

1d20+10 is the standard dice roll. I'll be taking the middle roll of the first three by default: If I get a 13, 17, and 24, the result is 17. The standard DC for actions that are exactly appropriate to your skill level is 20, but the DC will range from 11-30 on a scale of trivially easy to impossibly difficult. Getting two matched numbers is a critical. If you have two matched numbers and succeed, it's a critical success. Two matched numbers and fail, it's a critical fail. 1s and 20s won't matter beyond being particularly high or low numbers in this regard. Three matched numbers is a super critical.

You can influence the dice roll with two special pools of points: True Ninja and Will of Fire. True Ninja points are earned by being particularly selfish, pragmatic, and ruthless. Will of Fire points are earned by being particularly selfless, empathetic, and merciful.

Using a True Ninja point will allow you to take the highest of the three rolls, making you succeed more often. In-combat your enemies will realize you're going for the throat and they will respond in kind. Using these makes you more likely to succeed, but the world grows harsher in response.

Using a Will of Fire point won't influence your rolls, but will vastly lower the consequences of failure and slightly increase the impact of succeeding. In-combat your opponents will realize that you aren't out for blood and will generally meet you in the middle by being less lethal as well. Using these isn't as glamorous and won't improve your overall odds of success, but you'll find that the world is a more friendly place.

Most of the time you can use either or, but only when it could at least make some amount of sense. A True Ninja point probably can't be used on giving a friend a warm hug, and a Will of Fire point probably can't be used to slit someone's throat.

Your choice of action and the quality of your moves will influence the hidden DC of checks. Punching a Jonin in the face might require a 30, punching them in the face while they're asleep might require a 20, as a quick example. Observation and certain abilities can reveal the DC you'll need to hit on certain choices, but frankly I'll probably be stingy about revealing it to keep things mysterious.

>I don't like the take middle roll thing, when taking first one (or even if you rolled it yourself) would achieve the same thing and faster.

Fair. The idea was that unless you were using True Ninja, you'd get consistently average results, which was my way of motivating you towards the dark side. Instead of it being based on taking the best of three, how about we call best of 3 the norm and instead you can use True Ninja for a bonus?

The average of 3d20 keep highest is 15 which doesn't leave a whole lot of space for DCs unless I handle it with lots of contextual dice modifiers instead of just moving the DC on my end, so what are your thoughts on just doing a standard 3d100 thing with an average DC of 70, True Ninja adding +15, Will of Fire adding +5 + reduced failure impact? I like things being both gamified and transparent because I like the idea of the dice being somewhat manipulable by players who understand the math, but I understand I'm bogging things down with complications.

With that idea, I'd be able to just ask for d100s, mentally set the DC below or beyond 70 based on how hard what you're doing is, and then you have a simple choice between 3 different types of dice to add some mechanical and narrative flavor to the roll.

On your end, all you would really need to think about is what you want to do, and then whether you want to roll a 1d100, 1d100+15 for higher success but increased general hostility, or 1d100+5 for slightly higher success but reduced general hostility. So there would be two mechanics at play, your choice, and the dice you reach for.

>I also really dislike the idea of matching number things to decide crits, and the fact that it's the only reason that we have to roll 3 dice anyway doesn't help.

Also fair, but that's one I like because it mathematically increases the odds of crits and is resilient to the concept of keeping higher rolls from influencing the chances away from crit fails being possible when keeping higher dice. I'll just shelve that for now and think more about how exactly to handle crits later.

>And I don't know why add the +10 to every roll and increase the standard DC from 10 to 20, when it's a constant modifier and what changes the difficulty DC itself.

Yeah I realized that the second we rolled. That one was just a flat mistake because I wasn't thinking.

Regardless, I'll write the next post with the way things currently work, we'll move to d100s the next time we roll unless you have some ideas for me you want me to think about.

***Anon's note: Things might have changed again because Will of Fire give a +10 now***

Before I go though, some general knowledge on your skill level for everyone. Pretty much every one of the character creation options oriented Otomo towards being good at Ninjutsu, so that's the thing you're definitely going to excel at. If Naoki is hard maxed towards pummeling people up close, you're hard maxed towards quickly learning how to annihilate someone with Ninjutsu. For those of you who are interested in being a melee fighter though, I wouldn't worry about that for a couple of reasons.

