

[▲ SYSTEM MESSAGE ▲]

THE SYSTEM

CORE RULEBOOK

Player registration has begun.
A new message from the System has arrived...
[OK]

An urban-fantasy tabletop RPG

Design & development: **Jotape** · A system for Foundry VTT · v0.8.x
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Before you start: what a tabletop RPG is

If you have never played an RPG in your life, this chapter is for you. If you have, skip to Chapter 2 — the System doesn't like waiting.

A conversation with rules

A tabletop RPG (Role-Playing Game) is, at heart, a story told by a group. One person takes the role of **Game Master (GM)**: they describe the world, play every person and creature living in it, and arbitrate what happens. Everyone else is a **player**: each creates and plays a single **character**, deciding what they say, do and attempt.

The game happens in the conversation. The GM describes a scene ("the hospital corridor is pitch dark, and something is scratching the ceiling"), the players say what their characters do ("I raise my phone with the flashlight on"), and the GM answers with consequences. Most of the time that's all it is: talk, decision, consequence.

The **dice** come in when an action's outcome is uncertain. Talking the guard into opening the door, climbing the wall with an injured arm, shooting at something that moves too fast — that's when you roll a die, add your character's bonuses, and the number tells you whether it worked. Luck seasons the story: nobody at the table, not even the GM, knows exactly what will happen.

Dice and notation

RPGs use dice of several sizes, and a standard notation to describe them: **1d20** means "roll one twenty-sided die"; **2d6** means "roll two six-sided dice and add them"; **1d8+3** means "roll one eight-sided die and add 3". The most important die in **The System** is the **d20** — almost everything that matters is resolved with it. In Foundry VTT, the platform this system runs on, dice are rolled with a click and the result lands in everyone's chat.

There is no winning (or losing)

An RPG has no winner. The goal is collective: to live a good story, laugh, suffer and be surprised together. The GM doesn't play *against* the players — they play *the world*, with everything the world holds of dangerous and generous. A character can fail spectacularly and the whole table comes out ahead, because the failure produced the best scene of the night.

WHAT IT SOUNDS LIKE AT THE TABLE

GM: The guard crosses his arms. "Visiting hours ended at eight." Behind him, the elevator opens on its own. Empty.

Anna (playing Marina): I smile and flash the fake badge. "Technical inspection. Nobody told you?" — can I roll to convince him?

GM: Roll Charisma. You have the *Perfectly Forgettable Face* quality? It applies.

Anna: 14 on the die, +1 Charisma, +5 from the quality... 20!

GM: He sighs and unlocks the turnstile. As you walk through, his phone chimes. So does yours. You both look at your screens at the same time.

[▲ SYSTEM MESSAGE ▲]

Tutorial complete. The System requires no introduction — but appreciates those who read the manual.

Proceed. [OK]

The System: the world it invaded

"A new message from the System has arrived..."

The premise

The System is an urban-fantasy RPG set in the present day. The characters are ordinary people — an indebted college student, a mechanic, a gambler, a boxer — until the day a blue window appears floating in front of them, visible only to the chosen, announcing that reality now has new rules. Quests. Rewards. Levels. Ranks. A **System** that speaks in pop-ups, pays in coins no bank has ever heard of, and never explains who made it or why.

The genre is the *system manhwa*: **Solo Leveling**, **Omniscient Reader's Viewpoint**, **The Beginning After the End**, **Hardcore Leveling Warrior**. Stories where the mundane and the absurd share the same sidewalk — you fight a creature from another plane at 11 p.m. and clock into your internship at 7 a.m.

Where did the System come from?

This book doesn't answer — on purpose. Every table has its own System: a test run by another civilization, a game broadcast to spectators nobody sees, a bored god, a mistake. Finding out (or never finding out) is part of the campaign. What every table shares is the experience: **the System talks to you**, and it talks in windows that take over the screen, mid-scene, without asking permission.

