ASAGIRI ISLES · BALANCE NOTES

HOW THE ISLES WERE BALANCED

I ran the world through an offline simulator: 200 games of 60 turns and 600 creator builds put through duels, then marked what felt right and what didn't. These are the numbers behind the changes, for players who want to know how a fight, a purse or a tradition is tuned, and for creators who want the method.

Build 84f8ff6505bb · 2026-10-28 · reports batch-20261028-215743.json, builds-20261028-220749.json

WHAT CHANGED

Too easy
`f-average-even`

average NPC at the player's level: 88% won, 19% health lost → **100% won, 25% health lost**

Every NPC hits harder for its rank (+30%; weak and average +40% and 1.3x Health), so an even fight costs something.

Too easy
`f-weak-up`

weak NPCs above the player: 83-100% won → **86% won (+1..+4)**

Weak NPCs carry the same +40% damage and 1.3x Health edge.

Too hard
`f-boss-5`

boss +5: 80% downed, 0% won → **60% downed; the run-away move is in**

Bosses keep their strength; you can now run: flee mid-fight and every foe in it is left behind (asg_run_away).

Too loose
`e-flow`

narrator pays +27.5, charges -6.4 Mon per 60 turns → **pays 29.8, asks 12 Mon a run (2.5x)**

Measured right (per currency, against what the narrator asks) pay is 2.3x the asks, on your target: no world change, a sim fix.

Armour should count more
`e-armour`

+80 armour = 8% less damage taken → **best full set +760 armour = 76% less damage**

Every armour value x4: a full set of good garb takes about a third off a blow.

Fix them
`e-dominated`

25 items another item beats outright → **0 dominated**

Bonus follows price: every price kept, the dearer item in a slot gains a fitting second skill.

Price them

`e-unpriced`

22 gear items with bonuses and no price → **0 unpriced gear**

Kit items priced from their slot's curve; two heirlooms stay found-only.

Too samey

`b-spread`

creator builds 0.642-0.735 (p10-p90) → **0.755-0.830 (p10-p90)**

Read as builds PLAYING alike: the tradition techniques now do something in a fight (damage, Health back, a bleed, an ambush, sending foes off).

Too uneven

`b-traditions`

Breath Hunter 0.727 .. Onmyoji 0.655 → **Breath Hunter 0.819 .. Onmyoji 0.767**

The five Soul traditions carry +10 Health on top of their Soul (a Soul point buys less in a fight).

Too uneven

`b-premades`

premades 0.63-0.79 → **0.748-0.873**

Left as written, at your call; they rose with their traditions.

Held where they felt right

fight average +1..+4 won share: **56% won** (marked at 43%)

fight elite +1..+4 won share: **60% won** (marked at 80%)

fight average +5 or higher downed share: **55% downed** (marked at 58%)

fight strong +5 or higher downed share: **54% downed** (marked at 56%)

fight elite +5 or higher downed share: **75% downed** (marked at 82%)

share of batch fights at +5 levels or more: **81%** (marked at 81%)

median over premades of the median turn level 10 is reached: **turn 5** (marked at turn 2.5)

median over premades of the median turn level 20 is reached: **turn 11** (marked at turn 11)

premades reaching level 30 in 60 turns: **2** (marked at turn 2)

XP share triggers / narrator / combat: **58% / 41% / 2%** (marked at 57% / 41% / 2%)

median Mon held at turn 10 (start 35): **5 Mon** (marked at turn 5)

share of runs short of a narrator charge: **56%** (marked at 51%)

outgoing damage from 3 Fine Battle Sutra Strips: **unchanged** (marked at +60% outgoing damage)

one-item purchases at the authored price: **unchanged** (marked at 9 of 17)

