<?xml version="1.0" encoding="UTF-8"?>

<ashitacast>

<settings>

<buffupdate>true</buffupdate>

<statusupdate>true</statusupdate>

<hpupdate>false</hpupdate>

<autoupdate>true</autoupdate>

</settings>

<sets>

<!-- This is your idle set. The set you're in when not engaged-->

<!-- It's best to put in your +movespeed gear and defensives-->

<!-- Or whatever makes you look most like the dashing rogue you are-->

<set name="Resting">

</set>

<set name="Idle">

<main>Kaitsuburi</main>

<sub>Habukatana</sub>

<ammo>Qirmiz tathlum</ammo>

<head>Iga zukin +2</head>

<body>Ninja chainmail +1</body>

<hands augment="S123244364451865">Herculean Gloves</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Iga erimaki</neck>

<waist>Flume Belt</waist>

<ear1>Odnowa Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Defending Ring</ring1>

<ring2>Sheltered Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<!-- You can turn on your evasion set to be 'default TP set' by typing /eva -->

<set name="Evasion">

</set>

<!-- You can turn an an MDT set here by typing /mdt -->

<!-- However mine is not included, as I don't have inventory room at the moment -->

<set name="MDT" baseset="Evasion">

<ammo>Staunch Tathlum</ammo>

<head>Mummu Bonnet +1</head>

<body>Hiza. Haramaki +1</body>

<hands augment="S123244364451865">Herculean Gloves</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Loricate Torque +1</neck>

<waist>Resolute Belt</waist>

<ear1>Odnowa Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Defending Ring</ring1>

<ring2>Purity Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<!-- Same as above, you can type /pdt to turn on this set, if you have one -->

<set name="PDT" baseset="Evasion">

<ammo>Staunch Tathlum</ammo>

<head>Mummu Bonnet +1</head>

<body>Emet Harness +1</body>

<hands>Hizamaru Kote +1</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Loricate Torque +1</neck>

<waist>Flume Belt</waist>

<ear1>Odnowa Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Defending Ring</ring1>

<ring2>Patricius Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<!-- This is your general TP set, it's included seperately to idle, so you dont walk in dusk -->

<!-- If you've made additional changes to idle, make sure this set has everything you wish to TP in -->

<set name="TP-Old">

<ammo>Happo Shuriken</ammo>

<head augment="D15444866107840">Adhemar Bonnet</head>

<body augment="D15444866107840">Adhemar Jacket</body>

<hands augment="S123244364451865">Herculean Gloves</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Lissome Necklace</neck>

<waist>Windbuffet Belt +1</waist>

<ear1>Brutal Earring</ear1>

<ear2>Cessance Earring</ear2>

<ring1>Epona's Ring</ring1>

<ring2>Petrov Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<set name="TP-Hybrid">

<ammo>Staunch Tathlum</ammo>

<head>Mummu Bonnet +1</head>

<body>Emet Harness +1</body>

<hands>Hizamaru Kote +1</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Loricate Torque +1</neck>

<waist>Flume Belt</waist>

<ear1>Brutal Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Defending Ring</ring1>

<ring2>Patricius Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<set name="TP-Acc" baseset="TP-Old">

<ammo>Yamarang</ammo>

<head>Mummu Bonnet +1</head>

<body augment="D15444866107840">Adhemar Jacket</body>

<hands augment="D15444866107840">Adhemar Wristbands</hands>

<legs augment="S614750824960">Samnuha Tights</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Lissome Necklace</neck>

<waist>Windbuffet Belt +1</waist>

<ear1>Digni. Earring</ear1>

<ear2>Cessance Earring</ear2>

<ring1>Epona's Ring</ring1>

<ring2>Petrov Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<!-- This will make sure you use all your haste gear on Ichi: Ni and others -->

<set name="FastCast">

<ammo>Impatiens</ammo>

<head>Mummu Bonnet +1</head>

<body>Emet Harness +1</body>

<hands augment="S1237182801080552188">Leyline Gloves</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck augment="S11021322619020">Jeweled Collar</neck>

<waist>Resolute Belt</waist>

<ear1>Loquac. Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Prolix Ring</ring1>

<ring2>Kishar Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<set name="Haste">

<ammo>Staunch Tathlum</ammo>

<head>Hizamaru Somen +1</head>

<body>Emet Harness +1</body>

<hands>Mochizuki Tekko</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Moonbeam Necklace</neck>