The four pillars

- **Real lives, real problems.** Characters start as ordinary people, with bills, family and history — no unreal powers or hardships before the System arrives. The extraordinary invades a life that already existed, and that contrast is where the game's flavor lives.
- **The sheet is born at the table.** The whole sheet is built during play: nothing beyond the story is required. Attributes, qualities and class emerge at the table, negotiated with the GM from who the character is.
- **Every Legendary class is unique.** The GM crafts an exclusive class for you, with a signature ability that grows with the character. There is no other like it in the world — or at any other table.
- **Every quest is an event.** The System doesn't whisper: it interrupts. Quests arrive as full-screen pop-ups, with a code, a deadline, a reward and a penalty.

[▲ SYSTEM MESSAGE ▲]

The System is watching your decision.

It always is. [OK]

How to play: dice, attributes and checks

One d20, six attributes, and the tags that tell who you are. That's the whole engine.

The six attributes

Every character is described by six attributes, on a scale where **10 is the human average**:

Attribute	Abbr.	Measures
Strength	STR	Physical power: striking, lifting, breaking in.
Dexterity	DEX	Agility, reflexes, aim and stealth.
Constitution	CON	Endurance, stamina and vitality.
Wisdom	WIS	Perception, intuition and willpower.
Intelligence	INT	Reasoning, memory and knowledge.
Charisma	CHA	Presence, silver tongue and magnetism.

What goes into rolls is not the value but the **modifier**: `mod = floor((value - 10) ÷ 2)`. An attribute of 16 gives +3; an 8 gives -1. The full table is in Appendix A.

The basic check

When an action's outcome is uncertain, the GM calls for a check: roll **1d20 + the attribute's modifier** against a **Difficulty Class (DC)** the GM sets. Meet it or beat it and you succeed. On the sheet, just click the attribute's name — before rolling, a dialog lets you pick advantage/disadvantage, toggle applicable qualities, and add a situational modifier for the scene.

DIFFICULTY LADDER (SUGGESTION)

The system leaves DCs in the GM's hands. A ladder that works: **10** easy · **15** medium · **20** hard · **25** at the edge of human. Remember qualities add ±5 — someone good at a thing passes DC 15 most of the time, and that's how it should be.

Advantage and disadvantage

Clearly favorable circumstances grant **advantage**: roll **2d20 and keep the highest**. Adverse circumstances impose **disadvantage**: roll 2d20 and keep the **lowest**. If both apply at once they cancel out and you roll normally — as in D&D. Conditions (Chapter 7) and equipment apply advantage and disadvantage **on their own**: the system knows you're poisoned before you remember it.

Qualities and Defects

The System has **no skill list**. In its place, each character accumulates **Qualities** and **Defects**: narrative tags, negotiated at the table, born from the character's story and actions. They are what other games call skills and feats — except here they are yours, with names of their own.

- A **Quality** *raises the die result by 5* on a type of check (or grants advantage, when that fits better).
- A **Defect** *lowers the die result by 5* on a type of check (or imposes disadvantage).

Each tag has a **scope**: any roll, one whole attribute, or a specific check. That's how you "get athletics": the *Athlete* quality gives +5 on athletic activity checks — or something finer, +5 just for running. When you roll, the system offers the applicable tags for you to toggle — no bonus bookkeeping.

TAGS FROM REAL SHEETS

Geek — passed every computer check in the campaign: +5 on everything involving computers.

Hard Worker — +5 on Constitution checks. *Pilot* — advantage **and** +5 on piloting checks.

Vandal — raises weapon damage by **one die step** (D6 becomes D8).

Rebel (defect) — -5 Charisma against authority figures. *Emotionally Dependent* (defect) — -5 on Wisdom checks.

You start with **3 subjects to become qualities** and **1 to become a defect**, drawn from your story — and you'll acquire more frequently through play, narrating how you earned each one. Chapter 14 shows the full creation logic (including heavy defects that are worth more than -5). Some qualities are **passive** ("always on"): instead of check bonuses, they change the sheet directly — more armor, a bigger damage die, a damage modifier.

Player Registration: creating your character

"The System has detected a new awakening. Complete the registration."

Start with the person, not the sheet

Before any number, answer this: **who was this person the day before the System arrived?** Where they work, whom they love, what they owe, what they fear, what they're good at without ever noticing. Build your story on real life — **no unreal powers or hardships**. It's where the GM will draw your qualities, your defect and, later, your Legendary class from. In The System, the sheet is a consequence of the story, never the other way around.

