# Onmyoji Ruleset Ideas

## Attributes

* Endurance – Physical ability and sturdiness. Dictates the ability to resist injury statuses
* Sensing – Aptitude for perceiving spirit energy. Contributes to success of spirit sensing both in and out of combat.
* Concentration – Focus level and ability to manage larger spells. Modifies rolls against casting and maintaining Talisman spells
* Agility – Physical speed for dodging attacks and moving
* Memory – Mental capacity and power of recall. Modifies rolls to find new spells and modifies rolls to recall learned information.
* Spirit – Pool of spirit energy in the body. Used to ward off damage and strengthen enhanced equipment. Spirit increases differently than the other attributes

Everyone starts with the same attribute scores. The “race” modifiers are applied to the base attribute levels. Attributes are leveled up through downtime activity. Each character level allows a certain number of attribute level ups.

## People Types

Each type gets one option that can be selected at creation

* Trueblood – Inherited spirit vision from bloodline
  + bonus spirit
  + bonus sensing
  + higher tier shikigami
* Passed-blood – Spirit vision granted by another
  + get one extra skill to start
  + bonus to endurance
  + bonus to concentration
* Afflicted – gained spirit vision after being attacked
  + gain much higher spirit, but when spirit is <30%, chance for affliction to take over
  + affinity for one element
  + bonus to initiative

Background will each have their own skill line that is only available to characters with the background. Will emphasize the traits from the background and skill points from any other tree can be used in it.

## Turn Order

At the start of each turn, the players decide if they are taking initiative or reacting. Taking initiative rolls initiative normally. Reacting must have a target, either ally or foe. Reacting makes your turn immediately after the target.

Reacting Actions:

* Bolster Ally – Aid an the target ally in a spell stability roll. The spell magnitude is considered one lower for the roll. Both ally and aid roll and the spell succeeds if either roll is a success.
* Follow-up Ally – After the target ally attacks, you may also attach their target. The foe cannot dodge your attack. If the ally’s attack was targeted, then the follow-up attack may also be targeted, but to a different body part. Follow-up cannot be targeted if the initial attack wasn’t.
* Counter spell – When the target casts a spell, you may attempt to negate the spell as it’s cast. See special counter spell rules.
* Full Dodge – If the target attacks you, can dodge it. The dodge roll has a bonus and negates all damage on success, even for AoE attacks.
* Attack of Opportunity – Melee only. If target moves away, attack them as they do so. This attack stops their movement regardless if it hits

## Resource Types

Ways by which to cast spells and make attacks

* Hand Seals – A sequence of intricate hand formations which matching incantations.
  + Fastest method of spell casting. Can attempt multiple seals in a turn increasing through skill levels. The spell triggers when the sequence is complete, even if it takes multiple turns to do.
  + Requires no material component, but requires a roll to succeed the seal. If any seal in a sequence fails, the spell does not trigger. There is no stability roll to succeed an instant spell, only for channeled spells starting the following turn.
  + Hand seals cast “mantras” that are either instant or channel. Mantras have no element type
  + Most bindings are hand seals
  + Magnitude is usually tied to the complexity (number of seals) for the spell.
* Talismans – Paper charms infused with one of the major elements
  + Talismans are easier to use then hand seals since they only require one check.
  + Talismans are consumed on use and only a certain number can be carried on a person.
  + Talismans are elemental in nature, so their spells can consume other elements to increase scope or be used to counter opposing elements
  + Using multiple talismans at once increases magnitude, but also makes the spell more unstable, increasing the casting check and downside of failure
* Shikigami – Summoned creatures that fight on their master’s behalf
  + Shikigami require no concentration to maintain.
  + Shikigami can vary in strength and abilities. The higher tier the shikigami are more powerful, but harder to control or weild
  + Damage to shikigami is removing the spirit that was given to them. If they die from attacks, the shikigami disappears and the spirit is lost
  + A shikigami maybe unsummoned
  + Two types: Generalized or Bloodbound. Detailed below
* Enhancement – magical items that can used for attack or defense and rely on the users spirit
  + Enhancements are basic weapons and armor with the capability of being “enhanced” at the cost of spirit. Just using the doesn’t consume any spirit, so their benefits are the most spirit efficient
  + Enhance weapons can be melee or ranged. Ranged type do not consume ammo. Both can do extra damage through enhancing.
  + Armor can reduce the amount health and/or spirit loss.
  + All items can have additional special abilities based on rarity
  + Only one enhancement can be used at a time unless skill is a skill is taken to increase load limit
  + There are also enhancement tools such as binding Talismans that will cast a store spell when activated by spirit

