BP/MP/SP System

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A document created to outline the main mechanics of a new RPG battle system

Main Ideas:

Body, mind, and spirit Points are the central mechanic. The fabric of reality in this universe is made up a mix of body, mind, or spirit. For example, a rock would be body-based, while a tree would be body and spirit, and maybe mind for sentient ones! Humans were created to be the ultimate balance of those basic elements, and in their ultimate forms perfectly embody this trait. However, humans are much more varied in practice!

Confirmed Character Stats:

The base stats are the Body, Mind and Spirit of each character. These base stats determine a character’s derived stats used in battle. For example, a character will have three health stats corresponding to each base stat category (Body, Mind, and Spirit), and likewise with offense, defense, dexterity, and (maybe) speed. The character’s class affects these derived stats using a percentage multiplier of their base stats. Stronger classes have better multipliers. Upon level up, a character’s Body, Mind, and Spirit increase, and indirect stat arrays for health, offense, defense, dexterity, and speed are adjusted according to the unit’s class.

* Base Stats:
  + Body
  + Mind
  + Spirit
* Derivative Stats (stored as arrays corresponding to each of the three base stats):
  + Max and current health
  + Offense
  + Defense
  + Dexterity
  + Speed (maybe)
* Skills and abilities may increase or decrease the time between actions.
* 100-point exp system; player gets a choice on which of body, mind, or spirit to enhance. Accesses different classes and skills based on level in each.
* Resistances?
* Strong items

Battle Mechanics:

* Basic JRPG turn-based combat to start
* Body, mind, and spirit stats are the main focus.
* A circular speed system, if possible. Speed would be measured in radians
* Status effects?
* If any one of a character’s body, mind, or spirit stats is < 0, they are no longer able to deal damage to any opponents in that stat and may lose access to some abilities! If two of the three are depleted, they become unconscious. If they lose all three, they die and must be revived outside of battle (may allow magic revival).
* However, some defensive abilities may trigger as well!
* Equipment? Held items? Boosting items?

Battle Mechanic Ideas:

* The start of the turn selects a starting radian, then moves counterclockwise around a unit circle, stopping at every character’s speed stat (in radians), when they get the option to select their move.
* Certain mechanics (such as Perish Song or Future Sight or environmental/movement hazards) would have activation times on the unit circle as well!

Class Ideas:

* A fighter that specializes in multi-hit moves and critical hits. Has the ability to perceive if he will score a crit before he selects his move for the turn.

Ability Ideas:

Item Ideas:

* A “black hole” or “wind jar” item that sucks in and expels enemies into other enemies for damage!

Battle Encounter Ideas:

* A central unit summons tiny allies, whom it can consume for healing and stat buffs.
* Enemies can use items!
* Maybe eventually implement movement?

Tileset: https://0x72.itch.io/dungeontileset-ii?download