<waist>Resolute Belt</waist>

<ear1>Loquac. Earring</ear1>

<ear2>Odnowa Earring +1</ear2>

<ring1>Prolix Ring</ring1>

<ring2>Defending Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<set name="Utsusemi" baseset="Haste">

<neck>Magoraga Beads</neck>

<feet>Iga Kyahan +2</feet>

</set>

<set name="Nuke-DMG">

<ammo>Pemphredo Tathlum</ammo>

<head>Mummu Bonnet +1</head>

<body augment="D768861412098">Rawhide Vest</body>

<hands augment="S1237182801080552188">Leyline Gloves</hands>

<legs augment="S46184061265945">Herculean Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Sanctity Necklace</neck>

<waist>Eschan Stone</waist>

<ear1>Sortiarius Earring</ear1>

<ear2>Friomisi Earring</ear2>

<ring1>Shiva Ring</ring1>

<ring2>Shiva Ring</ring2>

<back>Izdubar Mantle</back>

</set>

<set name="Nuke-MB" baseset="Nuke-DMG">

<ring2>Mujin Band</ring2>

</set>

<set name="Nuke-Acc" baseset="Nuke-DMG">

</set>

<set name="Nuke-Proc" baseset="Nuke-Acc">

<hands>Mochizuki Tekko</hands>

</set>

<set name="Macc-Hi">

<ammo>Yamarang</ammo>

<head>Mummu Bonnet +1</head>

<body>Mekosu. Harness</body>

<hands augment="S1237182801080552188">Leyline Gloves</hands>

<legs augment="D1">Rawhide Trousers</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Sanctity Necklace</neck>

<waist>Eschan Stone</waist>

<ear1>Digni. Earring</ear1>

<ear2>Hermetic Earring</ear2>

<ring1>Kishar Ring</ring1>

<ring2>Etana Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<set name="Macc-Low" baseset="Macc-Hi">

<hands>Mochizuki Tekko</hands>

</set>

<!-- This set should proc on Ranged Weaponskills, the items are only placeholders atm -->

<!-- I do not have /RNG levelled yet, and thus haven't really tested it -->

<!-- If this doesn't work and you fix it, please update for others where you found this XML -->

<set name="Ranged">

</set>

<!-- This will equip gear for 'Mercy Stroke' Relic WS -->

<set name="BladeHi-Old">

<ammo>Qirmiz Tathlum</ammo>

<head augment="S1100815695260118455">Herculean Helm</head>

<body>Abnoba Kaftan</body>

<hands augment="D15444866107840">Adhemar Wristbands</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet augment="S54988744212505">Herculean Boots</feet>

<neck>Fotia Gorget</neck>

<waist>Windbuffet Belt +1</waist>

<ear1>Brutal Earring</ear1>

<ear2>Ishvara Earring</ear2>

<ring1>Begrudging Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<set name="BladeHi-Hybrid" baseset="BladeHi-Acc">

</set>

<set name="BladeHi-Acc" baseset="BladeHi-Old">

<ammo>Qirmiz Tathlum</ammo>

<head>Hizamaru Somen +1</head>

<body>Hiza. Haramaki +1</body>

<hands augment="D15444866107840">Adhemar Wristbands</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Fotia Gorget</neck>

<waist>Fotia Belt</waist>

<ear1>Brutal Earring</ear1>

<ear2>Ishvara Earring</ear2>

<ring1>Begrudging Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<set name="BladeShun-Old">

<ammo>Jukukik Feather</ammo>

<head>Hizamaru Somen +1</head>

<body augment="D15444866107840">Adhemar Jacket</body>

<hands augment="S123244364451865">Herculean Gloves</hands>

<legs>Jokushu Haidate</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Fotia Gorget</neck>

<waist>Fotia Belt</waist>

<ear1>Brutal Earring</ear1>

<ear2>Lugra Earring +1</ear2>

<ring1>Ramuh Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Kayapa Cape</back>

</set>

<set name="BladeShun-Hybrid" baseset="BladeShun-Acc">

</set>

<set name="BladeShun-Acc" baseset="BladeShun-Old">

<ammo>Yamarang</ammo>

<head>Hizamaru Somen +1</head>

<body augment="D15444866107840">Adhemar Jacket</body>

<hands>Hizamaru Kote +1</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Fotia Gorget</neck>