FIGHTS: RANK AND LEVEL GAP

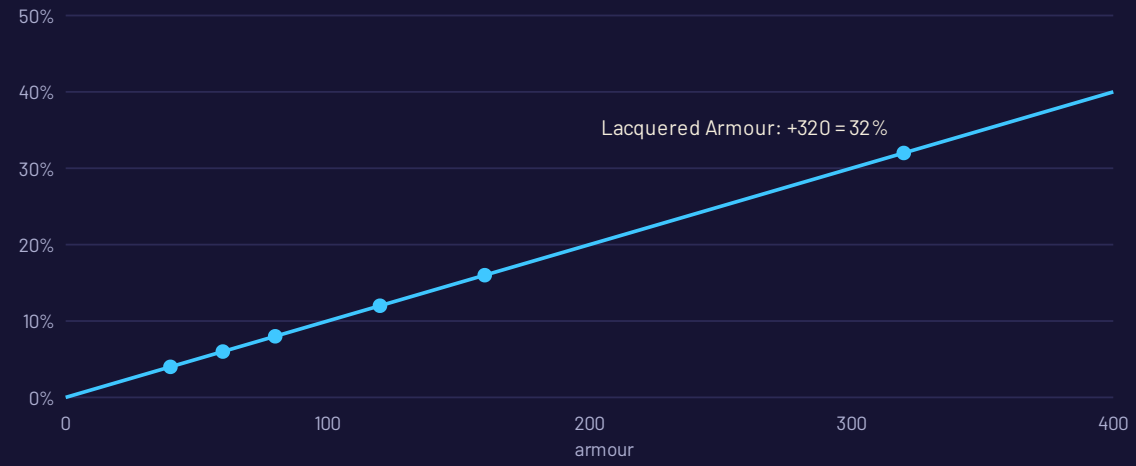
A foe's rank and how far it stands above you decide most of a fight. Each square is every simulated fight of that kind: how often the player went down, how often they won, and how many fights the number rests on. Plain squares had too few fights to say, and a foe rank the runs never met is left out.

	-5 or lower	-4..-1	even	+1..+4	+5 or higher
weak	2 fights	1 fight	no fights	**downed 0%** won 86% · 7	4 fights
average	**downed 0%** won 82% · 11	2 fights	**downed 0%** won 100% · 5	**downed 0%** won 56% · 9	**downed 55%** won 9% · 22
strong	**downed 0%** won 60% · 5	1 fight	no fights	**downed 67%** won 33% · 6	**downed 54%** won 20% · 41
elite	no fights	3 fights	no fights	**downed 20%** won 60% · 5	**downed 75%** won 3% · 173
boss	no fights	no fights	no fights	no fights	**downed 60%** won 0% · 5

Downed share by foe rank (rows) and the foe's level minus yours (columns). Brighter red is deadlier. Bosses far above you can be escaped: flee or break away mid-fight and every foe in it is left behind.

ARMOUR

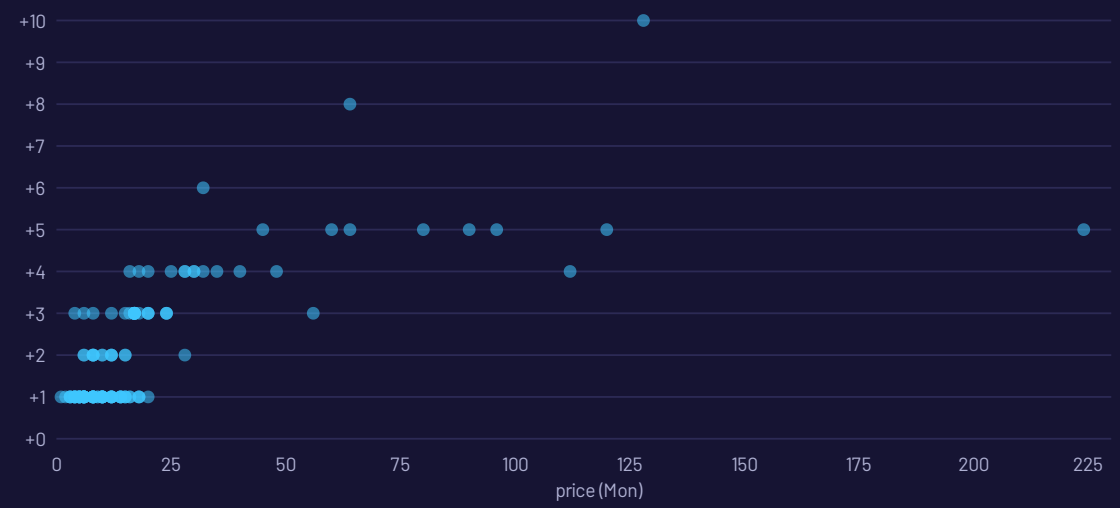
Every point of armour takes 0.1% off the damage you take, up to 90%. A full set of good garb now takes about a third off a blow: the best piece sold, Lacquered Armour, gives +320 for 12 Mon.



