

Magician (♂) Move List

KEY:



-This icon means it's from the game (RBO).

Background Info:

The magician is a four button character with a cast button and a magic button. However, he is not affected by the juggle variable for doing combos; instead, he uses a version of the dex system, where in order to do strong attacks, he must have spare “dex” points in order to chain strong moves together.

A rough sketch of his stats are as follows (remember, these aren't exact, and the fighting game version is naturally going to differ due to game play reasons):

- STR: 40
- AGI: 60
- INT: 30
- DEX: 30
- VIT: 10
- LUK: 0

Unlike the source game, characters will not walk through each other on the ground. However, in the air, they will be able to (and is a must for most of the moves).

Like in the game, damage increases the more you incorporate weak attacks in a combo. The damage is reset when you stop attacking. For the purposes of this move list, this will be referred to as “combo multiplier”.

Also like in the source game, the magician has natural sp and hp recovery. This increases when one sits and decreases while doing actions. This means, however, that the magician does not gain power from doing attacks nor from getting hit by attacks, unlike most MUGEN characters.

Character Info:

Since there are a lot of magic spells, this MUGEN character has been separated into three builds. All of the builds have the same Normal Attacks, Special Attacks, and Non-Attacks. What is different about each are the magic spells and each build has its own hyper. There is also a special build called GM that can do any of the moves from all three builds (as well as having the highest level of each moves). The builds are as follows:

Battle

- Hyper: Super Soul Strike
- Support: Energy Coat
- Magic Special: Energy Field
- Slot 1: Napalm Beat
- Slot 2: Soul Strike
- Slot 3: Thunder Bolt
- Slot 4: Fireball
- Slot 5: Frost Driver

Magic

- Hyper: Safety Coat
- Support: Safety Wall
- Magic Special: Dispel Safety Wall
- Slot 1: Fire Bolt

- Slot 2: Cold Bolt
- Slot 3: Thunder Bolt
- Slot 4: Thunder Storm
- Slot 5: Stone Curse

Hybrid








- Hyper: Vertical Firewall
- Support: Firewall
- Magic Special: Fire Blast
- Slot 1: Fire Bolt
- Slot 2: Fire Ball
- Slot 3: Fire Wall
- Slot 4: Soul Strike
- Slot 5: Thunderstorm

The builds are selected at the beginning of each match during the introduction. The GM build will never be selected by default so the CPU will never be able to play with the GM build.





The builds for this character act similarly to “grooves” of other characters. Since the source game only allows for each character to learn a limited number of magic spells, it makes sense for this character to be only able to access a subset of its total number of moves. The GM build is similar to the EX groove of other characters. GM stands for Game Master, and in both the inspiration game, Ragnarok Online, and the source game, Ragnarok Battle Offline, GMs are the most powerful players in the game (although they aren't really players since they are the administrators of the game).

MOVE LIST





Normal Attacks:









- Jab [Stand]: x 
- Punch [Stand]: y
- Slash [Stand]: a
- Stab [Stand]: b 
- Jab [Crouch]: x 
- Flick Energy [Crouch]: y
- Stab [Crouch]: a
- Upward Stab [Crouch]: b 
- Jab [Air]: x 
- Lightening Hammer Strike [Air]: y 
 - This move differs in that there is always a set delay after the move is done. However, if the move connects, the magician bounces back and regains control, resetting the dex points.
- Slash [Air]: a
- Spinning Dagger [Air]: b 


Special Attacks:

- Razor Cape [Crouch]: DF, b or y 
 - Has higher priority than normal attacks.
- Damascus Dagger [Stand]: F, F, a or x 
- Napalm Field [Stand]: F or B + b or y 
- Lightening Kick [Stand]: F, F, b or y 
- Energy Field [Stand]: z
 - Takes 150 power.
 - Spreads energy in all directions.
 - If the magician has an energy coat on, energy field can be used within the first few moments that the magician is hit by an attack or when on the ground. Doing so, however, will take off the energy coat.
 - There is a delay afterward where the caster cannot use the move again.

Magic Attacks:

- Casting [Stand]: c 
 - This isn't really a move, but it's necessary for other magic attacks.
- Napalm Beat [from Casting]: c 
 - Takes 50 power.
 - An invisible projectile that moves at moderate speed and hits multiple times.
 - Dispels if hit.
 - Move is based off of level 3 Napalm Beat of RBO.
 - Available in Battle build.
- Soul Strike [Stand]: D, D, (a or x) 
 - Five "soul" orbs eject from the caster's body and homes in on the target.
 - Takes 300 power.
 - There is a delay afterward where the caster cannot use it again.
 - Low Priority
 - Based off of Level 10 Soul Strike.
 - Available in Battle and Hybrid builds.
 - The hybrid version has longer delay.
- Soul Strike [Air]: D, D, (a or x) 
 - Same as standing soul strike, except boosts caster back into the air.
 - Any air move can be done afterward.





