

Élan Combat Details

1. Fighting With Élans

Since élan can be manifest in any physical form, it follows that many unique weapons have been materialized by sages that range from traditional swords and armaments to more creative cases, such as weapons in the form of animals or even food. Either way, it is usually not the form of the élan that matters as much as what its abilities are. In this respect every élan is truly unique.

2. Élan Abilities

Without a doubt, the greatest factor that determines the outcome of élan fights is the abilities of the élan. Every élan has its own unique ability and even the sages who own them have little control over what abilities their élan receive when they manifest them for the first time. Figuring out an opponent's élan abilities and how to overcome them is the bulk of what élan fighting consists of.

3. Alchemic Levels

Sages must personally be at a strong enough *Alchemic Level* to properly use their élan and control its abilities; otherwise the élan and its abilities will not be effective in a fight, no matter what it can do. A sage's alchemic level is determined by three factors: *Focus*, *Force*, and *Scope*.

3.1 Focus

The ability of the user to sense energies in the environment and summon them out, including their own élan energies. The better their focus, the quicker they can feel out specific energy patters in opponent's attacks, summon their élan, and sense the status of their opponent's life force. Individuals with extremely high focus can essentially fight with their eyes close and use their senses to understand everything going on around them.

0% Focus means they have no ability to sense energies around them or manifest their élan. 100% Focus means they can sense all energies around them instantly manifest their élan without fail.

3.2 Force

The ability to move, control, and manipulate energies; including élan energies. The higher a person's force the more energy they can move and manipulate. This means the impact of their attacks and abilities are greater and they have more control over how energies are used in their attack (which is beneficial if they want

to alter them for any reason, say to overcome a perceived weakness in an opponent's attack).

0% Force means they have no ability to move energies or control their élan. 100% Force means they have full control over their élan and can move energies perfectly, giving them higher quality results.

3.3 Scope

Scope is the range of energies that a person is able to control well. This factor does not include élan energies. It is mainly focused on the *7 Vibrations of Nature*, but is essential in defining alchemic levels (the 7 vibrations of nature are the 7 elements that make up all of matter: Flame, Flood, Rull, Freeze, Welk, Shock, Phumi/Kali). The more energies a person can control, the greater their scope.

0% Scope means they can't control any of the 7 vibrations well. 100% means that they can control them all well.

The total of all the percentages from Focus, Force, and Scope (FFS) a user has determines what their Alchemic Level is:

- 0% = Mudavi Class; the average person
- 1%-20% = D-Class
- 20%-50% = C-Class
- 50%-100% = B-Class
- 100%-150% = A-Class
- 150%-200% = S-Class
- 200%-250% = S. Alklyne Class
- 250%-299% = Arch Class
- 300% = Asutra Class

Asutra Class (300%) is the highest class any being can obtain—perfect FFS. Anything registering over 300% is an anomaly and means that it's producing more energy that it's using—an impossibility known as *Overunity*.

Élans have alchemic levels that are independent of their owners. So a D-Class Sage could have an A-Class élan or vice-versa.

4. Raising Alchemic Levels

There are two main ways Sages can raise their Alchemic Level:

- By gaining additional birthmarks, or
- By Training their FFS

4.1 Gaining Additional Birthmarks

By using élan maps, sages can gain additional Focus and Force, as well as special abilities from birthmarks (usually stolen from another sage). The amount of Focus and Force they gain will depend on the kind of élan they merge with and how it responds to their own élan as well as what form they capture the birthmark's élan sphere in (Energy, Steel, Rubber, Spin, or Glass).

This method is quick and dirty. Usually the quality of the sage's final élan will not compare to that of those who have worked hard to train their FFS. In addition, most of the sage's power is dependant on the élan, so should they lose it, they will be powerless.

4.2 Training FFS

The alternative is to spend lots of time training each aspect of ones Focus, Force, and Scope. There are schools specifically geared towards that end and many masters around the world are sought after by students eager to learn the best ways to develop their alchemic level.

4.3 Élan's Alchemic Development

Élans naturally improve with use. However, the only way their abilities can expand is via merger with another élan. Thus, élan mapping for élans is actually a solid option.