Sidenote on Shikigami:

Two types: Generalized and Bloodbound

Generalized:

* Bound to a talisman. Are simple, mass-produced shikigami that require spirt to be transferred from the master
* Can have multiple generalized shikigami at once (based on concentration score?)
* Strength and health of shikigami is fixed based on the rarity/type of talisman
* Shikigami have own stats and abilities. If the slain in battle, the talisman is irreversibly damaged.
* Commanding is an action, but can summon multiple at once

Bloodbound

* Bound to the master directly. These shikigami are spirits, creatures and beings with their own individual power
* These shikigami have their own spirit pool. If the shikigami spirit is higher than master’s current, then there is a flat chance that commands are not followed. If multiple Bloodbound, then the sum of spirit pools is used
* Commands are free action instead of full action
* If slain, the shikigami doesn’t die, but cannot be summoned again for a long term
* Option: Strength of these shikigami could be increased through skill progression
* Option: Bonding with shikigami to improve temperament

Can use both types but lowering own spirit for generalized shikigami could put your level below the ability to control bloodbound.

## Magic General

Magic categories:

* Elemental – one of the natural worldly elements
  + elemental magic is typically stronger, but can be easily countered or grow to large in magnitude to control
  + at large magnitudes, elemental spells that become unstable maybe not dissipate and have lasting ramifications
  + Usually cast using Talismans
* Binding – holds something immobile
  + Damage dealt by binding magic does not reduce spirit or health. Instead, a binding is a persistent value that reduces mobility based on spirit. If the total binding is greater than spirit, then the target is immobilized
  + Binding spells are all channeled and their damage stacks. If the binding is cancelled, the damage is removed.
  + Binding threshold is equal to current spirit, so dealing damage makes binding easier. If binding damage is lower than threshold, target is slowed
  + Can still attack while bound
* Exorcising – powerful magic specifically for removing spirit creatures and rifts
  + exorcising spells create a hallowed target area that cannot be moved. The spells must be channeled to maintain the area
  + multiple users can stack exorcising spells to increase magnitude without increasing stability
  + targets that are entirely inside a hallowed area at start of turn take massive damage
* Stealth – self targeted magic that suppresses the caster’s presence
  + Channel spell that is used to become “undetectable”
  + Instead of damage, roll result comes the observation DC. Others must make a sensing check that beats the DC to sense the stealthed character
  + Stealth spells can also include dummies/clones and other illusions or sensory suppressing
  + Usually hand seals unless using doll talismans for clones
* Sprit Control – Directly manipulation spirit energy of self and others
  + At basic level, allows for recovery of spirit in combat (healing)
  + Redistribute spirit energy between self and allies
  + Sapping spirit energy from foes
  + Unleashing powerful magic that taps directly into ley lines (ex: Spirit Step)
  + Usually hand seals, though healing talismans can be used to recover spirit (think healing potion from DnD)
* Barrier – Shielding spells to protect against affects or trap targets in place
  + Mostly take the form of anti-spirit barriers which prevent spirit energy from passing
  + Minor versions provide a temporary shield against spells (rather than losing spirit by warding)
  + Larger and more powerful barriers require multiple casters (ex. 8-man anti-spirit barrier). Usually used to trap a spirit entity.
  + Unlike binding, barriers can be attacked to weaken them.
  + Multi-caster barriers are all hand seals, but person protection spells use special talismans

## Combat

There is no armor class. All attacks hit by default. When attacked, the target must decide to dodge, ward, or take the hit.

* Dodging – Roll against the attack to try negating damage.
  + Area attacks deal half on successful dodge.
  + Dodging cancels any channeled spells.
  + Can only dodge once per round. Increasable through skill progression
* Ward – use your spirit to thwart an attack and avoid physical harm
  + By default, damage is warded
  + Damage is dealt directly to spirit
  + If spirit hits 0, spell casting ability is lost until spirit is restored (by rest or consumable)
* Physical damage
  + Physical damage is applied to a specific part of the body
  + Each body part has hit points based on endurance
  + When hit, a body part becomes injured based on remaining health. The severity level dictates the negative conditions of the injury
  + For minor injuries, concentration to maintain spell. For bigger injuries, spell is automatically cancelled.
  + Hitting 0 hit points on a body part means permanent damage. For appendages, it means loss of limb. For torso or head, it means death. Losing two limbs is also considered death.
  + Torso is the default target and takes damage for untargeted attacks.