- Low Priority
- Based off of Level 10 Soul Strike
- Available in Battle and Hybrid builds.
- The hybrid version has longer delay.
- Frost Driver [from Casting]: B, F, (a or x) 
 - Takes 100 power
 - If enemy is grounded and not blocking, this move freezes enemy for 2.5 seconds.
 - Physical attacks get a 1.5x bonus, while magic attacks get a 0.5 penalty on frozen enemies.
 - Available in Battle build.
- Stone Curse [from Casting]: F, F, (a or x) 
 - Takes 150 power
 - If enemy is not blocking, this move will curse the enemy.
 - The initial stage of curse slows the enemy down and the enemy cannot run, jump, or attack. This lasts for 4 seconds.
 - The second stage holds the enemy in place for they are turned to stone. During this phase, one percent of the enemy's total life will be drained every two seconds. This lasts for five seconds, after which, the enemy will be back to normal.
 - Cursed enemies take 1.5x normal damage from all attacks except for another Stone Curse.
 - Any attack done to a cursed enemy immediately takes them out of curse.
 - Available in Magic build.
- Fire Bolt [from Casting]: D, D, (a or y) 
 - Takes 130 power in Magic build, 120 in Hybrid build, and 140 in GM build.
 - Several bolts of fire descend from above the caster to strike the enemy in front.
 - Number of bolts depends on build.
 - Available in Magic and Hybrid builds.
- Cold Bolt [from Casting]: D, D, (b or y) 
 - Takes 190 power in Magic build, 150 in Hybrid build, and 280 in GM build.
 - Several ice crystals rain down from a random location in the playing field in front of the caster.
 - Number of bolts depends on build.
 - Available in Magic and Hybrid builds.
- Thunder Bolt [from Casting]: D, F, (a or x) 
 - Takes 260 power (300 in GM build)
 - A bolt of lightening comes down from the sky to hit the enemy 7 times.
 - It cannot hit enemies behind and cannot hit enemies too far away.
 - Available in Battle and Magic builds.
- Fire Ball [from Casting]: B, F, (b or y) 
 - Takes 350 power.
 - A giant fireball is formed then hurled the length of the screen.
 - When the fireball hits the ground, it explodes and deals additional damage.
 - Can be destroyed or knocked away with powerful enough attacks.
 - Based off of level 10 fireball from RBO.
 - Available in Battle and Hybrid builds.
- Fire Wall [Stand]: D, D, (b or y) 
 - Takes 450 power.
 - Three columns of flames ignite from the ground, damaging anything touching it.
 - Used for both defensive and offensive purposes.
 - A disappears after its hp is used. HP decreases by giving damage, taking damage, and over time.
 - Each column's hp is separate from other columns'.
 - Available in Hybrid build.
- Fire Blast [Stand in Fire Wall column]: z 
 - Takes 300 power.
 - Takes a fire column and shoots it forward. Damage depends on how much is left in the column.
 - Available in Hybrid build.

- Thunderstorm [from Casting]: D, F, (b or y) 
 - Takes 1000 power in Magic or GM build, 600 power in Hybrid build.
 - Magician summons a storm that hits enemies all around, almost a full screen length.
 - Number of hits depends on build.
 - Available in Magic and Hybrid builds.

Hypers:

- Super Soul Strike [Air]: D, D, a+x
 - Takes 5500 power to initiate and 300 power for each time soul strike is cast. If all the soul strikes finish, it uses 7000 power overall.
 - Based on the game play in the introduction movie of RBO.
 - Available in Battle build.
- Safety Coat [from Casting]: QCF, QCF, (a or x)
 - Takes 3500 power.
 - Character must be inside of an active safety wall to cast.
 - Takes the active safety wall and concentrates it around the character, allowing him to wear it as a coat.
 - The time left and the number of hits carries over from whatever the active safety wall had left.
 - Available in Magic build.
- Vertical Fire Wall [Stand]: D, D, b+y
 - Takes 2000 power.
 - The move will take an existing firewall and make it three times taller, and deal 10 magic damage per hit for 10 hits in quick succession..
 - Available in Hybrid build.

Non-Attacks:

- Air Jump [Air]: Jump 
 - A second jump. Character falls faster after this jump.
- Air Dash [Air]: B, B or F, F 
 - Takes 40 power.
- Energy Coat [from Casting]: F, F, (b or y) 
 - Takes 300 power.
 - Each time you get hit by an attack, a portion of the damage is instead turned into power loss instead of life loss.
 - The higher your power, the greater the power loss and life saved.
 - Lasts 30 seconds.
 - Can only be done in Battle build.
- SP Recovery [Crouch]: hold down and hold z
 - Every 1.5 seconds, 250 power will be recovered in addition to natural SP recovery.
 - Only “z” needs to be held to continue to be in the state.
- Safety Wall [from Casting]: D, U, (b or y) 
 - Takes 500 power and 1 blue gem. You get one additional blue gem at the beginning of each round.
 - Forms a column of magic that protects the caster from damage as long as he's inside it.
 - The safety wall protects for 14 hits or for 30 seconds, whichever comes first.
 - Available in Magic build.
 - Only one safety wall may be active at once.
- Dispel Safety Wall [Stand]: z
 - Takes 10 power.
 - Can only be used if a safety wall is active.
 - Dispels the currently active safety wall. This is to allow one to recast Safety Wall.
 - In the GM build, “Back” must also be held.
- Perfect Guard
 - When you guard right before getting hit, you will take 1/2 the stun, 1/4 the distance, and 0 damage.