Damage cut against armour; each dot is a priced armour value in the world's shops.

GEAR: PRICE AND BONUS

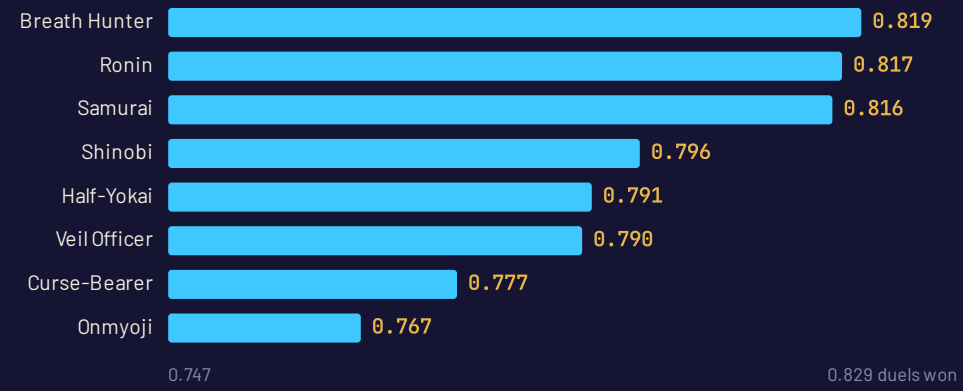
Every price I wrote stands (a pearl earring can cost more than a headband for the same +1: that is the isles' taste). Where a dearer piece did no more than a cheap one in its slot, it gained a second bonus that fits it, so nothing on a shelf is beaten outright: 0 items are dominated now, 0 kit items unpriced.



Each dot is one priced piece of gear: its price against its skill, attribute and damage bonuses added up (armour is charted beside its own words).

THE EIGHT TRADITIONS

Every creator build was put through the same duels: three levels, every foe rank, four level gaps. A tradition's score is the share of those duels its builds won. The Soul traditions start with 10 more Health than before, because a point of Soul buys less in a straight fight than a point of Health.



Mean duel win share of the builds that picked each tradition. The duels do not model what the techniques do in a fight (below), only their roll bonus.

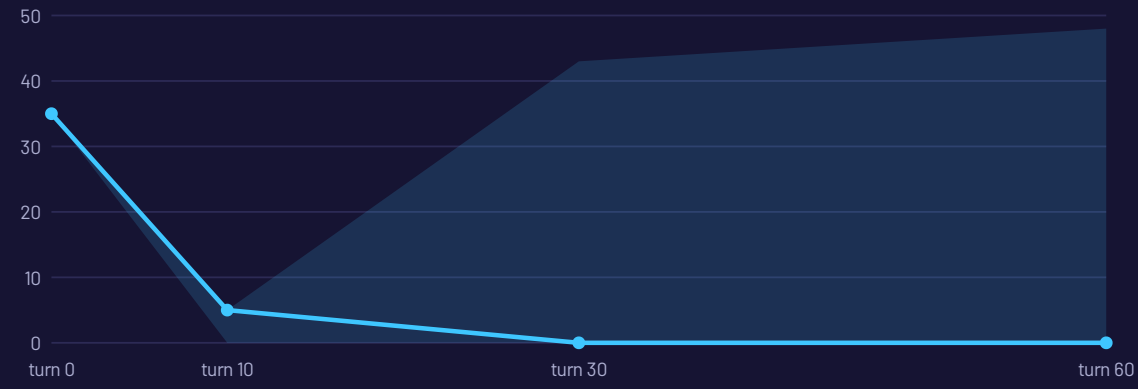
What each tradition's techniques do in a fight