5. The 7 Vibrations of Nature

The 7 Vibrations of Nature are the elements of matter that combine to create everything in the material world, including élan. The 7 Vibrations each represent a different aspect that can be found in nature. Each vibration is also associated with a musical note and two opposing personality types.

The 7 Vibrations are:



Flood – Water and Liquid; (E); Tenacious/Sensitive



Welk – Air and Gas; (D); Logical/Superficial



Rull – Earth and Metal; (B); Resourceful/Indulgent



Flame – Fire and Heat; (G); Assertive/Selfish



Shock – Lightning and Plasma; (A); Generous/Proud



Freeze – Ice and Cold; (F); Passionate/Anxious



Phumi/Kali – Light and Dark; (C); Creative/Destructive

In truth there are actually 15 Vibrations, as each of the first 6 vibrations (known as the *Principle Vibrations*) have a positive (+) and negative (-) form, making a total of 12. In addition, Phumi and Kali can be used independently of each other, making 14. Finally all the elements can be combined to make the most potent element—*Phumi-Kali*—bringing the grand total to 15.

Most of the time, the 6 Principle Vibrations are referred to with either a plus (+) or a minus (-) to denote which version of the vibration it is. Plus and minus vibrations have different properties, strengths, and weaknesses, so it is important to know which version of the vibration is in question.

6. Élan Archetypes and Their Vibration Categories

There are 99 *Élan Archetypes* that exist in the world. The individual élan that people use are only a unique instance of a more general élan archetype that is shared between them and many others on the planet.

Each of the 99 élan archetypes falls into one of seven *Vibration Categories* which are based on the 7 Vibrations of Nature. The categories are similarly named: Flood, Flame, Rull, Welk, Shock, Freeze, and Kali/Phumi.

Vibration Categories define what the *Dominant Energy* of the élan archetype is by default. This means that every élan archetype in the same vibration category will share the same elemental strength; some will have the plus version of the element while others will have the minus version. For instance, all élan archetypes in the Rull category, have Rull as their dominant energy, (be they +Rull or –Rull); all élan archetypes in the Freeze Category all have Freeze as their dominate energy, and so on.

This also means that all instances of élans will, by default, have the same dominant energy as their parent élan archetypes (i.e. if a sage’s élan is of the **Kassius** élan archetype, their élan will have Rull as their dominant energy).

A list of all 99 élan archetypes and the vibration categories they fall into follows:

Rull	Flood	Welk	Flame	Shock	Freeze	Kali/Phumi
Adakin	Anodyne	Felicitous	Kazan	Yolinada	Exgalango	Ceda
Adama	Evaline	Cantitious	Illicoteki	Maglio	Oie	Cerros
Kalpa	Leviathan	Empyrean	Ingalana	Fodgasai	Tzu	Eusolace
Kassius	Libi	Guego	Rayon	Jechos	Finimonad	Ageless
Molok	Midas	Kasan	Recherché	Juno	Genshi	Apophelgion
Nadir	Hothocary	Trus	Salam	Ogracious	Hegemony	Jogadi
Ulowii	Ichinga	Star Child	Tundrago	Orochi	Hungan	Kanarus
Zardanus	Musashi	Clydolock	Aka	Shanakil	Isis	Kosmos
Zentih-Vomica	Anima	Jungian	Bastareild	Taiji	Kankibus	Lark
Atlas	Animus	Escaflowin	Khandaji	Vibriocchi	Kokoro	Mathemotekoi
Torkenshi	Kulimar	Kodoss	Quotophax	Zabolara	Rlomony	Zonagan
Dojion	Uforel	Gaea	Yomenild	Yuno	Carlikani	Jaditte
						Larthen
						Mendala
						Midimonad
						Nanaimo
						Pomphay
						Seji
						Bergus
						Tria
						Ultimona
						Vergetus
						Versallies
						Yada
Narkalises						
Zodi						

7. Developing Vibration Scope

To develop scope, sages have to master the use and control of both the plus and minus forms of a single vibration in order to be considered capable of effectively using that vibration (i.e. a sage who can control both the +Rull and –Rull form has a scope of 1/7 (14%) or one out of seven. If they have only mastered using one form of the vibration, their scope would be a decimal. 0.5/7 (7%) or zero point five out of seven).