<waist>Fotia Belt</waist>

<ear1>Brutal Earring</ear1>

<ear2>Lugra Earring +1</ear2>

<ring1>Ramuh Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Yokaze Mantle</back>

</set>

<set name="BladeTen-Old">

<ammo>Seeth. Bomblet +1</ammo>

<head>Hizamaru Somen +1</head>

<body>Hiza. Haramaki +1</body>

<hands>Hizamaru Kote +1</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Sanctity Necklace</neck>

<waist>Grunfeld Rope</waist>

<ear1>Lugra Earring +1</ear1>

<ear2 augment="S560011289">Moonshade Earring</ear2>

<ring1>Rajas Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Laic Mantle</back>

</set>

<set name="BladeTen-Hybrid" baseset="BladeTen-Acc">

</set>

<set name="BladeTen-Acc" baseset="BladeTen-Old">

</set>

<!-- This will equip gear for all your other WS's. Mainly aimed at Shark Bite

(For when mandau poison isn't allowed) -->

<!-- If you do not have Mercy Stroke, it may be best to set up an additional set

since MS will be replaced by Dancing Edge / Evis, and they should use different gear to SB -->

<set name="Multi-Old">

<ammo>Seeth. Bomblet +1</ammo>

<head>Hizamaru Somen +1</head>

<body>Hiza. Haramaki +1</body>

<hands>Hizamaru Kote +1</hands>

<legs>Hiza. Hizayoroi +1</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Fotia Gorget</neck>

<waist>Fotia Belt</waist>

<ear1>Brutal Earring</ear1>

<ear2 augment="S560011289">Moonshade Earring</ear2>

<ring1>Rajas Ring</ring1>

<ring2>Regal Ring</ring2>

<back>Laic Mantle</back>

</set>

<set name="Multi-Hybrid" baseset="Multi-Acc">

</set>

<set name="Multi-Acc" baseset="Multi-Old">

</set>

<set name="ENMITY">

<ammo>Sapience Orb</ammo>

<head>Hizamaru Somen +1</head>

<body>Emet Harness +1</body>

<hands>Hizamaru Kote +1</hands>

<legs augment="S614750824960">Samnuha Tights</legs>

<feet>Hiza. Sune-Ate +1</feet>

<neck>Moonbeam Necklace</neck>

<waist>Flume Belt</waist>

<ear1>Odnowa Earring +1</ear1>

<ear2>Friomisi Earring</ear2>

<ring1>Vexer Ring</ring1>

<ring2>Begrudging Ring</ring2>

<back>Moonbeam Cape</back>

</set>

<!-- For items not explicitly defined in gearswap sets above -->

<!-- but needed in inventory while this script is active. -->

<!-- (e.g. main-hand weapons, ammo, potions, etc.) -->

<include>

<!-- <item quantity="all">Toolbag (Shihe)</item>

<item quantity="all">Shihei</item>

<item quantity="all">Inoshishinofuda</item>

<item quantity="all">Chonofuda</item>

<item quantity="all">Toolbag (Cho)</item>

<item quantity="all">Sanjaku-Tenugui</item>

<item quantity="all">Shikanofuda</item>

<item quantity="all">Toolbag (Shika)</item>

<item quantity="all">Echo Drops</item>

-->

<!-- You may also want additional bolts, such as poison, however these are the big 4 I use -->

</include>

</sets>

<!-- Don't fiddle with these unless you know how it works -->

<!-- This is how I've set up the option to have various gear sets

via input commands such as /th or /eva. They all work, however

they may not be coded 'optimally' so if you can clean it up, feel free -->

<variables>

<var name="Nuke">DMG</var>

<var name="Macc">Low</var>

<var name="init">0</var>

<var name="Set">Old</var>

<var name="EvasionSetActive">0</var>

<var name="MDTSetActive">0</var>

<var name="PDTSetActive">0</var>

<var name="TH">0</var>

<var name="Kite">0</var>

<var name="Reraise">0</var>

</variables>

<inputcommands>

<cmd input="/killall">

<setvar name="Nuke" value="DMG" />

<setvar name="Macc" value="Low" />

<setvar name="MDTSetActive" value="0" />

<setvar name="PDTSetActive" value="0" />

<setvar name="EvasionSetActive" value="0" />

<setvar name="TH" value="0" />

<setvar name="Kite" value="0" />

<setvar name="Reraise" value="0" />

<addtochat color="57">KILLED IT ALL, son!</addtochat>

</cmd>

<cmd input="/report">

<addtochat color="57">[Acc:] $Set [Nukes:] $Nuke [Magic Accuracy:] $Macc</addtochat>