Tradition	Technique	In a fight
Shinobi	**Borrowed Face**	In a fight the foes lose you: your blow next turn is an ambush for 10 more damage to each.
Shinobi	**Cast-Off Husk**	In a fight the hit is undone: 10 Health back, and you reappear a few paces off.
Samurai	**Drawn Edge**	In a fight the draw is the strike: 15 damage at once to every foe in the fight.
Samurai	**Name Spoken**	In a fight the named foe hesitates and loses its next action.
Ronin	**Road-Worn Guard**	In a fight the old soldier's second wind: 12 Health back.
Veil Officer	**Ferryman's Rite**	In a fight the foes are driven back across the Veil, and the fight ends.
Half-Yokai	**The Other Side Shows**	In a fight the blood's strength: 12 damage to every foe in the fight, and everyone sees what you are.
Onmyoji	**Paper Servant**	In a fight the paper soldier strikes with you: 8 damage to every foe in the fight.
Onmyoji	**Barrier of Five Seals**	In a fight the blows break on the seals: 15 Health back.
Breath Hunter	**First Breath Form**	In a fight one move faster than anything human: 12 damage at once to every foe in the fight.
Breath Hunter	**Sun-Steel Cut**	In a fight the wound stays: 5 damage a turn for 3 turns to every foe in the fight.
Curse-Bearer	**Pass It On**	In a fight the burden moves: you lose 5 Health on balance and everyone else in the party gains 15.
Curse-Bearer	**Grudge Given Shape**	In a fight the grudge bites: 10 damage to every foe in the fight, and their blows weaken.
Ronin	**Sell the Sword**	Not a fight technique: unchanged.
Veil Officer	**Unseen Among the Living**	Not a fight technique: unchanged.
Half-Yokai	**Welcome at the Edge**	Not a fight technique: unchanged.

A technique's effect lands only for its own tradition, off its cooldown, and when its Soul can be paid.