Attributes: two options or chaos

The table picks **one** path — ideally the same for everyone:

Method	Values	Profile
Option 1 — extremes	20 · 19 · 13 · 10 · 6 · 6	Bright peaks and real weaknesses. Striking characters, fragile somewhere.
Option 2 — balance	17 · 15 · 15 · 13 · 11 · 11	Competent at many things, exceptional at few.
Rolling — 4d6	4d6, keep the 3 highest, ×6	The chaos the System appreciates. A prodigy or a jinx may be born.

The two fixed options are the **balance designed for the system**; rolling is the alternative for tables that prefer to hand their attributes to luck. Distribute the values among the six attributes as you like.

The Player Registration

When you create a character in Foundry, the **Player Registration** opens full-screen, in the System's own style, and walks you through four steps:

Step 1 – Attributes

Use the method your table agreed on and slot the values: click a value, then an attribute; rearrange freely before confirming.

Step 2 – Class

Choose an available common class (Chapter 5) — or skip and choose later from the sheet. Many tables start *without* a class: it arrives when the System decides you've earned it. *"Choose your starting class. The System is watching your decision."*

Step 3 – Identity

Name and portrait. *"What should the System call you?"*

Step 4 – Story

Write the character's story. The registration suggests qualities based on it and sends everything to the GM.

The creation script – who does what

#	Stage	Who	How
1	Story	Player	One paragraph about who this person was before the System. Real life, no powers.
2	Attributes	Player (table's method)	Option 1, Option 2 or 4d6 rolling – distributed across the six attributes.
3	Qualities and defect	GM, with the player	You point at 3 quality subjects and 1 defect subject from the story; the GM gives each its shape, name and rule (Chapter 14).
4	Class	GM	The Legendary is crafted by the GM, specifically for you, from the story – many tables hand it over only after the first scenes. Alternative: pick a common class and forgo some benefits.
5	Derived numbers	Automatic	HP, MP, AC, damage and movement come from the bases below.

NOTICE THE DESIGN

The player brings the **raw material** (story, intent); the **GM** is the one who forges qualities, defects and the class. That's why the sheet doesn't fill itself on day one – it's a conversation, not a form.

The numbers you're born with

Resource	Base	What it is
HP (health)	20 + CON mod	How much damage you can take. Anything else can push it – for good and for ill.
MP (mana)	class mod × 5	The magic counter. Not every class uses it, but exclusive abilities may demand it.
AC / CR (armor)	10 + DEX mod	Your knack for dodging – the number an attack must reach. Armor, passive qualities and buffs add here automatically.
Unarmed damage	1d6 + STR	Punch, kick, knee. With a weapon, damage follows the weapon and the attribute used.
Movement	9 meters	How far you move per turn. Equipment and conditions modify it.

HP AND MP DON'T RECALCULATE THEMSELVES

They grow through leveling (Chapter 8) and effects — the sheet shows the suggested base, but the final number belongs to the character's progression.

Classes: Common and Legendary

Twelve archetypes serve anyone. The thirteenth class is yours alone — and it isn't in this book, because it doesn't exist yet.

Classes have rarity

Like items, classes carry a rarity — **Common**, **Uncommon**, **Rare**... up to **Legendary** and **Special**. Rarity measures how unique and powerful the class is:

- **Common classes** — the twelve ready archetypes below. They're the backbone of NPCs and a fine start for players. You may opt for any normal class, giving up some benefits.
- **Legendary classes** — crafted by the GM, *specific to you*, with a signature ability that evolves by level. Chapter 14 teaches how to build them.

On a class-less sheet, click **Choose Class**: the picker shows the common classes plus any the GM unlocked for you. Every class has a **key attribute** and a **base ability**, used through the *Use* button on the card — it may charge a cost, require an activation check, be an attack, or toggle, depending on how it was built.