</cmd>

<cmd input="/macc">

<if advanced="$Macc=Low">

<setvar name="Macc" value="Hi" />

<addtochat color="57">Magic Accuracy: Hi</addtochat>

</if>

<elseif advanced="$Macc=Hi">

<setvar name="Macc" value="Low" />

<addtochat color="57">Magic Accuracy: Low</addtochat>

</elseif>

</cmd>

<cmd input="/nuke">

<if advanced="$Nuke=DMG">

<setvar name="Nuke" value="Acc" />

<addtochat color="57">Nukes: Acc</addtochat>

</if>

<elseif advanced="$Nuke=Acc">

<setvar name="Nuke" value="Proc" />

<addtochat color="57">Nukes: Proc</addtochat>

</elseif>

<elseif advanced="$Nuke=Proc">

<setvar name="Nuke" value="MB" />

<addtochat color="57">Nukes: MB</addtochat>

</elseif>

<elseif advanced="$Nuke=MB">

<setvar name="Nuke" value="DMG" />

<addtochat color="57">Nukes: DMG</addtochat>

</elseif>

</cmd>

<cmd input="/acc">

<if advanced="$Set=Old">

<setvar name="Set" value="Acc" />

<addtochat color="57">Accuracy mode, son!</addtochat>

</if>

<elseif advanced="$Set=Acc">

<setvar name="Set" value="Hybrid" />

<addtochat color="57">Hybrid mode, son!</addtochat>

</elseif>

<else>

<setvar name="Set" value="Old" />

<addtochat color="57">Kicking it oldschool, son!</addtochat>

</else>

</cmd>

<cmd input="/reraise">

<if advanced="$Reraise=0">

<setvar name="Reraise" value="1" />

<addtochat color="57">Zombie mode, son!</addtochat>

</if>

<else>

<setvar name="Reraise" value="0" />

<addtochat color="57">Zombie mode OFF, son!</addtochat>

</else>

</cmd>

<cmd input="/kite">

<if advanced="$Kite=0">

<setvar name="Kite" value="1" />

<addtochat color="57">Kiting mode, son!</addtochat>

</if>

<else>

<setvar name="Kite" value="0" />

<addtochat color="57">Kiting mode OFF, son!</addtochat>

</else>

</cmd>

<!-- Treasure Hunter Toggle (If you want to replace the /th into

something more user friendly, you can alter it just below -->

<cmd input="/th">

<if advanced="$TH=0">

<setvar name="TH" value="1" />

<addtochat color="57">Treasure Hunter TP set enabled!</addtochat>

</if>

<else>

<setvar name="TH" value="0" />

<addtochat color="57">Treasure Hunter set TP disabled!</addtochat>

</else>

</cmd>

<!-- Evasion set toggle -->

<!-- As stated, you can alter the command input below if you wish -->

<cmd input="/eva">

<setvar name="MDTSetActive" value="0" />

<setvar name="PDTSetActive" value="0" />

<if advanced="$EvasionSetActive=0">

<setvar name="EvasionSetActive" value="1" />

<addtochat color="57">Evasion set enabled!</addtochat>

</if>

<else>

<setvar name="EvasionSetActive" value="0" />

<addtochat color="57">Evasion set disabled.</addtochat>

</else>

</cmd>

<!-- MDT set toggle -->

<!-- As stated, you can alter the command input below if you wish -->

<cmd input="/mdt">

<setvar name="EvasionSetActive" value="0" />

<setvar name="PDTSetActive" value="0" />

<setvar name="TH" value="0" />

<if advanced="$MDTSetActive=0">

<setvar name="MDTSetActive" value="1" />

<addtochat color="57">MDT set enabled!</addtochat>

</if>

<else>

<setvar name="MDTSetActive" value="0" />

<addtochat color="57">MDT set disabled.</addtochat>

</else>

</cmd>

<!-- PDT set toggle -->

<!-- As stated, you can alter the command input below if you wish -->

<cmd input="/pdt">

<setvar name="EvasionSetActive" value="0" />

<setvar name="MDTSetActive" value="0" />

<setvar name="TH" value="0" />

<if advanced="$PDTSetActive=0">

<setvar name="PDTSetActive" value="1" />

<addtochat color="57">PDT set enabled!</addtochat>

</if>

<else>

<setvar name="PDTSetActive" value="0" />

<addtochat color="57">PDT set disabled.</addtochat>

</else>

</cmd>

<!-- For personal testing. -->

<cmd input="/debug">

</cmd>

</inputcommands>

<!-- These are the rules to make all your gearsets work.