Plus Vibration Forms	Minus Vibration Forms
+Flame 7%	-Flame 7%
+Flood 7%	-Flood 7%
+Rull 7%	-Rull 7%
+Welk 7%	-Welk 7%
+Shock 7%	-Shock 7%
+Freeze 7%	-Freeze 7%
+Phumi 7%	-Phumi 7%
Phumi-Kali	

1 = 14%, **2** = 28%, **3** = 42%, **4** = 56%, **5** = 70%, **6** =84%, and **7** = 98%

- *With the mastery of all the vibrations, there is an additional 2% to be gained in order to reach 100%. This requires mastering the use of all the vibrations as one super element—Phumi-Kali.*

The first vibration of nature that a sage learns how to use is called their *Primary Element*. A vibration is not a primary element until they have mastered both the plus and minus forms of it. This means that even if they have mastered one form of each vibration, they have yet to develop a primary element.

When a sage finally does get a primary element, the percentage values they have for Focus and Force at that time will directly apply to the use of their primary element (i.e. if a sage's Focus = 50% and Force = 40% then these values will represent the strength and speed at which they can use the primary element).

Only the primary element will use the full power of a sage's Focus and Force values. Every other vibration will be weakened and in order to use them at the same level of the primary element, the sage has to overcome their *Pressure Threshold*.

A Pressure Threshold is a cap or invisible pressure that is placed on the user when they attempt to use a vibration that is not their primary element. The strength of a pressure threshold will vary based on the sage's Focus and Force values and based on whether or not they have mastered the plus and minus forms of the additional vibrations they are trying to use.

If they have not master any of the forms for the additional vibrations, then they can only utilize the vibrations at 20% of the Focus and Force they actually have (i.e. if the sage has a Focus of 50% and a Force of 60% for their primary element, they could only begin to use another vibration with a Focus of 10% and Force of 12%, well below their actual ability).

If the sage has mastered at least one of the two forms (plus or minus), then they can use that form of the vibration at 40% of their Focus and Force (i.e. Using the example above, if they have mastered at least one form of another vibration, then their Focus/Force values with that vibration would double, from Focus = 10% to Focus = 20% and Force = 12% to Focus = 24%).

Finally if a sage has managed to overcome this pressure threshold and master both forms of an additional vibration, then they can use the new vibration at 80% of their Focus and Force (i.e. Focus = 40% and Force = 48%). After a sage has a primary element, the highest percentage any other vibration they gain can become is 80% of their Focus and Force.

The only exception to this is when the primary element the sage develops is different from the Dominate Energy of their Élan. This means that the sage's élan is naturally more powerful with one particular vibration, yet they have chosen to master a different one and made it their primary element. In this case, an additional vibration that matches their dominate energy can reach up to 90% of the sage's full Focus and Force (i.e. Focus = 45% and Force = 54%).

These rules for overcoming pressure thresholds apply to all vibrations that come after the primary element. For this reason expanding scope is very difficult and takes a lot of time and effort. This is why even the most talented and skilled sages hardly ever reach above S-Class.

8. Élan Synchronization Levels

The alchemic level an élan has can influence a sage's alchemic level. The reverse is also true. If a sage's Focus and Force values are more powerful than their élan's, the élan's Focus and Force values will be greater, influenced by the sage's values. This is due to *Élan Synchronization*.

The way this works is simple. Say the FFS values of a sage were:

Focus: 10%
Force: 22%
Scope: 1/7 (14%)
Total = Level 46, B-Class

And the FFS values of the élan were:

Focus: 70%
Force: 20%
Scope: 2/7 (28%)
Total = Level 118, A-Class

Each would gain additions to the percentages of their Focus and Force values based on the highest Focus and Force numbers held between them; usually 1/4th of the highest Focus and Force value is added to the sage and its élan. Their *Sync Level (S.lv)* values would look like this:

Sage's FFS	Élan's FFS
Focus: 10% (+17) = 27%	Focus: 70% (+17) = 87%
Force: 22% (+5) = 27%	Force: 20% (+5) = 25%
Scope: 1/7 (14%)	Scope: 2/7 (28%)
Total = S.Lv. 68, B-Class	Total = S.Lv. 140, A-Class

Note that the Scope of the sage and the élan does not change. **Scope cannot directly be synchronized between Élans and Sages.** They must individually develop their scope by overcoming their respective pressure thresholds.