The twelve common classes

Class	Key	Base ability
 The Assassin	DEX	<i>Sneak Strike</i> — +5 on stealth; attacking while hidden doubles the base damage die.
 The Priest	WIS	<i>Heal in Place of Attack</i> — swap your attack roll for healing of the same value and range.
 The Builder	STR	<i>Improvised Structure</i> — raises medium cover (3 MP); +2 AC for anyone behind it.
 The Brawler	STR	<i>Extra Attack</i> — one additional unmodified attack as part of your action.
 The Marksman	DEX	<i>Lethal Shot</i> — take -5 on a firearm attack to gain +10 damage.
 The Occultist	INT	<i>Blood Sacrifice</i> — sacrifice HP and add half that value to any check.
 The Pyromancer	INT	<i>Flaming Bolt</i> — a ranged line attack (3 MP): 1d8 + INT/WIS fire damage.
 The Smooth Talker	CHA	<i>Social Advantage</i> — all Charisma checks with advantage.
 The Shapeshifter	WIS	<i>Animal Form</i> — take the form of a special animal (5 MP, 1 scene), with its senses and perks.
 The Shieldbearer	CON	<i>Defensive Stance</i> — add your base die to your armor until used again or the scene ends.

Class	Key	Base ability
 The Soldier	STR	<i>Platoon Tactics</i> — +1 on regular attacks per allied soldier besides you.
 The Runner	DEX	<i>Constant Acceleration</i> — doubled movement; Dash with any action; running with 2+ actions, attacks against you have disadvantage.

Legendary classes

The Legendary is the heart of this system's promise: **nobody else has your class**. It is born from the story — the GM reads who your character is and crafts a class with a name, an identity and a tailor-made signature ability. After receiving it, you have **one single ability tied to it** — and may earn others, neutral or class-specific, by fulfilling objectives or leveling up.

LEGENDARIES FROM REAL TABLES

The Seer — the one who sees all. In a scene, learn the future of an action involving you (the further ahead, the fuzzier — but the GM always answers). In combat: roll 1d20 and substitute any of your rolls with that result.

The Persistent — when a failure would mean total ruin, fate is forced to offer one last chance: once per scene, turn a failure of yours into a success (5 MP).

The Survivor — body and mind adapt to any circumstance: completely ignore a negative emotional effect and gain +10 on any die (3 MP).

The Hunter of the Beyond — mark a non-human creature that passed through: advantage and +5 on investigation to find it, and your attacks pierce its Resistances.

The One Nobody Finds Funny — the clown nobody takes seriously: for a scene, gain advantage on all checks against people who laughed at you.

When the class levels up, the sheet flags gains to define — the GM edits the class and the new power enters play immediately. The character's level **is** the class level. And rarity isn't fixed: a Common class can become **Special** when the story transforms it — a real table's Occultist became "The Occultist — Special" at level 2, sacrificing HP for the *full* value instead of half.

[▲ SYSTEM MESSAGE ▲]

Legendary class detected. Holders: 1 (one).

Copying, lending and envy are not supported. [OK]

Abilities and mana

Every power has a price. The System merely makes sure the invoice arrives.

Anatomy of an ability

Beyond the class ability, characters collect **Abilities** of their own — and they come from different places:

- **Class abilities** — deepen your class concept. The Hunter of the Beyond earns *Rituals* that use his mark; the Hierophant learns new ways to summon his angels. The natural evolution.
- **Generic (neutral) abilities** — utilities anyone can have: *First Aid* (1×/day, remove a negative condition or heal 2d6), for instance. They usually come from Shop items — the *Skill Contracts* — or rewards.
- **Patron abilities** — exclusive boons claimed through affinity (Chapter 13).

Every ability is assembled from the same pieces (the Workshop, Chapter 14), and using it through the *Use* button resolves everything at once: cost, check, attack, effects.

Action types

Type	Color	When you use it
Action	blue	The turn's main action.
Bonus Action	green	An extra quick action on your turn.
Reaction	red	Triggered outside your turn.
Special Action	gold	A powerful ability, usually use-limited.
Passive	gray	Always on, or a stance you toggle.

Costs

- **MP or HP** — paid on use. Without enough resource, the ability won't even fire.
- **Requires full mana** — only activates with MP at maximum. Dramatic abilities love this trigger.
- **Consumes all mana** — the price is everything you have.

Activation roll

Some abilities demand a check to activate: roll the defined formula (e.g. $1d20 + WIS$) against a **DC**. Fail and it doesn't fire — and, if the ability is cruel, the cost is lost anyway (otherwise it's refunded).

