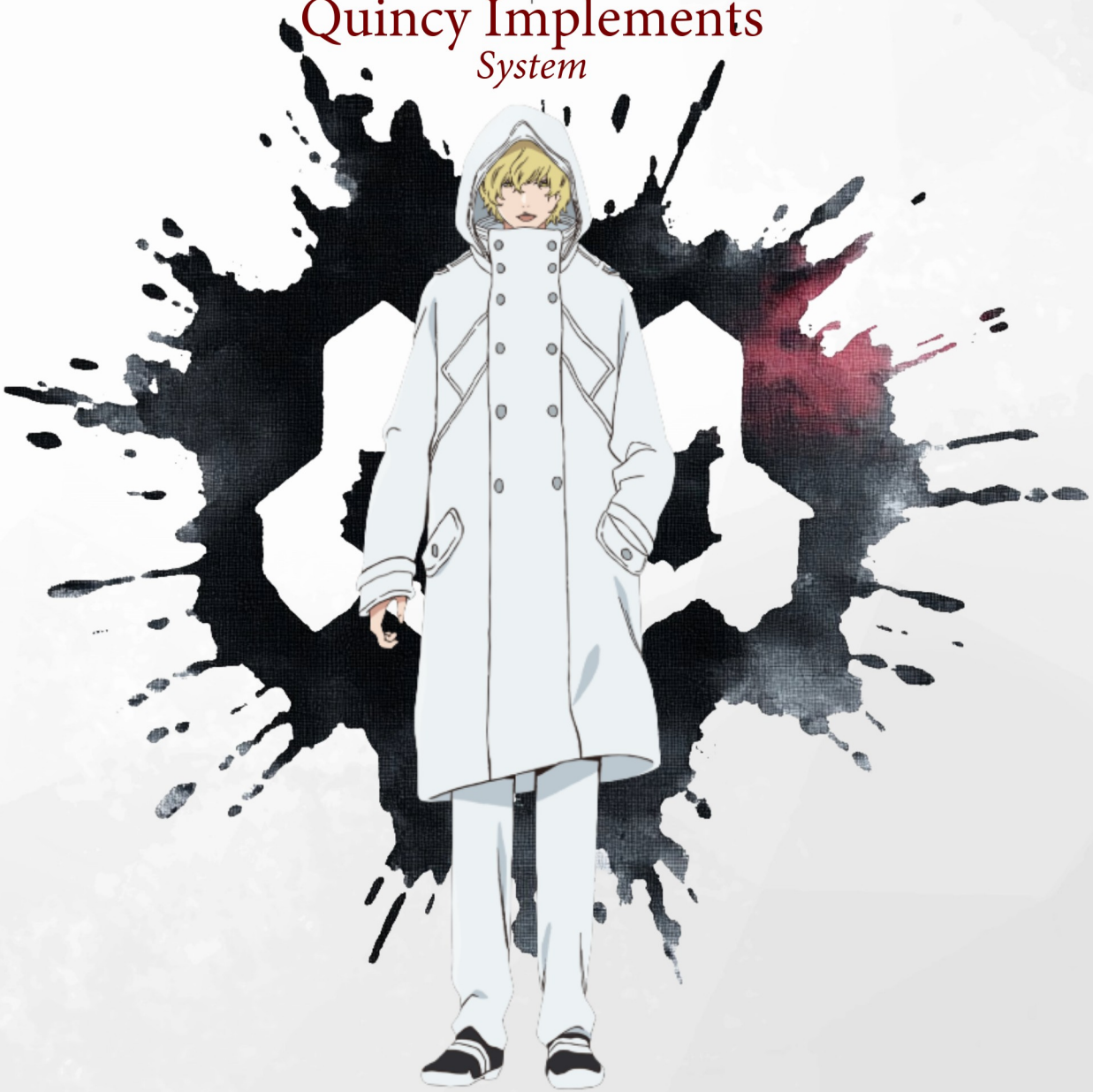
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Quincy Implements

System



Bleach Edition

Quincy Implements

Optional rules for a reishi focus that manifests Spirit Weapons in stages.

A Quincy implement is a reishi focus, often a cross, medallion, ring, pentacle, or relic, through which a Quincy shapes spirit particles into weapons.

This subsystem is written to parallel your Zanpakutō Armaments structure (ranks, trials, a single DC, and clear compatibility rules).

Quincy Save DC

When you first attune to a Quincy implement, choose Wisdom or Charisma as your Quincy Ability.

Quincy save DC = 8 + your proficiency bonus + your Quincy Ability modifier.

If a property calls for a saving throw, it uses your spell save DC if you have one.

Otherwise, it uses your Quincy save DC.

Attunement and Ranks

Prerequisites: A creature can attune to a Quincy implement only if it meets all the following requirements:

- It has a soul (DM's discretion).
- It is a Quincy or has Quincy training/blood (DM's discretion).
- It chooses a Quincy Ability (Wisdom or Charisma) upon attunement.