Again, the code could be optimised, but do not touch them

if you do not know what you're doing. This can break the entire XML -->

<idlegear>

<if advanced="$init=0">

<setvar name="init" value="1" />

<command>/exec nin.txt</command>

</if>

<if advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</if>

<if eq\_rring="Trizek Ring">

<equip lock="true">

<rring>Trizek Ring</rring>

</equip>

</if>

<if eq\_rring="Capacity Ring">

<equip lock="true">

<rring>Capacity Ring</rring>

</equip>

</if>

<if eq\_rring="Facility Ring">

<equip lock="true">

<rring>Facility Ring</rring>

</equip>

</if>

<if eq\_rring="Dim. Ring (Dem)">

<equip lock="true">

<rring>Dim. Ring (Dem)</rring>

</equip>

</if>

<if eq\_lring="Dim. Ring (Dem)">

<equip lock="true">

<lring>Dim. Ring (Dem)</lring>

</equip>

</if>

<if eq\_back="Mecisto. Mantle">

<equip lock="true">

<back>Mecisto. Mantle</back>

</equip>

</if>

<if eq\_rring="Warp Ring">

<equip lock="true">

<rring>Warp Ring</rring>

</equip>

</if>

<elseif eq\_lring="Warp Ring">

<equip lock="true">

<lring>Warp Ring</lring>

</equip>

</elseif>

<elseif p\_status="resting">

<equip set="Resting" />

</elseif>

<elseif advanced="$EvasionSetActive=1">

<equip set="Evasion" />

</elseif>

<elseif advanced="$MagicEva=1">

<equip set="MagicEva" />

<if advanced="$Kite=1">

<if e\_time="<17.01|>6.59"><equip><feet>Danzo Sune-Ate</feet></equip></if>

<if e\_time=">17.01|<6.59"><equip><feet>Hachiya Kyahan</feet></equip></if>

</if>

<if advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</if>

<if BuffActive="2">

<equip>

<neck>Vim Torque</neck>

</equip>

</if>

<if BuffActive="15">

<equip>

<waist>Gishdubar Sash</waist>

<lring>Saida Ring</lring>

<rring>Purity Ring</rring>

</equip>

</if>

</elseif>

<elseif advanced="$MDTSetActive=1">

<equip set="MDT" />

<if advanced="$Kite=1">

<if e\_time="<17.01|>6.59"><equip><feet>Danzo Sune-Ate</feet></equip></if>

<if e\_time=">17.01|<6.59"><equip><feet>Hachiya Kyahan</feet></equip></if>

</if>

<if advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</if>

<if BuffActive="2">

<equip>

<neck>Vim Torque</neck>

</equip>

</if>

<if BuffActive="15">

<equip>

<waist>Gishdubar Sash</waist>

<lring>Saida Ring</lring>

<rring>Purity Ring</rring>

</equip>

</if>

</elseif>

<elseif advanced="$TH=1">

<equip>

<waist>Chaac Belt</waist>

</equip>

</elseif>

<elseif advanced="$PDTSetActive=1">

<equip set="PDT" />

<if advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</if>

<elseif advanced="$Kite=1">

<if e\_time="<17.01|>6.59"><equip><feet>Danzo Sune-Ate</feet></equip></if>

<if e\_time=">17.01|<6.59"><equip><feet>Hachiya Kyahan</feet></equip></if>

</elseif>

<if BuffActive="2">

<equip>

<neck>Vim Torque</neck>

</equip>

</if>

<if BuffActive="15">

<equip>

<waist>Gishdubar Sash</waist>

<lring>Saida Ring</lring>

<rring>Purity Ring</rring>

</equip>

</if>

</elseif>

<else>

<if p\_status="engaged">

<equip set="TP-$Set" />

<if advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</if>

<elseif advanced="$TH=1">

