonBlade R&G (In De
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As I plan for my latest game, I will organize my thoughts and ideas here. Its probably going to change e

MoonBlade is gonna be a turn based RPG game like Final Fantasy Tactics. You will walk in a map to c

It will feature the heroes from Demon's Mantra II!!! Nina, Ryu, and Maruice!

What the heck is it?

Its the latest RPG game I will be making. It will be at least 2-3 times larger than Demon's Mantra II, with

Your Character.

Ok ok, I admit, I was a dungeon master for a couple months. And during that time I invented my own sy
Example: Character is level 1 in Swords. He uses a sword and does 20 damage. Now he gets 20 poin
So now you have a character level, as well as special skill levels.

The higher these special skill levels, the better weapons or magic you can use, and the more damage th

Spells.

There are 4 category of spells, Earth, Fire, Wind, Water. You must buy all your spells, but first must be
Some spell ideas:

Earth: These are mostly defensive spells with a few attacks.

Fire: These are mostly attack and do powerful damage.

Water: These are healing spells.

Wind: These are mostly booster and protective.

Magic Arrow - Does 1 to 4 damage + (wisdom / 10), 1mp

Thorns - Physical damage returned to enemy, EARTH

Mirror - Magical damage returned to enemy, EARTH

Entangle - Slows an enemy, EARTH

Quake - Damages all enemies, EARTH
Haste - Increases speed, WIND
Cure - Heals 30hp, WATER
Flood - Damages all enemies, WATER
Inferno - Damages one enemy, FIRE
Holy - Damages all enemies, WATER
Nuke - Damages all enemies, FIRE
Barrier - Creates a flame barrier around you that damages the enemy during physical attacks, FIRE
Smokescreen - Creates a smoke barrier around you that causes enemies to miss, WIND
Tornado - Damages one enemy, WIND
Absorb - Steal mana, WATER
Drain - Steal hp, EARTH
Bless: +3 Physical Armor, WATER
Acid: Destroys a monster's physical armor, WIND
Ward: Lowers the chance of encounters for 300 steps by 33%, WIND
Revive: Raises a party member with 1hp, WATER
Enchant: +10 Physical Damage, FIRE
Identify: Shows a monsters HP, WIND
Rally: Heals 30hp, all members, WATER

Skills.

Your members can also gain skills depending on their abilities. Just how your spell level affects what sp

Counter Attack: Allows you to attack physically back 10% of the time if physically attacked.
Defend: Adds +3 physical and +1 magical when defending
Block: Adds 10% to your physical blocking ability
Aim: Increases your accuracy by 10%

Classes.

Your party will consist of 3 members, each can be any class you like. The classes are up to you to pick,

Knight: Focus on attacks, very high HP. Can use all kinds of weapons and armor but cannot use any sp
Swords: Level 5
Axes: Level 5
Archery: Level 3
Physical Armor: Level 5
Bracers: Level 3
Shields: Level 5
Fire: Level 0
Water: Level 0

Earth: Level 0
Wind: Level 0
HP: +7
MP: +0
Strength: +5
Dexterity: +2
Wisdom: +1
Luck: +3

Cleric: Focuses on healing and protective spells but an average fighter as well.

Swords: Level 2
Axes: Level 2
Archery: Level 1
Physical Armor: Level 2
Bracers: Level 5
Shields: Level 2
Fire: Level 0
Water: Level 5
Earth: Level 2
Wind: Level 3
HP: +2
MP: +5
Strength: +2
Dexterity: +3
Wisdom: +4
Luck: +4

Sorcerer: The powerful spell caster of the group, but the weakest fighter.

Swords: Level 3
Axes: Level 2
Archery: Level 1
Physical Armor: Level 1
Bracers: Level 4
Shields: Level 0
Fire: Level 5
Water: Level 0
Earth: Level 3
Wind: Level 3
HP: +1
MP: +7
Strength: +1
Dexterity: +3
Wisdom: +5
Luck: +0

Druid: The average spell caster and average fighter.

Swords: Level 2
Axes: Level 3
Archery: Level 1
Physical Armor: Level 2
Bracers: Level 4
Shields: Level 1
Fire: Level 2
Water: Level 2
Earth: Level 2
Wind: Level 2
HP: +3
MP: +0
Strength: +4
Dexterity: +1
Wisdom: +1
Luck: +2

Ranger: The archery of the classes, he has high dexterity and can cast limited spells.

Swords: Level 4
Axes: Level 2
Archery: Level 5
Physical Armor: Level 3
Bracers: Level 3
Shields: Level 3
Fire: Level 1
Water: Level 2
Earth: Level 2
Wind: Level 1
HP: +3
MP: +3
Strength: +2
Dexterity: +5
Wisdom: +2
Luck: +4

Ninja: The fastest fighter of the group, he can cast some spells.

Swords: Level 5
Axes: Level 2
Archery: Level 1
Physical Armor: Level 2
Bracers: Level 5
Shields: Level 1
Fire: Level 1
Water: Level 1
Earth: Level 0
Wind: Level 0

HP: +5
MP: +2
Strength: +3
Dexterity: +5
Wisdom: +4
Luck: +4

Dwarf: A slow but deadly fighter. He can use limited spells.

Swords: Level 3
Axes: Level 5
Archery: Level 1
Physical Armor: Level 5
Bracers: Level 3
Shields: Level 5
Fire: Level 0
Water: Level 0
Earth: Level 2
Wind: Level 0
HP: +7
MP: +0
Strength: +4
Dexterity: +1
Wisdom: +1
Luck: +2

Weapons & Armor

Choose your weapons wisely, they should be varied to take on all kinds of monsters. Some weapons, li

Swords: Average weapons that are well rounded overall.

Axes: They do the most damage but are slow and have little accuracy.

Archery: They do the least damage but have best accuracy.

Physical Armor: This is your basic armor that blocks against weapon attacks.

Bracers: This is your basic armor that blocks against magical attacks.

Shields: These block weapon attacks by a certain %.