



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 %.