<equip>

<waist>Chaac Belt</waist>

</equip>

</elseif>

<elseif advanced="$Reraise=1">

<equip>

<head>Twilight Helm</head>

<body>Twilight Mail</body>

</equip>

</elseif>

<if BuffActive="2">

<equip>

<neck>Vim Torque</neck>

</equip>

</if>

<if BuffActive="15">

<equip>

<waist>Gishdubar Sash</waist>

<lring>Saida Ring</lring>

<rring>Purity Ring</rring>

</equip>

</if>

</if>

<else>

<equip set="Idle" />

<if advanced="$Kite=1">

<if e\_time="<17.01|>6.59"><equip><feet>Danzo Sune-Ate</feet></equip></if>

<if e\_time=">17.01|<6.59"><equip><feet>Hachiya Kyahan</feet></equip></if>

</if>

<if BuffActive="2">

<equip>

<neck>Vim Torque</neck>

</equip>

</if>

<if BuffActive="15">

<equip>

<waist>Gishdubar Sash</waist>

<lring>Saida Ring</lring>

<rring>Purity Ring</rring>

</equip>

</if>

</else>

</else>

</idlegear>

<preranged>

<equip set="Ranged" />

</preranged>

<premagic>

<if ad\_name="Utsusemi\*">

<equip set="Utsusemi" />

</if>

<else>

<equip set="FastCast" />

</else>

</premagic>

<midmagic>

<if ad\_name="Monomi\*">

<command>/cancel 71</command>

</if>

<elseif ad\_name="Katon\*|Hyoton\*|Huton\*|Doton\*|Raiton\*|Suiton\*">

<equip when="$GearTime" set="Nuke-Free" />

<if advanced="%ad\_element=%e\_dayelement">

<if ad\_element="Light|Fire|Dark|Water|Thunder|Earth|Wind|Ice">

<equip>

<waist>Hachirin-no-Obi</waist>

</equip>

</if>

</if>

<elseif advanced="%ad\_element=%e\_weatherelement">

<if ad\_element="Light|Fire|Dark|Water|Thunder|Earth|Wind|Ice">

<equip when="midcast">

<waist>Hachirin-no-Obi</waist>

</equip>

</if>

</elseif>

</elseif>

<elseif ad\_name="Yurin\*|Aisha\*|Jubaku\*|Hojo\*|Kurayami\*|Dokumori\*">

<equip set="Macc-$Macc" />

</elseif>

<elseif ad\_name="Utsusemi: Ichi">

<equip set="Utsusemi" />

<!-- Cancels shadows if... -->

<if buffactive="66"> <!-- One is shadow left -->

<command>/cancel 66</command>

</if>

<elseif buffactive="444"> <!-- Two shadows are left -->

<command>/cancel 444</command>

</elseif>

<else> <!-- Three are shadows left -->

<command>/cancel 445</command>

</else>

</elseif>

<elseif ad\_name="Utsusemi: Ni">

<equip set="Utsusemi" />

</elseif>

<else>

<equip set="Haste" />

</else>

</midmagic>

<jobability>

<if ad\_name="Provoke">

<equip set="ENMITY" />

</if>

<elseif ad\_name="Spectral Jig">

<command>/cancel 71</command>

</elseif>

<elseif ad\_name="Innin">

<equip><head>Iga Zukin +2</head></equip>

</elseif>

<elseif ad\_name="Futae">

<equip><hands>Iga Tekko +2</hands></equip>

</elseif>

<elseif ad\_name="Yonin">

<equip><legs>Iga Hakama +2</legs></equip>

</elseif>

</jobability>

<weaponskill>

<if ad\_name="Blade: Ten">

<equip set="BladeTen-$Set" />

</if>

<elseif ad\_name="Blade: Hi">

<equip set="BladeHi-$Set" />

</elseif>

<elseif ad\_name="Blade: Shun">

<equip set="BladeShun-$Set" />

</elseif>

<elseif ad\_name="Aeolian Edge">

<equip set="Nuke-DMG" />

</elseif>

<else>

<equip set="Multi-$Set" />

</else>

<if e\_time=">17.01|<6.59"><equip><lear>Lugra Earring +1</lear></equip></if>

</weaponskill>

</ashitacast>