MONEY

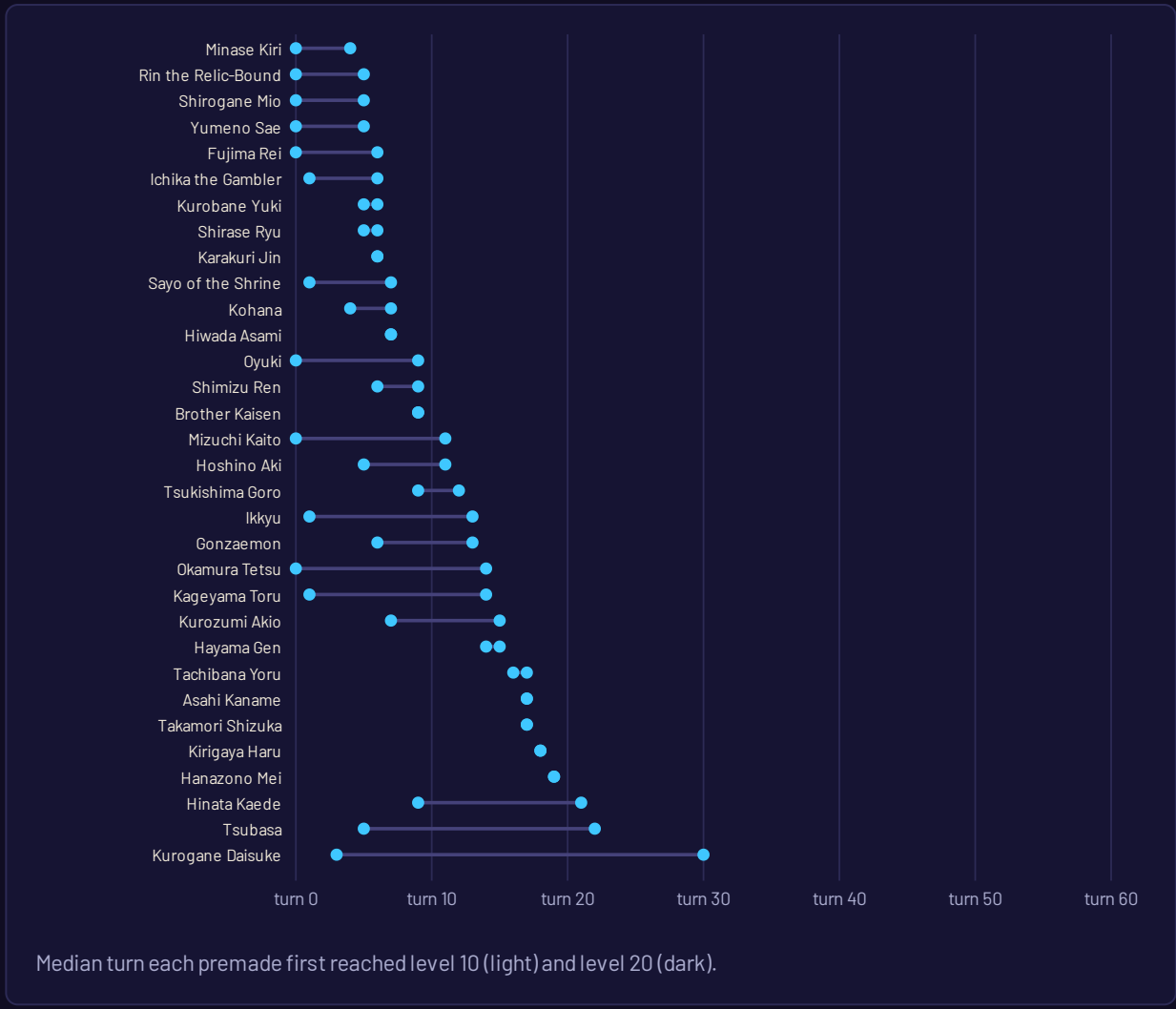
Mon is scarce on purpose. Every character starts with 35, enough for a kit and a fare. Over a 60-turn run the narrator pays about 29.8 Mon and asks about 12 for fares, food and favours (2.5x), and half the runs come up short of a charge at least once (56%).



Mon held across the simulated runs: the line is the median run, the band the middle 80%.

PACE

Most experience comes from quests and story beats, little from fighting, so wandering and killing does not level you. A premade reaches level 10 around turn 5 and level 20 around turn 11 (medians).



Median turn each premade first reached level 10 (light) and level 20 (dark).

FOR CREATORS: THE METHOD

The simulator plays the world's own JSON turn by turn with Voyage's trigger rules, a seeded stand-in narrator, and combat from the documented formulas. Numbers no document settles are named assumptions, each with its source (below); live play on a private copy of the world settles what the simulator cannot.

My marks (page one) are what I judged from these numbers: each change was made, re-measured, and held only where the new number read right.

What live games proved

- A technique's typed damage lands on the foe: Paper Servant took a foe 278 to 214, the narrated hit 56 plus the technique's 8.
- A companion travelling with you is not struck by a technique's damage; a narrator-made summon in the scene can be.
- A technique's own cooldown blocks a second typed use; Barrier of Five Seals' Health and Sun-Steel Cut's bleed land as written.
- The narrator pays about 2.2x what it charges in recorded Asagiri games, matching the simulator's 2.3x.

