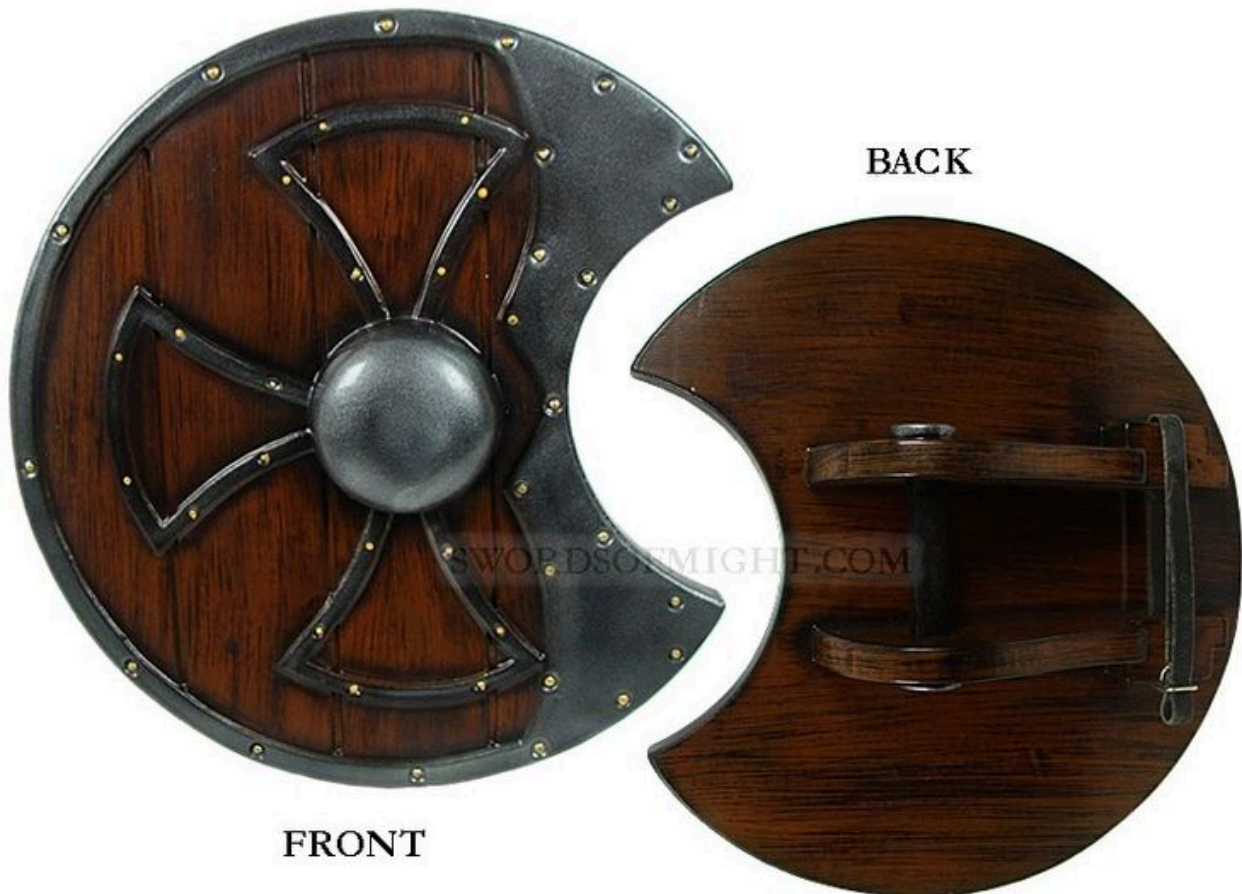


Hālawa

Hālawa is a small shield that attaches to the users forearm. that is made from dark stained wood of the Treasure Tree Adam that is reinforced with dark grey metal, this is a Ō Wazamono grade weapon. The crescent is heavily reinforced with metal and sharpened to a bladed edge to allow for cutting usage. The incredibly rare wood was used to seal the hand of the grim reaper himself within, creating a shield that was imbued with a small portion of the god of death's power.



Meito	Under 200 Will	200 Will	230 Will	260 Will
Hālawa	Allows the user to activate the Wind Wall ability.	Allows the user to activate the Ominous Aura ability.	Allows the user to activate the Into the Miasma ability.	Allows the user to activate the Reaper's Cowl ability.

Level	Will loss per use
Minor ability	20
Moderate ability	15
Advanced ability	10
Mastered ability	5

Wind Wall: Sends out a wall of dark wind that flies for a meter before stopping, This wall is three square meters and curves back towards the user towards the top. Weak attacks can be blocked altogether, while strong ones can only be deflected. Has a cooldown of one turn after use.

Dex	Skill
51	Can block a weak attack that can cut skin or flesh, but not bone
81	Defend against attacks strong enough to cut rocks
121	Can block an attack strong enough to split a ship
151	Can defend against attacks that can reform landmarks
300	Could deflect attacks strong enough to split icebergs, level cities, split small islands

Ominous Aura: Hālawa envelopes itself in a darkened aura that has one of two effects on the target. The user can choose to either intimidate the target with the dark pressure emanating from the weapon or they can taunt the target into a furious rage. This ability works by twisting the opponent's minds somewhat and as such is more effective the greater the will difference.

Into the Miasma: Hālawa releases a dark wind that swirls around the user creating a zone of darkness that causes others within to have difficulty seeing. The air also has a putrid stench that assaults their senses of smell. This ability gets stronger the darker the region is, and is at its weakest in the sunlight and artificial light doesn't have an affect on its strength. For every additional turn it must be reactivated, and has a cooldown equal to the number of turns it was active for with a maximum of three turns being active.

Reaper's Cowl: Hālawa can be strapped to the users back and produce a pitch-black cloak of air. The form embodies the grim reaper himself and benefits the user with increased speed and strength as the deadly wind augments the user's movements. For every additional turn it must be

reactivated, and has a cooldown equal to the number of turns it was active for with a maximum of five turns. Since it is strapped to the users back the shield cannot be used for any other things during this time.

Flying Slash: Creates a black wave of air, no difference in power just visually.

Dex	Skill	Stat Bonus
10	Weak flying slash, can only hurt opponent in PvE	+15% Stamina
31	Weak flying slash, can cut skin or flesh, but not bone	+15% Strength
51	Can combo with two graded weapons, strong enough to cut rocks	+15% Speed
81	Slash strong enough to split a ship	-
121	Can combo with three graded weapons, reform landmarks	-
151	Strong enough to split icebergs, level cities, split small islands	-