

# Combat System

## Veilbound

### Core Concept

The combat system centers on Inara's swordplay, empowered through her unique bond with spirits. Her sword provides a reliable baseline of light and heavy combos, while her E and Q abilities are dynamically channeled through the spirits she equips. Instead of every spirit granting a fixed kit, Inara must choose which spirit's essence to infuse into her abilities at a given moment, making each decision tactical. The E skill is a versatile, mana-fueled move with a short cooldown, shifting depending on the active spirit, while the Q skill is a powerful finisher, transforming Inara's weapon into a devastating spirit-empowered strike. This system blends consistency (sword combat) with adaptability (spirit channeling), ensuring combat feels fluid, customizable, and deeply tied to Inara's identity as a spirit vessel.

Inara is always the fighter, but **spirits act like modular companions**. Each equipped spirit grants a unique:

- ❖ A **Q (ultimate-style)** empowered move.
- ❖ An **E (skill-style)** ability.
- ❖ A **Passive Buff** that alters her playstyle (speed, crit, defense, regen, etc.).

Spirits = “**loadouts**” of **techniques**, so switching them feels like switching characters in *Genshin*, but it's still Inara at the center.

### Player Resources

- ❖ **HP:** Standard survivability Resource
- ❖ **Mana:** Fuels spirit skills (E/Q). Each spirit doesn't have their own “E” you have to choose which spirit you want to channel into your own E
- ❖ **Spirit Cooldowns:** Each spirit's E/Q recharge individually.

### Sword Combat

- ❖ is always available, unaffected by spirit choice
- ❖ **Basic Attacks:** Light/Heavy
- ❖ **Weapon Q (Channel):** Can absorb spirit essence → ultimate hybrid effect? maybe

## Spirit Companions (Loadouts)

- ❖ Each Spirit = a kit of techniques
- ❖ Passive Buff → always active while spirit is equipped.
  - Example: Flame Spirit = +10% attack speed.
- ❖ E Ability (Skill) → quick cast, shorter cooldown.
  - Ice Spirit: Frost Wall shield for 4 seconds
- ❖ Q Ability (Ultimate) → longer cooldown, high impact.
  - Ex: Ice Spirit: Blizzard storm.

## Spirit System rules:

- ❖ Equip up to 2 spirits at once (swapable in/out of combat)
- ❖ Swap = Inara shifts aura/animation set, gaining that spirit's E/Q skills.
- ❖ **Combo Potential:** Sword attacks can be chained into spirit abilities seamlessly.

## Skill Tree integration

- ❖ Unlocks **spirit slots** (start with 1, gain 2nd later)
- ❖ Enhances **E/Q scaling** with Mana investment.
- ❖ Opens **Hybrid Techniques** (sword + spirit fusion moves)

Example:

A player enters a battle with two spirits equipped. For the sake of time, we will call them **Flame** and **Storm**. They begin by striking with sword combos, then channel Flame, turning their **E ability** into a fiery dash slash that cuts through enemies and leaves burning trails. As the fight escalates, they swap to Storm, shifting their **E ability** to a ranged lightning attack they hurl at a distant foe. When their Mana bar is full, the player unleashes Inara's **Q skill**, now infused with Storm Serpent's essence, a massive electrified shockwave that arcs through clustered enemies. Once the cooldown resets, they channel Flame again to prepare for another close-up E cast. The player flows seamlessly between sword combat, spirit-infused skills, and ultimate finishers, making each encounter a mix of quick decisions and explosive payoffs.