WHERE IT CHANGED IN THE WORLD FILE

Every edit of the balance pass, by its place in the world JSON (sections, then records, then fields; * stands for each record listed under it), against the world before the pass (de479fbf^1). A creator can make the same change by hand at the same place. Hidden fields are named, never quoted.

`62 itemTypes (itemTypes › * › bonuses › * › value): each changed 2-320`

Armoured Gauntlets, Broodmother's Silk Haori, Cloth Face Wrap, Curse-Breaking Charm, Earth Ward Talisman, Festival Yukata, Fine Artificer's Tool Roll, Fine Lacquered Cuirass, Fine Paper Ward-Charm, Fire Ward Talisman, Foreign Coat, Fox Mask, Gashadokuro Bone Kabuto, Hunter's Half-Mask, Hunter's Uniform, Iron Face Guard, Iron Oath Plaque, Iron Shin Guards, Karasuba's War-Plunder Mantle, Kawataro's Riverstone Gauntlet, Lacquered Armour, Lacquered Cuirass, Master-made Artificer's Tool Roll, Master-made Lacquered Cuirass, Master-made Paper Ward-Charm, Named Artificer's Tool Roll, Named Lacquered Cuirass, Named Paper Ward-Charm, Noh Mask, Oni Mask, Onmyoji Robes, Plain Kimono, Prayer-Strip Wrappings, Ronin's Travel Clothes, Shinobi Garb, Superior Artificer's Tool Roll, Superior Lacquered Cuirass, Superior Paper Ward-Charm, The Army-Drawn Great Mask, The Demon Noble's Frost Armour, The Devourer's Mask, The Drowned Captain's Sashimono, The Great Mask's Faceguard, The New Tsuchigumo's Carapace, The Nure-onna's Scale Leggings, The Powder Store Gauntlets, The Sailor's-Face Mask, The Second Thrall's Sun-Ward Coat, The Tsuchigumo's Lantern Gauntlets, The Tunnel-Mother's Digging Claws, The Umibozu's Tide Mantle, The Unbound Beast's Shed-Skin Coat, The War Gashadokuro's Rib-Shield, The War-Wreck Lantern Helm, The Well's Stolen Voice, Water Ward Talisman, Wind Ward Talisman, Yokai Finery, and 4 more not named here (their names spell a secret)

`41 itemTypes (itemTypes › * › description): each changed`

Battle Talismans, Bound Relic, Cedar-Haft Spear, Chain-Sickle, Fighting Puppet, Fine Artificer's Tool Roll, Fine Cedar-Haft Spear, Fine Lacquered Cuirass, Fine Paper Ward-Charm, Foreign Pistol, Hand Wraps, Hardwood Staff, House Armour, How Fighting Works, Hunter's Sun-Steel Tanto, Iron War Fans, Katana, Kunai and Wire, Lacquered Cuirass, Longbow, Master-made Artificer's Tool Roll, Master-made Cedar-Haft Spear, Master-made Lacquered Cuirass, Master-made Paper Ward-Charm, Naginata, Named Artificer's Tool Roll, Named Cedar-Haft Spear, Named Lacquered Cuirass, Named Paper Ward-Charm, Odachi, Officer's Black Robe, Shinobi Kit, Superior Artificer's Tool Roll, Superior Cedar-Haft Spear, Superior Lacquered Cuirass, Superior Paper Ward-Charm, Talisman Case, Token of the Other Parent, Travel-Worn Kit, Umbrella Blade, Yari