One, the plan is that once the setting is firmly established time skips are going to be a lot more common so I can get you out of this really young age. I'm imagining each semester will have one major event + I'll give you some slots for free time and training and then I'll go easier on the time skips after you graduate. Those slots are going to influence how far you go in any given aspect you choose. You'll always be naturally better at learning ninja magic than fighting, but you can be really good at fighting. You wouldn't want to be overly specialized anyway because there are circumstances where you won't be able to use jutsu (Running out of chakra for it.)

Two, there's a specific ninjutsu that's going to help a lot with that.

The only thing that's not very flexible about Otomo is that he's hard-wired for water release. It has to do with your mysterious background.

If anyone isn't familiar with Naruto as a setting, every person has a chakra nature. That's basically your elemental orientation for what kinds of abilities you find easier. Most people gain a preference to jutsu within their nature, Otomo's is much more demanding than usual.

Ninjutsu (Power of most releases you're capable of: Spiritual.)

Taijutsu (Power of your physical fighting techniques: Physical.)

Genjutsu (Power to influence the minds of others/Atypical abilities: Spiritual/Physical.)

Intelligence (How smart you are and how crafty you can be.)

Strength (How strong you are and how potent you are physically.)

Speed (How fast you are. Helps with stealth, defense, and with positioning.)

Stamina (How much energy reserves you have, physically and spiritually.)

Hand Seals (Hard Cap on how high level/fast your releases can be.)

Ranks are rated 1-5:

1=Weak

2=Competent

3=Strong

4=Very Strong

5=Master

Totals:

18=Genin

22=Chunin

26=High Chunin/Low Jonin

30=Prime Jonin

34+=Kage

To further explain these stats, I want to state that most ninja tend to specialize towards Ninjutsu, Taijutsu, or a dynamic balance of random stats related to both. Ninjutsu, Intelligence, Hand Seals, and Stamina makes a good Ninjutsu fighter, Taijutsu, Strength, Speed, and Stamina make a good Taijutsu fighter. The majority of ninjas disfavor Genjutsu because it's considered generally weak (Why would I trap someone in an illusion they could possibly break out of after 5 seconds when I can just outright stun/kill them with lightning or straight-up knock their ass out?) Also, in my variation of the setting in particular it's required to have broadly balanced skillset to be good at it, and most ninja are going to want to use their time maximizing for their strengths rather than being broadly okay but mediocre overall. But for my purposes you can consider Genjutsu to be the stat that increases your facility at all the miscellaneous skills that don't neatly fit with the general stat scheme, IE, illusions, summonings, fuinjutsu, medical jutsu, and other niche stuff that doesn't fit neatly elsewhere.

I still broadly recommend against pursuing it as a specialty because having a grab bag of lots of niche utility stuff is going to be worse than just having one or two utility abilities from that category that augment some other kind of more normal style. It's better to have a team of ninja with good specialties and each with a minor dip into some utility talent than a team of ninja who are uber specialized and one guy who has all the utility but will fold like a sack of potatoes. It's normally a share-the-load thing within a team and not normally something that one person is meant to be really particularly stacked on.

That being said, don't stress about stats SUPER much, because your true power is going to come from what they actually do and not a soulless quantification of numbers. Like Juro-Sensei said about the intelligence test, a piece of paper/stat sheet is never going to fully encompass what a person is truly made of. It's just an arbitrary representation of your broad skills that will never actually be the full picture. For example, Shurikenjutsu can be seen as a sub-type of Taijutsu, but obviously two of your classmates have a crippling weakness for one over the other that wouldn't be cleanly represented in pure stats.

A perfectly balanced, GENERIC academy graduate Genin would look like this, but overall the academy would prefer overlooking someone who is below par on one or two things but who rocks at something else than someone who is well-balanced but generally disappointing:

>Ninjutsu: 2.5

>Taijutsu: 2.5

>Genjutsu: 1.5

>Intelligence: 2.5

>Strength: 2.5

>Speed: 2.5

>Stamina: 2.5

>Hand Seals: 1.5

>Total: 18

You have 1 point to distribute per semester, and will end up with a total of 18. That 1 point can be separated into two 0.5s and split between two stats. You can only have one thing end up as high as 4. Every semester you have one thing to do with your free time that won't be about training: This can be about establishing friendships, defining how you're training in more specifics, learning more about the world, doing miscellaneous stuff you're interested in, whatever. Your training + free time interests will influence what scenario you get each semester, but won't always be the end-all-be-all of what I write because you're not in full control of what fate has in store for you. Those scenarios won't be overly long because I want to get you started for real when you graduate, which I'll say will end up with you at around 13 years old. After you graduate points will be gained slower, obviously, since we won't be time-skipping nearly as much.