Instead of attacking a target, may roll a sensing to determine elemental attributes or weaknesses in creatures.

When attacking with enhancement weapons or projectile type spells, the attacker may choose to make a targeted attack. Attacker selects one body region that the attach is attempting to hit. Targeting extremities (limbs or head) makes the attack easier to dodge, but more likely to injure since the body parts have less health. Attacks that are targeted partly pierce ward and deal damage to the body part.

When reacting to a target foe, have the option of trying to counter their action. As the spell is cast, player can cast a spell of the overcoming type. The magnitude of the counter spell is subtracted from the attacking spell.

Can react to allies to aid their casting or improve own chance to hit. Bolstering ally allows you to make a spell check when the ally casts a spell. The magnitude is lowered and if either makes the check, then the spell succeeds. Following up an allied attack prevents the enemy from dodging your attack.

Targeted attacks allow for aiming at the extremities. However, the target automatically gets a dodge for these attacks that does not consider or reduce their turn dodges. The dodge can be cancelled by using a follow up with an ally.

## Critical Hits

The outcome of a critical cast is different depending on the spell type.

* Area
  + +50% to the spell magnitude when initially cast
  + Increases both damage and area
  + Spell goes back to original casting magnitude the following turn
* Projectile
  + +50% spell magnitude
  + 100% of the damage pierce and deals damage to body part
* Living
  + +50% duration to spells
  + Cast a second instance of the spell at the same target(s)

## Downtime

During weeks spent in downtime, the character can train in specific ways to progress experience and increase strengths. Attributes, skill proficiencies, and spell discovery can all be pursued during down time to improve strength. Skill proficiencies are best level through actual missions where more experience will be gained.

* Increase attribute scores (slow progressing that doesn’t happen by any other means)
* Skill proficiency (most experience gained in combat, but can be trained outside of combat at slower rate)
* Spell research (attempt to uncover new magic, learning a random spell or training to learn an observed spell)

Characters will also need to recover from injuries during downtime. Attributes cannot be trained while injured.

Other potential downtime activities: Item search/creation, Spell exchange

## Skill Progression

Characters do not have classes and are specialized by the leveling up of skill sets. There are skill sets for combat actions, spell types and magic types. Performing an action in combat adds xp to all related skill sets. Skill points are rewarded at regular xp thresholds and can be used to unlock skill perks that passively increase combat strength.

Skill perks can have tiers that are unlocked in order. Could also set some perks as repeatable so they can be taken multiple times.

## Skill Ideas

Element Generating:

* Take advantage of Five Element generation to build larger, more powerful spells with each turn
* Faster build up and bonuses to stability checks when generating

Stealth Magic:

* Improved stealthing capability and sneak attack
* Make clones out of doll talismans

Binding and Barriers

* Stronger binding spells and ability to build barriers with fewer channelers

Exorcism

* Faster channel and improved purification speed

Spiritmancer

* Enhance and manipulate the spirit power of allies

Enhancement User

* Increased number of enhancements that can be used, increased effectiveness

## Element Interaction

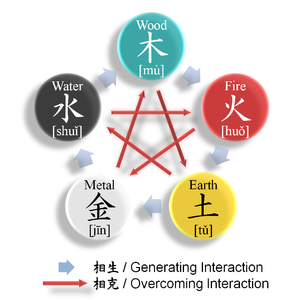


Figure 1- Fun fact: The Chinese characters for each element are the same characters used for days of the week in Japanese

The five elements can interact with one another to create overcoming or generating effects. Overcoming effects are used in counterspelling to overcome or weaken an enemy spell. This can also be applied to existing spell effects, such as ongoing AoEs or DoT spells.

Generating spells is a bit more complicated. When generating occurs, the new element spell consumes the original. This results in a spell that is more powerful than it was originally cast. This can be used to create spell effects that are more powerful than a caster is usually capable of.

The generating interaction is also related to the spell types. The spell types have priming or trigger effects in the generating interaction. Primers are spells that persist in some way and can be consumed by a generating trigger spell.