`36 itemTypes (itemTypes › * › bonuses › *): each added skill, 1-5`

Battle Talismans, Cedar-Haft Spear, Chain-Sickle, Courtier's Hairpin, Curse-Breaking Charm, Fighting Puppet, Fine Cedar-Haft Spear, Fine Katana, Fine Lacquered Cuirass, Fine Naginata, Fine Yari, Foreign Pistol, Hand Wraps, Hardwood Staff, Iron War Fans, Kama Pair, Katana, Kunai and Wire, Lacquered Cuirass, Lockpick Roll, Longbow, Master-made Cedar-Haft Spear, Master-made Lacquered Cuirass, Naginata, Named Cedar-Haft Spear, Named Lacquered Cuirass, Nodachi, Odachi, Ono War Axe, Star Compass, Superior Cedar-Haft Spear, Superior Lacquered Cuirass, Umbrella Blade, Victory Omamori, Wakizashi, Yari

`22 traits (traits › * › description): each changed`

Bare Fists, Bow, Breath Hunter, Chain-Sickle, Curse-Bearer, Foreign Pistol, Half-Yokai, Katana, Kunai and Wire, Naginata, Odachi, Onmyoji, Puppet, Ronin, Samurai, Shinobi, Spear, Staff, Talismans, Umbrella Blade, Veil Officer, War Fans

`5 traits (traits › * › resources › *): each added health, 10`

Curse-Bearer, Half-Yokai, Onmyoji, Shinobi, Veil Officer

3 triggers (triggers › * › script): each changed (hidden field, values not shown)

41 triggers (triggers › * › effects › *): each removed story

74 triggers (triggers › *): each added (hidden field, values not shown)

aiInstructions › * › Outfitters and Starting Gear: "## Outfitters and Starting Gear\nOutfitters sell only thes..." → "## Outfitters and Starting Gear\nOutfitters sell only thes..."

aiInstructions › * › Loot Scale: "## Loot Scale\nA piece that drops, is found or is given (n..." → "## Loot Scale\nA piece that drops, is found or is given (n..."

339 npcs (npcs › * › damageModifier): each added 30-40

333 npcs (npcs › * › healthMultiplier): each added 1.3

210 npcs (npcs › * › damageModifier): each changed 40-50

13 abilities (abilities › * › description): each changed

Barrier of Five Seals, Borrowed Face, Cast-Off Husk, Drawn Edge, Ferryman's Rite, First Breath Form, Grudge Given Shape, Name Spoken, Paper Servant, Pass It On, Road-Worn Guard, Sun-Steel Cut, The Other Side Shows

APPENDIX: THE ASSUMPTIONS

Every number the simulator could not read from a document or a live game, with the value it used and where that value comes from.

`conditions_read_phase_start_storage` `true`
R46-R47 (a typed write-boolean set in a pass is read by conditions from the NEXT turn) vs R17 (triggers see earlier writes in the same phase); parity settles it

`planning_script_starts` `12`
R46-R47 (planning held ~8 starts worst, 12-16 better)

`state_script_starts` `12`
R46-R47 (no state-phase measurement: planning's numbers)

`script_timeout_ms` `500`
triggers doc: 500 ms shared per phase

`script_trigger_delete_lands` `false`
R48 / R81: a `delete triggers[...]` never landed live

`ai_checks_per_turn` `15`
triggers doc Size Limits: ~15 per turn

`ai_checks_per_active_quest` `5`
triggers doc Size Limits: +5 per active quest

`objectives_start_hidden` `true`
unknown (plan Task 2 ruling)

`skills_start_at_zero` `true`
unknown

`text_contains_case_sensitive` `true`
unknown

`resource_clamped_to_max` `true`
unknown

`level_up_resource_rule` `by_gain`
OQ#13 open; live DEV canaries (gainPerLevel 0) stay 0 after a level set, so not 'fill' for those

`narrator_move_before_state_phase` `true`
unknown: R10 settles a planning trigger's move only; parity measures the narrator's

`ai_budget_file_order` `true`
unknown (OQ#6: the order AI checks spend the budget in)

`satisfying_players_intersection` `true`
unknown: the doc names the satisfying player(s), not how several player conditions combine