Quincy Implement Ranks

- **Rank 1:** Quincy Implement (Dormant), Local Heroes, Minimum Character Level 1
- **Rank 2:** Awakened Implement, Heroes of the Realm, Minimum Character Level 5

- **Rank 3:** Masterwork Implement, Masters of the Realm, Minimum Character Level 13

Core Compatibility Rules

One Major Transformation

You can't benefit from more than one of the following at a time: Resurrección, Bankai, Vollständig, Hollow Mask (feat), or Heilig Form (see Masterwork Implement).

If you would activate a second such feature, the second attempt fails (no resource is expended).

Duplicate Immunity Windows

If two effects would grant the same creature immunity until the start of your next turn against similar effects, those immunity windows overlap rather than reset.

Rank 1: Quincy Implement

Wondrous item, uncommon

(requires attunement by a Quincy)

Reishi Focus

While you are holding or wearing the implement, you can use it as a spellcasting focus for your ranger and warlock spells, and for any spells the DM rules are reishi techniques.

Heilig Bogen

As a bonus action, you manifest a Spirit Weapon in the form of a bow. The bow can take the form of a longbow or shortbow (your choice each time you manifest it).

You are proficient with this bow.

It is a magical ranged weapon, and it doesn't require ammunition; you create its ammunition as part of making an attack with it.

The bow vanishes if you let go of it, if you manifest it again, or if you are

incapacitated.

Rank 2: Awakened Implement

Requirement: Minimum character level 5.

Cost: 8 hours of downtime over 2 days (or a milestone).

Resolution

At the end of the downtime, make two checks using your Quincy Ability:

- Wisdom (Perception) or Charisma (Intimidation) (your choice)
- Wisdom (Insight) or Charisma (Persuasion) (your choice)

The DC is 12 + your proficiency bonus.

If you succeed on both, you awaken cleanly.

If you succeed on only one, you awaken with a Fractured Focus.

If you fail both, you don't advance.

Fractured Focus

If you awaken with a fractured focus:

- The first time each day you manifest a Spirit Weapon, roll a d6. On a 1, the weapon vanishes at the end of your current turn (it still counts as manifested).
- You have disadvantage on the first saving throw you make to maintain concentration each day.

Spirit Weapon Forms

When your implement awakens, your Heilig Bogen becomes a broader Spirit Weapon discipline. When you manifest your Spirit Weapon (bonus action), choose one form.

- **Bow Form.** As Rank 1 Heilig

Bogen.

- **Crossbow Form.** The Spirit Weapon is a heavy crossbow. You are proficient with it. It is magical and creates its ammunition as part of the attack.
- **Blade Form (Seele Schneider).** The Spirit Weapon becomes a reishi blade. It counts as a longsword with the finesse property for you. The blade is magical. This form is the Quincy blade weapon concept associated with the Seele Schneider.

Blut Technique

While you are holding your manifested Spirit Weapon, you can use the following property.

Blut Vene. When you are hit by an attack you can see, you can use your reaction to gain a bonus to AC against that attack equal to your proficiency bonus, potentially causing the attack to miss.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Rank 3: Masterwork Implement

Requirement: Minimum character level 13.

Cost: 16 hours of downtime over 4 days (or a milestone).

Resolution

At the end of the downtime, make two checks:

- Intelligence (Arcana) or Wisdom (Religion) (your choice)
- Wisdom (Insight) or Charisma (Persuasion) (your choice, using your Quincy Ability)

The DC is 15 + your proficiency bonus.

On a success, your implement becomes masterwork.

Heilig Form

As a bonus action, you enter a heightened reishi state for 1 minute. The state ends early if you are incapacitated, or if you end it (no action required).

Once you use this property, you can't use it again until you finish a long rest.

While in this state:

- Your Spirit Weapon attacks deal an extra 1d8 radiant damage once on each of your turns.
- Opportunity attacks against you are made with disadvantage.
- When you cast a spell that targets only one creature, you can ignore half cover and three-quarters cover for that spell.

Masterwork Gift

Choose one Masterwork gift.

You can use a gift only while Heilig Form is active.

Seele Schneider (True). Your Blade Form becomes a vibrating reishi cutter. Once on each of your turns when you hit a creature with Blade Form, you can force the target to make a Constitution saving throw against your Quincy save DC. On a failed save, the target can't regain hit points until the start of your next turn.

Sprenger (1/Long Rest). As an action, you plant five reishi stakes on the ground at points you can see within 30 feet, forming a pentagon (you choose the points).

Until the end of your next turn, the area inside the pentagon is restrained terrain: a creature that enters the area for the first time on a turn or starts its turn there must succeed on a Strength saving throw against your Quincy save DC or have its speed reduced to 0 until the end of its turn.

At the end of your next turn, the pentagon detonates.

Each creature inside the pentagon must make a Dexterity saving throw against your Quincy save DC, taking 8d8 force damage on a failed save, or half as much damage on a successful one.

Ginrei Volley. When you take the Attack action and make at least one attack with your Spirit Weapon, you can make one additional Spirit Weapon attack as part of that action.

You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.