There is one special case in which Scope can affect the Focus and Force values of a sage and élan however. When both the sage and the élan share the same primary element (one of the 7 Vibrations of Nature that the sage or élan first mastered), the highest Focus and Force values between them will be distributed by 1/2 instead of 1/4.

This greatly increases the benefit that a user will get from their élan and vice-versa. It also means that someone who has low FFS values can be brought to a higher level by having a very powerful élan with the same primary element. Here's what the example above would look like if the Sage and Élan both shared the same primary element.

Sage's FFS	Élan's FFS
Focus: 10% (+35) = 45%	Focus: 70% (+35) = 100%
Force: 22% (+11) = 33%	Force: 20% (+11) = 31%
Scope: 1/7 (14%)	Scope: 2/7 (28%)
Total = S.Lv. 92, B-Class	Total = S.Lv. 159, S-Class

As long as a sage is wielding their élan, their total power will be measured in terms of their Sync Level. In this case, a B-class Sage with an S-class Élan.

- Note that the Focus, Force, or Scope cannot exceed 100%, even due to élan synchronization.

9. Élan Melodies

As mentioned before, everything in existence is created via the 7 Vibrations of Nature, this includes élan. Every élan archetype is created from a unique arrangement of the vibrations of nature. This arrangement is known as the archetype's *Élan Melody*.

They are called élan melodies because each of the 7 Vibrations of Nature is associated with a different musical note, thus if you play the sequence of vibrations that represent an élan archetype as music, it will give you a unique melody that represents the élan archetype.

There is only one melody that exists for each élan archetype making a total of 99 unique melodies.

- *Technical details of Élan Melody Construction (only read this if you really want to know and you understand a bit about music):*
 - *Each élan archetype can be comprised of 8 vibrations in any order. There are only a few limitations that exist. For one, an élan archetype's melody must always fall in the same **Key Signature** as its vibration category. For instance, any élan archetype in the Rull category will be composed of a vibration sequence that is in the key of B.*
 - *Depending on if the dominant energy of the élan archetype is Plus (+) or Minus (-) the key signature will be either **Major** or **Minor**. For example, if an élan archetype's dominate energy is -Rull, then its élan melody will be in the key of B minor. This means that it's élan melody can include the vibrations/notes:*

+Rull (B), Kali (C#), +Welk (D), +Flood (E), -Freeze (F#), +Flame (G), or – Shock (A#).
 - *The melody can be made from any of these vibrations in any order.*
 - *Note that Kali and Phumi will always play the role of C/C# in any key signature. When the dominate energy is Plus (+) Phumi will always be used for C/C#, when it is Minus (-) Kali is used.*
 - *Most melodies are comprised of 8 notes, but there are special classes of Phumi-Kali melodies, known as **Perfect Melodies**, that are comprised of 16 notes. They are rare amongst élan archetypes and only three are known about.*
 - *Sages share the same melody as their élan unless their élan is not their own (for instance, if it is an élan signature. In this case, the élan has its own melody, different from that of the sage controlling it.*

10. Alchemic Strengths and Weaknesses

An important thing defined by an élan archetype's élan melody is the innate strengths and weaknesses to other energies that it has. The specific vibration sequence that an élan melody is arranged in can be read like a book to discover these details about the archetype.

To discover the strengths and weaknesses of a sage and their élan you must take the élan melody and mark down each element's strengths and weaknesses based on an *Elemental Techno Chart*. These charts show which vibrations win and lose against each other.