Projectile (Trigger) – Projectile spells do not have a duration and cannot be channeled in previous turns. Therefore, they cannot be a primer for generating. They can however trigger a primer spell. When triggered by a projectile, the resulting spell maintains the original type but gains the element of the projectile and magnitude of the two spells combined.

Area (Trigger and Primer) – Area spells are the only type that can both prime and trigger. Triggering with an area spell consumes the original spell to make the cast spell stronger. The result of triggering will always be an area spell with the same element as the triggering area spell and magnitude of the two spells combined.

Living (Primer) – Living (or DoT) spells will not trigger a primer. This allows for overlapping living spells on the same target. The result of triggering a living spell primer will follow the rules of the triggering spell.

All generating spell type interactions:

|  |
| --- |
| Area (Primer) + Projectile (Trigger) = Area |
| Area (Primer) + Area (Trigger) = Area |
| Living (Primer) + Projectile (Trigger) = Living |
| Living (Primer) + Area (Trigger) = Area |

Option: Overcoming interaction can apply to all persistent effects. Can be used to stop channel area spells and living spells, but also applies to ally cast spells. For example, an ally casts a fire living spell on a target. If someone follows up with a water projectile attack, then the spells cancel out.

## Out of Control Spells

Area spells require a channel check at the start of the turn to either continue control or forcefully stop the spell effect. If the channel check fails, the spell effect goes out of control. What a spell does once out of control is randomly determined. For higher magnitude spells, the potential mishaps get worse if a spell goes out of control. For example, an out of control spell might summon/evolve into an elemental spirit that attacks indiscriminately.

If the out of control spell persists as an effect, then it can be recontroled through a successful channel check or cancelled by counterspelling.

## Enhancement Ideas

|  |  |  |
| --- | --- | --- |
| **Melee Weapons** |  |  |
| **Type** | **Regular Attack** | **Passive** |
| Fist | Multi-attack | Flurry Blows – extra attacks |
| Lance | Inverted Cone area of attack | Increased pierce on attack |
| Greatsword | Swipe in a cone area |  |
| Spear | 10ft Reach | Increase reach by extra 5ft |
| Scythe | 180 sweep attack | 360 sweep attack |
| Sword | Bonus to counter attack | Sword Draw – Blink past in lighting fast attack |
| Dagger | Bonus to sneak attack | Increase crit chance |
| **Range Weapons** |  |  |
| Bow | Use talisman to add elemental damage | Pinning attack – deals binding damage |
| Thrown | Multi-attack |  |
| Pistol |  |  |
| Automatic Rifle |  |  |
| Sniper Rifle | Negate dodge bonus for targeting extremities | Shots become a beam that pierces through targets |
| **Defense Items** |  |  |
| Armor | Health/Spirit Armor | Can increase armor but lose spirit over time |
| Shield | Health/Spirit Armer | Agro targets |

## Injuries

Whenever physical damage is taken, there is a chance to obtain an injury. The player rolls Endurance on damage taken to determine if an injury is sustained or not. The DC is based on the amount of damage taken, higher DC for more damage.

When the DC is failed, a random injury is rolled based on the body part that took damage. The injury tables are arranged by severity so that more severe injuries are rolled after reaching 75%, 50% and 25% health on a body part.

## Extra Thoughts

* Reacting actions are selected before the target makes their action. How to deal with reaction that doesn’t occur? (ex: Counterspell but target doesn’t cast anything)
* Should there be a bonus for taking initiative?
* Sparring mode for basic PvP. Hides initiative, reactions and casting intents.

# Notes from Tokyo Ravens (ongoing)

State Onmyoji – Certification based on level and accomplishment

Independent Exorcist Class – Ranking in state Onmyoji, simple removal of phase 2 disaster

Vampiric Wasp – Drain a targets spirit at range

Multi-person barriers – 8 man anti-spiritual barrier

Dolls – shikigami that look like people. Can cast magic from them

Pegasus type shikigami – Runs on air

Bow that shoots spirit arrows, no ammo

Two mode sword – self-defence blade, and enemy vanquishing blade

Chain of the Five Elements – spell using all five element talismans

Other talisman types: Protective, healing

Spirit step – instant teleportation through the ley lines. Very high level

Artificially Created Shikigami:

* Model M3 Asura – Water flood ability, fire projectiles, mine field
* Armored demon soldier – giant arachid creature with spirit sapping webs