Limited uses

Abilities may carry a use counter: **per day** (returns on a long rest), **per scene** (returns on a short rest) or a free counter. The cost is only charged if the ability actually fires.

Toggles

Stances and forms stay **active** until switched off: the effects applied (to you and to targets) are removed on deactivation, with no manual bookkeeping.

Saving throws

Effects can grant the target a save: they roll **1d20 + attribute modifier** against the effect's DC. On a success the effect is **negated** — or the damage is **halved**, as the ability defines.

Combat: turns, actions and cover

The System does not interfere in combat. It watches, takes notes, and occasionally applauds.

Getting started: initiative

When the fight breaks out, everyone clicks **Roll Initiative** on their sheet — the system joins Foundry's combat tracker automatically, in result order. Initiative rolls with the configured attribute (DEX by default) plus a bonus.

Your turn

On your turn you have **movement** (up to your speed), **one Action**, and **one Bonus Action** if something grants it. **Reactions** happen off-turn, when their trigger fires — one per round.

Movement

- **Difficult terrain** (rubble, mud, a crowd) — every meter costs double.
- **Standing up** from Prone costs half your movement.
- **Crawling, climbing and swimming** — every meter costs double (unless a quality or ability says otherwise).
- **Falling** — 1d6 bludgeoning per 3 meters; you land Prone.

Action options

Your Action can be anything that makes sense in the scene. The most common ones have a name and a ready rule:

Action	What it does
Attack	A weapon, unarmed or attack-ability strike (rules below).
Use ability / item	Activates an ability or consumes an item that demands the Action.
Dash	Gain extra movement equal to your speed this turn.
Disengage	Your movement this turn doesn't provoke opportunity attacks.
Dodge	Until your next turn, attacks against you have disadvantage and you have advantage on Dexterity saves.
Grapple	Strength check vs the target's Strength or Dexterity (their choice). Win: target is <i>Grappled</i> . Escaping uses the same contest.

Action	What it does
Shove	Same contest as grappling. Win: push the target 1.5 m or knock them <i>Prone</i> .
Help	Grant an ally advantage on their next check at the task — or on their first attack against an enemy within your reach.
Hide	Dexterity (stealth) check. The result becomes the DC to find you.
Search	Wisdom or Intelligence check to find what's hidden.
Ready	Declare a trigger and an action. When the trigger fires, your <i>Reaction</i> executes it.
Improvise	Everything without a rule: flip the table, cut the chandelier rope, shout the truth. The GM sets check and effect.

REACTIONS

You get **one reaction per round**. The two classics: the **opportunity attack** (an enemy leaves your melee reach without Disengaging — you may strike) and the **readied action**. Reaction abilities also consume it.

Cover

Cover	Effect	Example
Half	+2 AC	A low wall, a flipped table, the Builder's structure.
Three-quarters	+5 AC	An arrow slit, a thick trunk, a door crack.
Total	can't be targeted	Fully behind the wall. Areas may still reach.

Attacking

1. **Target** the enemy with the **T** key over the token (several targets are fine) — or simply select the target's token.
2. Click **Use** on the weapon or attack ability. The system rolls **1d20 + attribute** (+ active item bonuses) against each target's AC.
3. The chat card shows **✓ hit** or **✗ miss** per target, with each one's AC.
4. Hit? The **Roll Damage** button appears — and damage is **applied straight to the HP** of everyone hit, defenses already accounted for.

Critical: a natural 20 **doubles the damage dice**. **Critical failure:** a natural 1 always misses — and the GM decides whether it misses *with style*.

AUTOMATIC ADVANTAGE

Conditions do the work for you: attacking someone *blinded*, *prone* or *paralyzed* grants the attacker advantage; attacking while *poisoned* imposes disadvantage on you. The system applies it all by itself and notes the reason on the card.

Damage, types and defenses

Weapons and abilities deal damage of a **type**: *slashing, piercing, bludgeoning, fire, cold, lightning, thunder, acid, poison, necrotic, radiant, psychic, force* — and **true**, which ignores all defenses. Whoever takes the damage may have, per type:

- **Resistance** → takes **half** damage.
- **Immunity** → takes **zero**.
- **Vulnerability** → takes **double**.