	Phumi-Ru	Phumi-Flu	Phumi-Fli	Phumi-Sk	Phumi-Wo	Phumi-Fro	Keli-Rull	Keli-Fluu	Keli-Flame	Keli-Shuck	Keli-Walk	Keli-Frooz	Phumi	Keli	Phumi-Keli
Phumi-Rull	Empowered	Win	Win	Win	Lose	Lose	Win	Lose	Win	Win	Lose	Lose	Equal	Equal	Lose
Phumi-Fluud	Lose	Empowered	Win	Win	Lose	Lose	Equal	Lose	Win	Win	Win	Lose	Equal	Equal	Lose
Phumi-Flame	Lose	Lose	Empowered	Equal	Win	Win	Lose	Lose	Equal	Equal	Win	Win	Equal	Equal	Lose
Phumi-Shuck	Lose	Lose	Equal	Empowered	Win	Win	Lose	Lose	Equal	Equal	Win	Win	Equal	Equal	Lose
Phumi-Walk	Win	Win	Lose	Lose	Empowered	Equal	Win	Win	Win	Lose	Lose	Equal	Equal	Equal	Lose
Phumi-Frooz	Win	Win	Lose	Lose	Equal	Empowered	Win	Win	Lose	Lose	Equal	Win	Equal	Equal	Lose
Keli-Rull	Lose	Equal	Win	Win	Lose	Lose	Empowered	Lose	Win	Win	Lose	Lose	Equal	Equal	Lose
Keli-Fluud	Lose	Win	Lose	Win	Lose	Lose	Win	Empowered	Win	Win	Lose	Lose	Equal	Equal	Lose
Keli-Flame	Lose	Win	Equal	Equal	Lose	Win	Lose	Lose	Empowered	Equal	Win	Win	Equal	Equal	Lose
Keli-Shuck	Lose	Lose	Equal	Equal	Win	Win	Lose	Lose	Equal	Empowered	Win	Win	Equal	Equal	Lose
Keli-Walk	Win	Lose	Lose	Lose	Win	Equal	Win	Win	Lose	Lose	Empowered	Win	Equal	Equal	Lose
Keli-Frooz	Win	Win	Lose	Lose	Equal	Lose	Win	Win	Lose	Lose	Lose	Empowered	Equal	Equal	Lose
Phumi	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Empowered	Cancel	Lose
Keli	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Equal	Cancel	Empowered
Phumi-Keli	Win	Win	Win	Win	Win	Win	Win	Win	Win	Win	Win	Win	Win	Win	Empowered

Example of an Elemental Techno Chart.

The vibration that an élan archetype's melody wins against the most (collectively) is its *Primary Energy Strength*. The vibration that the élan archetype's melody loses against the most is its *Primary Energy Weakness*.

- *Details:* Most often an élan archetype's Primary Energy Strength is the same as its dominant energy defined by the vibration category it falls into (i.e. all élan archetypes in the Rull vibration category have a Rull dominant energy by default. This will most often be their primary energy strength as well).
- This is because when wins and losses are tallied, the dominant energy of the élan archetype automatically gains a 4 point advantage. This is due to its pure resonance with the élan archetype, which empowers the element. Furthermore, every time the dominant energy is featured in the élan melody, it gains an additional 4 points from empowerment as oppose the 1-point that other elements gain when they are empowered.

Élans and sages also have a *Secondary Energy Strength* and *Secondary Energy Weakness* that is similarly derived from their élan melody.

- *Details: The vibration with the second highest wins is the individual's secondary energy strength.*
 - *The secondary energy weakness is then determined based on the vibrations the secondary energy strength is weak against. Those vibrations are then compared to the élan melody's win/lose chart and whichever one of them the melody loses to most is the secondary energy weakness.*
 - *When an élan's strengths and weaknesses are tallied up, the final numbers that remains for each are noted on the win/lose chart. These numbers are important because they detail just how powerful the primary and secondary strengths and weaknesses are.*
- *A Note About Tallies:*
- *Vibrations that are equal are not marked as wins or loses.*
 - *Vibrations that empower each other are marked as wins.*
 - *When the élan archetype's dominant energy empowers itself it is +4 to wins.*
 - *If a secondary energy weakness or strength equals the value 0 it will be counted as +1 or -1 respectively.*

11. Élan Battle Details

An élan melody's strengths and weaknesses are crucial in determining the effect a sage or élan will have in battle.

Basically, when two energies collide, the primary energy strength of each is compared against each other along with the élan's Force values. If the primary energy strengths are equal on the Elemental Techno Chart, then whichever élan has the strongest force value will prevail.

Once an élan's primary energy strength has been defeated, their secondary energy strength automatically confronts the colliding energy. These two energies are once again compared and whichever comes out on top will win.