>Also, question for the GM. I notice that Shurikenjutsu isn't listed there. Can I assume that Shurikenjutsu is buffed by a combination of speed and strength?

Yes, depending on what weapon you're throwing. Senbon are all speed, fuma shuriken would be all strength. I consider it a subcomponent of Taijutsu and mention it in the fourth sentence of >>5789187

Naoki is good at Taijutsu and bad at Shurikenjutsu because of a mental block/phobia.

Junpei is good at Shurikenjutsu and bad at Taijutsu because of his dogshit strength and stamina and lack of a coherent fighting style.

I'd ultimately consider increasing Taijutsu to make you generally better at both throwing stuff and beating up stuff though, those two are just exceptional cases.

The stats presented leave a bit to be desired because they really don't cover everything, but I'm using it anyway because those are the actual metrics used in the Naruto databooks that describe the power level bullshit and I want to keep it iconic with things you might see on the wiki somewhere. So if you want something that's not listed, you should just consider it tied to the nearest possible fit.

Also, as I said, your datasheet is only going to be a vague approximation. There are always circumstances where you could be better than someone in certain contexts even if every single one of your stats is lower than theirs. Based entirely on what your narrative specialty is. Kick-In-The-Balls Johnson with Taijutsu 1 will be able to beat Dojo Johnny with Taijutsu 4 so long as he can manage to kick Dojo Johnny in the balls.

Adding my two cents as a QM. I'm more than alright with you guys picking what you want overall because I strongly believe in letting the players have agency, but there's a reason the NPCs are giving you developmental advice and it's not just narrative fluff. What Juro-Sensei is saying reflects more or less how I feel about things because Juro-Sensei knows the realities of the world he's sending you into just as well as I do. He's just being more blunt and dire about it because that's his character, but I will give you some free foreshadowing: I'm a sadistic fuck and the violence will eventually come in drastic, brutal waves before receding to come back again later. You have MC plot armor to a point because I'm not a total dick, but I'm going to err towards verisimilitude.

Also, a lot of you want to train with Yuna in her dojo, I can't really do that scene for you guys unless you guys actually decide you want to train taijutsu. Like, what are you going to do, sit and watch? The scenes I'm writing are reliant on all of your choices holistically.

Anyway, I'm going to have some lunch and then tally it up and get going soon.

Neither is better or worse, it's just that there's a vibe check on at least having some taijutsu and speed, which isn't the case with ninjutsu. Without any ninjutsu, you don't get any badass powers (Which sucks and makes you a less tactically dynamic person.), but without any taijutsu you're really badass until you realize a little taijutsu/speed was a prerequisite for not being stabbed.

On a scale of 1 to 10:

>1 is disappointing generalist

>10 is completely minmaxed

You're probably going to want to be around a 7 is all. Clear speciality, obvious deficiency, just not one that's so overwhelming it's going to be exploited easily.

There are just some things you can't deflect with taijutsu, and other things you can't dodge with speed.

If someone shoots a dragon made out of fire at you, I'm sorry but blocking that is probably a bad idea.

If someone throws a kunai at you while you can't move too well (Maybe you're airborne for some reason and have nothing to leverage yourself against until you land, or they just somehow managed catch you with some kind of tactic that bypasses your ability to dodge it, there are a lot of jutsu that can probably slow you down. Hiding in Mist technique to make it so that you can't see something coming until it's already in your face, for example) taijutsu would just let you knock it out of the way though, or at least withstand a steady assault long enough for someone to help you.

Yeah, but just like 1.5 in both would be floor enough for me to not feel the need to warn you that something bad might happen. Get like a nice 1.5 and both and you'll be a little bad at them but not bad enough that I'll have you only surviving shit because of plot armor.