On top of that, equipped items can grant flat **Damage Reduction** (subtracted from the total) and **Extra HP** — a temporary pool that absorbs damage before real health. The whole calculation is automatic.

Conditions

Thirteen D&D-style conditions with real mechanical teeth — the tray on the sheet toggles each one, and durations in turns are tracked in combat:

Condition	Effect
Poisoned	Disadvantage on attacks and checks.
Blinded	Disadvantage on attacks; attackers have advantage against you.
Frightened	Disadvantage while the source of fear is visible.
Charmed	Cannot attack whoever charmed you.
Stunned	Incapacitated; attacks against you have advantage.
Prone	Disadvantage on attacks; standing costs half your movement; nearby attackers have advantage.
Paralyzed	Incapacitated and immobile; attacks against you have advantage.
Restrained	Immobile; disadvantage on attacks; attackers have advantage.
Grappled	Movement reduced to zero.
Slowed	Half movement.
Exhausted	Disadvantage on checks and attacks.
Bleeding	Loses 1d4 HP at the start of your turn.
Burning	Loses 1d6 fire damage at the start of your turn.

Restrained, grappled or paralyzed characters cannot move on the map — the system blocks the token (the GM can override when the scene calls for it).

Areas

Area abilities draw their template on the map — **circle, cone, line or square** — and can **grow per turn** (the fire that spreads). The template follows the combat and disappears when the effect ends.

Dropping to 0 HP

At 0 HP the character is **down and out of the fight**. What happens next — death, a scar, a last-second rescue, an indecent proposal from a Patron — is the GM's and the table's call. The System doesn't spend a table on it: it spends a scene.

Rest and leveling

"Level up." Two words worth an entire session.

Rests

- **Short rest** — a real pause: recover **half** your HP and MP, and regain "per scene" ability uses.
- **Long rest** — a night: recover **everything** — HP, MP, conditions (as long as the condition doesn't state it outlasts the rest) and "per day" uses.

The rest buttons live on the sheet and do the bookkeeping for you.

Level Points

You don't level through accumulated XP: you level when the System (read: the GM, or a quest reward) grants a **Level Point**. Leveling spends 1 point. No point, no level — though the GM may, if they wish, allow it "on credit". The System loves debt.

The four doors of a level

On leveling, choose one:

#	Option	What you gain
1	Body	+1 to an attribute <i>and</i> +(10 + CON mod) max HP.
2	Mind	+1 to an attribute <i>and</i> +(10 + primary mod) max MP.
3	Power	+1 level to a Class or Ability — the signature grows stronger (the GM defines the gains).
4	Breadth	A new level-1 Ability.

When choosing **Breadth**, the new ability tends to grow out of your class — reinforcing its concept — or out of a need the story created. Attributes also come as quest rewards: no need to fixate on them.

System Quests

They arrive unannounced, mid-dinner, with a deadline and a fine. Like every serious collection notice.

How a quest arrives

The quest appears to the player as a **full-screen pop-up**, manhwa style: animated cyan borders, a [▲ SYSTEM MESSAGE ▲] header, and the fields that matter:

- **Code** — the quest's protocol number (the System is, above all, bureaucratic).
- **Type** — **Main** (the plot), **Side** (optional, but it pays) or **Secret** (you only learn it existed when you fulfill it — or fail it).
- **Description and time limit.**
- **Reward** — coins, items, Level Points, Fame.
- **Penalty** — what happens on failure. The System rarely forgives and never forgets.

On completion the reward lands **by itself**: coins to the wallet, items to the inventory, points and fame to the sheet — and a green pop-up celebrates (with all the subtlety of a billboard). On failure, the pop-up strikes a different tone.