In the case that the primary energy strength wins over the secondary energy strength, the weaker élan will take point damage and be knocked back. However, if the secondary energy strength of an élan trumps the primary energy strength of another élan, the secondary energy strengths of both will then compete against each other. Whichever élan ultimately comes out on top based on Force percentage and vibration trumping will deflect the other élan back and deal it point damage.

Thus élans have two layers they must overcome to deal damage or defeat another élan. The same goes for a sage's elemental attacks.

- *Technical details: Energies that collide and are equal, win or lose based strictly on Force values.*
- *Energies that collide and cancel each other out deflect back with no damage done to either energy.*
- *If two energies result in equality, even after force values have been considered, they deflect each other back with equivalent damage delivered to both.*
- *Long energy tussles happen when the interactions between two or more energies are complex.*
- *Every energy strength and weakness is enhanced by the numbers found on its élan melody's win/lose chart. This means that the damage it takes and delivers can be reduced or increased based on these numbers.*
- *When an energy comes into contact with their primary or secondary weakness, the damage they take is increased by 1/4th the total damage amount. If the attacking energy has as its primary energy strength the weakness of the other energy, the damage it delivers is increased by 1/2 the total damage delivered. An example fight follows:*

Shale Luos	V.S	Midori-Oni
<u>Primary Energy Strength: Kali (+4)</u>		<u>Primary Energy Strength: +Rull (+8)</u>
<u>Secondary Energy Strength: -Flame (+2)</u>		<u>Secondary Energy Strength: -Rull(+3)</u>
<u>Primary Energy Weakness: +Flame (-2)</u>		<u>Primary Energy Weakness: -Flood (-2)</u>
<u>Secondary Energy Weakness: -Flood (-1)</u>		<u>Secondary Energy Weakness: +Welk (-1)</u>
<p><u>Shale's Alchemic Level: 57</u></p> <p><i>Focus: 20%</i> <i>Force: 30%</i> <i>Scope: 0.5/7 (7%)</i></p>		<p><u>Midori's Alchemic Level: 50</u></p> <p><i>Focus: 35%</i> <i>Force: 15%</i> <i>Scope: 0/7 (0%)</i></p>
<p><u>Shale's Élan: Neo Bonsai: Lv. 64</u></p> <p><i>Focus: 20%</i> <i>Force: 30%</i> <i>Scope: 1/7 (14%)</i></p>		<p><u>Midori's Élan: Nunchucky: Lv. 86</u></p> <p><i>Focus: 50%</i> <i>Force: 22%</i> <i>Scope: 1/7 (14%)</i></p>
<p><u>Shale's Sync Level: 83</u></p> <p><i>Focus: 30%</i> <i>Force: 45%</i> <i>Scope: 0.5/7 (7%)</i></p>		<p><u>Midori's Sync Level: 86</u></p> <p><i>Focus: 60%</i> <i>Force: 26%</i> <i>Scope: 0/7 (0%)</i></p>
<p><u>Neo Bonsai's Sync Level: 89</u></p> <p><i>Focus: 30%</i> <i>Force: 45%</i> <i>Scope: 1/7 (14%)</i></p>		<p><u>Nunchucky's Sync Level: 122</u></p> <p><i>Focus: 75%</i> <i>Force: 33%</i> <i>Scope: 1/7 (14%)</i></p>

Using the sample profile above, an example fight will take place using the Neo Bonsai élan against the Nunchucky élan.

11.1 Sample Élan Combat Example

There are several factors that need to be considered. First whether or not the élan's have opposing primary energy strengths. We note that the primary strengths of the élan's are equal to each other (Kali == Rull). In this case then, if they were to strike each other, we must go to their Force values to see which one would overcome.

The Sync Level Force values of Neo Bonsai = 45%, while the Sync Level Force values of Nunchucky = 33%. In this case, Neo Bonsai would win by 12 % (which equates to delivering 12 points damage to Nunchucky). However, we must also take the primary energy strength numbers into consideration to figure out the total damage taken.