>Unless we need to upgrade Genjutsu to be able to protect against illusions, which might be the case since why would the generic genin put points in it, if they normally ignore it?



Right on the money, that's exactly why it gets increased to either 1 (To resist genjutsu.) or 1.5 (To utilize some basic genjutsu attacks as a distraction and to fish for someone who is easily tricked by illusions.), but normally no farther unless they intend to be some kind of niche specialist.

>In case I'm blind and I've missed something: Which attributes contribute towards perception ability (intelligence?) and the amount of chakra available? Also, is it possible to specialize our jutsu styles in a manner that eschews other common aspects, such as favouring defensive taijutsu and treating the rating slightly higher in such case and reducing it appropriately when on offense?

I'd say intelligence for perception. Not only for paying attention to your surroundings but knowing things like 'This would be a bad place to walk through unless I want to risk shuriken coming out of those conveniently obscuring bushes and hitting me in the ass.'

Chakra available is mostly stamina. In my gut estimation you're probably capable of doing a number of jutsus equal to like  $(5 \times \text{Stamina} + 1 \times \text{Ninjutsu}) / X$  where X is the rank of the jutsu. So, Jutsu are divided into D, C, B, A, and S ranks. So, 1, 2, 3, 4, and 5. Water Clone and Water Bullet are both probably C rank, so that's a 2. So in your case maybe the math would be something like  $12.5 \text{ Stam} + 2.5 \text{ Nin} = 15$ ,  $15 / 2 = 7.5$  uses in one fight. With the ability to regenerate by just resting. BUT, I'm not actually holding fast to that kind of math. That's just an easy equation for my gut sensation about those specific abilities. It breaks down when I start thinking about higher level stuff. Maybe I'd end up doing a 1, 2, 4, 6, 10 kinda split on it.

Again, I'm not relying on math I'm more or less freewheeling things by my gut and only double checking if my gut feeling is logical when necessary.

As for min-maxing things in-stat: Yes, I'm down for that. But fluff for now, I just know what your character is better/worse at going by what he does. For intelligence, for example, your perception rating probably would be like a 0.5 but your actual intellectual smarts to understand things would be 3.5+ based on what you do. The official databook stats I'm using leave a lot to be desired. There's just all kinds of facets to the setting that can't be covered by the stats given. Like, where does fuinjutsu (Sealing Jutsu) fit in? The stats are just generalizations of really broad categories as far as I'm concerned, I'm only using them at all purely

so you have an objective measure of what you're doing while you grow your MC into the person you want them to be, instead of just trusting me blindly.

I might make a legit fucking chart of EXACTLY how all the stats will effect your DCs at some point, but only if you really, really want it. Going by my gut feeling? Average DC to do something or avoid something of your average ninja skill level would be like a 70 if you had a 2 in the stat every stat, with a 10 point adjustment in a direction based on every 0.5. So blocking an attack of average ninja skill level at 0.5 taijutsu would have a DC of 100, blocking an average, normal attack with a 4 in taijutsu would have a DC of like 30.

Again, this isn't word of god yet. Gut stuff. I'll only become super autistic if you are.

To tack onto this, I'm obviously not even super demanding about rolls anyway. I prefer bigger, chunkier posts and don't want to pause to collect votes all the time, so a lot of stuff that could theoretically require a roll is just a take 10 kinda deal where I assume that you would have rolled like between like a 65-75 if I had called for it at all to keep things moving.

When we do fights, I might ask for like between 1 per "stage" of the fight, with a minimum of 1 roll and a max of like 3 depending on how protracted and brutal it is. If I ask for a roll it's to set the tone for a wide range of things that might happen, or when an extremely major thing happens, not like, for every minute action you take.

Strength doesn't really seem useful to you. Taijutsu yeah, for blocking and not being immediately overwhelmed up close. Speed, yeah, for dodging and hiding and acrobatics. Strength? Blast the fucker with Water Bullet and call it a day. I guess if you were trying to block a sledgehammer hitting you I'd care about your strength, but a really heavy attack like that could be dodged instead.

I mainly wanted to push for a little taijutsu so you wouldn't be a total pussy who would get manhandled by a baby or die because you can't deflect a generic kunai toss.