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[ ▲ SYSTEM MESSAGE ▲ ]
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SIDE QUEST · COD 2043-B
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"Arrive at work on time."
```

```
Deadline: 08:00. Reward: 40 coins.
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```
Penalty: your boss. [ OK ]
```

Coins, the Shop, armory and inventory

"If you abuse it, the System will nerf it." — terms of service, sole clause

System coins

The System's currency exists in no bank — but buys what no bank sells. It comes from quests and can be **transferred between players** (as long as both agree). *Physical* money, the cash in your wallet, is another matter: the sheet keeps a separate field for it, outside the System.

The personal Shop

Every player has their **own** Shop, stocked by the System — and it grows with your spending:

Session	Unlock
Session 1	Open from the start.
Session 2	After 1,000 cumulative coins spent.
Session 3	After 6,000 cumulative coins spent.

A bar on the Shop tab tracks progress. Spending is investing: the System rewards good customers with better shelves. Some items are **one-time purchases** — and some have no price: they have  requirements.

Rarities

Common · **Uncommon** · **Rare** · **Epic** · **Legendary** · **Unique** · **Special**. The color follows the item everywhere. *Unique* means exactly that: one exists.

System Catalog — Session 1

Item	Price	Effect
 Minor Recovery Potion	500	Heals 2d6 (usable as 2 doses of 1d6). <i>"Does not cure bad decisions."</i>
 Compact Survival Rations (×3)	300	Removes hunger penalties for 24h. No feeling of fullness included.
 Minor Magic Potion	500	Restores 2d6 MP. <i>"It is not water."</i>
 System Ammunition (×20)	600	Simple projectiles, standard physical damage.
 Partial Area Map	800	Shows what the System knows. Unregistered areas: absolute black. Single use.

Item	Price	Effect
 Boots of Silent Steps	900	Reduces movement noise by up to 50%.
 Common Clothes	600	Reduces light environmental damage. <i>"Does not protect against bad choices."</i>
 Basic Maintenance Kit	700	Repairs common gear. <i>"Does not restore dignity."</i>
 System Escape Rope	900	Instantly escapes a physical restraint. Useless against contracts, promises or destinies.
 Safe-Contact Gloves	1,200	Touch a cursed object once without immediate effects. Future consequences not included.
 Common Weapon	1,000	A simple weapon with damage equal to or above your base. Cannot be resold.
 Bound Common Ammo (×10)	1,000	Returns to your inventory on a miss. <i>"Do you feel lucky, punk?"</i>
 Disposable System Key	1,000	Opens one low-grade door, chest or barrier. Single use.
 Jacket of the Observed Self	2,200	Feel when someone watches you. <i>"Ineffective if you're already too famous."</i>
 Transferable Guilt Token	1,800	Transfers the penalty of a bad moral choice to another player. The victim will know it was you.
 Inventory Slot +5	1,000	Expands the inventory. <i>"Stored items still carry guilt."</i>
 Eye of the Observer	1,500	See names, threat grade and hidden status for 5s. Creatures notice. Single use.
 System Box — Low Grade	3,000	Contains an item that shouldn't appear at this point of the story. One per player.
 Random Skill Contract	2,500	A permanent random skill. <i>"Usefulness is subjective."</i>
 Quick-Access Inventory	1,500	Draw 1 item instantly in combat (10% of the item's value per draw).
 Cloak of the Anonymous	1,600	Less likely to be the priority target of intelligent enemies.
 Probability Report	1,500*	Chance of death in the next 5 minutes, live. *Price doubles per purchase.
 Candle of Continuity	2,600	Prevents irrelevant nearby deaths for 10 min. The System decides what's irrelevant.
 Inventory Release	100	Unlocks the System inventory (10 slots). <i>"Space is survival."</i>
 Direct Constellation Sponsorship		Requires exceptional entertainment.
 Conditional Resurrection	15,000	Return to life if the death wasn't interesting enough.
 Permanent Title		Requires sufficient notoriety.
 Armor of the Last Knight	5,000	+1 AC per ally of great importance who dies.

System Catalog – Session 2

Item	Price	Effect
 Simple Iron Helm	900	+2 AC; slightly reduces peripheral perception.