Nunchucky's primary energy strength number is +8. This means that any damage it takes can be decreased by 8 points and any damage it deals will be increased by 8 points. On the other hand, Neo Bonsai has a primary energy strength value of +4. So when we add +4 to Neo Bonsai's 45% we get 49%, which is the total Force power of Neo Bonsai. After adding 8 to Nunchucky's 33% it ends up at 41%. So now we take the total value of both and subtract them once again: Neo Bonsai's 49 - Nunchucky's 41 = 8 points damage dealt to Nunchucky.

At this point Nunchucky has taken 8 points damage and its primary energy strength has been broken through. Now its secondary energy strength comes up against Neo Bonsai's primary energy strength. Unfortunately for Nunchucky, the energies are again equal to each other (Kali==Rull), thus the energy strength value of each élan is added to their force values (Neo Bonsai: 45 + 4= **49**; Nunchucky: 33 + 8 = **41**) and the force values of each élan are subtracted again based on this new interaction (49-41) = 8 points of damage taken by Nunchucky.

Neo Bonsai would ultimately win in a straight up battle like this, as every time the élan's collide Nunchucky loses a total of 21 points of *Stamina*. Of course, because Nunchucky's Force value is so high, its user would probably have other tricks up their sleeve to avoid their élan having to come into direct contact with Neo Bonsai.

12. Life Energy

Life Energy is the amount of vitality a sage or élan possesses. Everyone is born with 100% vitality and it slowly decreases as they grow older. When it reaches zero they die (this can be caused by natural aging or due to damage they take).

Life energy also decreases when élans/sages receive point damage (it decreased proportionate to the amount of damage taken, so 30 points of damage would drain a person's life energy by 30%). The rate at which Life energy decreases can be slowed by periodic food consumption and exercise. It can also be slowed by sages with a high level FFS, as they are able to control the energies in their body better, allowing them to maintain them for far longer than those who cannot use FFS well.

Life energy can be restored with medicines and alchemic prescriptions, but only up to 90% of the person's natural life energy state.

Life energy can only be increased over 100% via élan theft. When a thief steals someone's élan, they gain a percentage of life energy from the victim. The maximum life energy a sage can acquire through élan theft is 300%. After this, they will begin to age at double the speed and they will not gain as much life energy from their victims anymore.

- Élan theft can shorten a person's lifespan all the way down to 1%, but it cannot directly kill them.

13. Stamina

Stamina is a value that denotes the total amount of Focus, Force, and Scope an élan/sage is capable of using at the moment, based upon their current condition and recent energy consumption. 100% stamina means they can use 100% of their FFS values. 0% means they can't use their FFS anymore.

Most élans/sages sit at around 80%-90%. This number quickly dwindles as they perform intense activities in battle or take damage. Stamina increases to 100% with rest and high food consumption.

14. Élan Death

Normally, when élans take point damage, they don't take direct hits to their vitality; instead they weaken the stamina value of the other élan until it can no longer maintain its physical form and returns to the user in the form of an aura.

Élans can only be destroyed in their physical form if their owner's life energy and stamina drop below 20%. After this point, the élan will take damage directly and be destroyed when its own life energy reaches 0% (it is at 100% when the user's reaches 20%. It can be decreased directly from there).

15. Multiple Élans in Combat

If a user has multiple élan, controlling them is similar to having a large scope. The sage's primary élan will be easier to use while all others will place additional pressure on them, lowering their sync ration by ½ until they have gained enough experience with the additional élans.

There are a few exceptions to this. One, if the additional élan is an *Élan Signature* then they can use the élan at full power. Two, if the élan is owned by a Capture Map (*A Slave Élan*) or Alchemic Body Map (*A Bonded Élan*), then they can similarly use it without too much difficulty. These kinds of élans can even be used in combination with other élans fairly easily. They are, of course, not as potent as an élan that is owned and control by its original user (their Focus and Force values are lowered by 20% of their original values).

Switching between élans is like changing states as the primary and secondary strengths and weaknesses of the élan only affect the user when they are using that particular élan aura. Switching between élans can be a grueling task without high Focus ability.

- The sync level of the user will change depending on the élan they are using.
- When the user is using multiple élans at once, the strongest of the two will be used as the primary élan and the additional élans will simply affect the Force values of any combination attacks (these sorts of combination assaults can easily reach a total Force of 100% and are considered S class maneuvers)