`quest_accept_completes_progressed` `true`
unknown: Q says hidden/planned quests accumulate progress silently, not what accept then does

`premade_start_full` `true`
unknown: resourceSettings.md gives initialValue for a NEW (level 1) character only

`premade_xp_at_level` `true`
unknown: whether a premade above level 1 starts with its level's XP or with 0

`location_move_area` `first`
triggers doc: party-location cascades the area; which one is unknown: the first authored

`quest_triggers_after_triggers` `true`
unknown

`success_level_weights` `{"critical failure": 3, "failure": 12, "`
unknown until sim_parity calibrates it

`attack_words` `["attack", "strike", "slash", "stab", "h`
unknown: when Voyage resolves an action as combat is the narrator's call (batch policy)

`roll_spread` `cap`
skillSettings.md caps a roll's contribution at maxSkillSuccessLevel; its distribution is unknown (uniform assumed)

`player_base_damage` `10`
unknown: npcs.md gives +2.5 per level, not the level-1 base

`npc_base_damage` `8`
unknown: npcs.md gives +2.0 per level, not the base

`band_damage_factor` `{"critical failure": 0.0, "failure": 0.0`
unknown until sim_calibrate fits the recorded hits

`combat_xp_scaling` `flat`
unknown: combatSettings.md calls baseCombatXP a base, not how NPC level or tier scales it

`combat_xp_split` `equal`
unknown: combatSettings.md gives the base, not the split

`narrator_xp_chance` `0.133`
calibrated: 3737 turns

`narrator_xp_size` `177`
recordings 2026-10-27: median 177, p10 153, p90 192 over 66 awards

`fight_to_finish` `true`
batch policy: an engaged player keeps attacking, so a fight's length and cost are measured whole

`max_fight_turns` `20`
batch policy: a fight longer than this counts as unfinished

`attack_skill_types` `["combat", "magic"]`
batch policy: the committed player attacks with its best combat or magic skill (an Onmyoji's art, not a sword it never trained); the narrator picks the skill li

`attack_move_rule` `attack`
abilities.md: the bonus reaches the relevant check; 'attack' = the move's text names an attack skill or reads as an attack (Asagiri: 'Improves the next Blade ac

`ability_use` `best_ready`
batch policy: live the player picks; the committed player uses its best ready move on an attack

`bench_levels` `[1, 10, 20]`
build bench grid (design 2026-10-28, phase 3b)

`bench_gaps` `[0, 3, 6, 9]`
build bench grid: NPC level = player level + gap; Asagiri 2026-10-28: elite wins 1.0/0.95/0.40/0.04 at +0/+4/+6/+8, so +-2 told no build apart

`bench_reps` `20`
build bench grid: duels per cell

`build_band` `0.1`
his creator method: a measured band; a pick whose builds win this much more or less than its tab's median

`equip_policy` `best`
batch policy: live the player equips by hand; the committed player wears the best held gear

`gear_score_weights` `{"damage": 10, "armor": 0.1, "resource":`
batch policy: 1 damage point (+10%) ~ 100 armor (10%) ~ 100 resource max ~ 10 skill points

`kit_at_start` `true`
batch policy; Asagiri's outfitter section: the 35-Mon start buys one garb and one mask

`kit_reserve` `0.15`
batch policy; Asagiri's outfitter section: garb and mask 'with a coach fare left over'

`shop_chance` `0.05`
unknown (batch policy: a buy roll per turn)

`narrator_income_chance` `0.009`
calibrated: 1476 turns of Mon

`narrator_income_size` `1.38`
calibrated: 13 lines of Mon

`narrator_spend_chance` `0.041`
calibrated: 1476 turns of Mon

`narrator_spend_size` `0.13`
calibrated: 61 lines of Mon

`move_chance` `0.2`
unknown (batch policy)

`accept_chance` `0.5`
unknown (batch policy: the player's Accept click per turn)