 Eye of the Envious	500	See how many common and rare items the target owns. Single use.
 Sabotage Kit	1,000	Disables simple mechanisms, weapons and seals. Leaves clear traces of intent.
 Extra's Uniform	1,500	You're treated as an irrelevant Non-Player. Ineffective if you're already too famous.
 Narrative Toolbox	1,500	Tools adapt to the current story. <i>"Tragic stories produce cruel tools."</i>
 Controlled Demolition Box	1,500	Destroys large structures without total collapse. <i>"'Controlled' is a flexible concept."</i>
 Ring of the Embarrassed	1,000	Blocks "Eye of the Observer" against you. Single use.
 Visible Truce Symbol	1,000	Signals you're not hostile, for now. Doesn't stop treacherous attacks.
 Instant Coagulation Syringe	2,000	Stops fatal bleeding; prevents imminent death by blood loss.
 System Chainmail	3,000	Resistance to slashing and piercing; increases long-term fatigue.
 Full Regeneration Potion	3,000	Restores severe wounds and organs. Afterwards, the body remembers the pain.
 Reinforced Brigandine	3,000	Reduces any damage by 3. <i>"Enemies assume you're dangerous."</i>
 Directed Skill Contract	5,000	You pick the type. The System picks the interpretation. One purchase.
 Short Displacement Device	5,000	Teleports a few meters. Single use. <i>"Safe positioning not guaranteed."</i>
 Eye of the Honest	3,000	For 6s, reveals illusions, active lies and hidden entities of your level. <i>"Cannot be unseen."</i>
 Light of Safe Retreat	3,000	Creates a temporary escape route. <i>"Fly, you fools."</i>
 Eye of the Lover	3,000	Reveals the vital state of someone you love. Single use.
 Fan of the System		Requires terrible deeds.
 Nuclear Bomb		Requires great knowledge of the universe and of all things.
 Elixir of the Almost-Dead	10,000	Keep acting for 30s after lethal damage. <i>"Dying after this hurts more."</i>

System Catalog – Session 3

Item	Price	Effect
 Broken Faith	1,777	"A sword good enough for you. But you may not be worthy of it."
 Recluse's Cloak	1,500	5 uses: stealth for 20 min (DC 20; useless against special senses).
 Starter Pack	2,000	+1 to an attribute, 5 days of supplies, clothes and sundries. <i>"Everything you need. Maybe not everything you deserve."</i>
 Advanced Maintenance Kit	1,400	Repairs common and uncommon. <i>"Does not restore pride."</i>
 Crown of the Chosen	666	<i>"The Chosen One gains many bonuses. But you are not them..."</i>
 System Box — Junk Grade	1,500	An item that shouldn't appear now. Spontaneous deaths on the customer.
 Normal Recovery Potion	1,250	Heals 4d6 (2 doses of 2d6).
 Normal Magic Potion	1,250	Restores 4d6 MP (2 doses of 2d6).
 Mentalist's Ring	2,692	Transmits feelings or ideas to a linked ring. <i>"Range questionable."</i>
 Box — Not-so-bad Grade...	3,000	Same, with slightly less regret.
 Specialist Maintenance Kit	2,800	Repairs up to rare items. <i>"Does not restore happiness."</i>
 Potion of Magic Madness	5,000	1 scene without spending MP (max 5 per ability); then 2 scenes unable to use MP.
 Theft	8,000	Steals an unprotected Rare-or-lower item straight from the target's inventory.
 Protection	5,000	Nullifies one theft attempt of equal or lower rarity. <i>"Someone had to teach your items not to cooperate."</i>
 Directed Skill Contract II	35,000	You pick the type. The System, the interpretation. One purchase.
 System Box — Medium Grade	10,000	One per player.
 Random Skill Contract — Medium	20,000	<i>"Usefulness is subjective, but at least it's rare."</i>
 Nuclear Bomb Protection		Requires great rivalry against whoever wants to use a Nuclear Bomb.

Inventory

The inventory starts **locked** — the System charges even for pockets. The **Inventory Release** (100 coins) opens **10 slots**; **+5 slot** expansions can be bought later. Items live in one of three places:

- **Carrying** — in hand, ready to use. Costs no slot.
- **Equipped** — worn/wielded: the item's bonuses (AC, damage reduction, modifiers) apply automatically.
- **Stored** — in the System inventory. This is what consumes slots.

Common armory (reference)

Real-world weapons on the D&D base, adapted to the System. Use as a starting point — every weapon has a **damage die**, a **type** and **properties** (Appendix C):

Weapon	Damage	Type	Properties
Knife / dagger	1d4	piercing	Light, Finesse, Thrown
Club / pipe	1d6	bludgeoning	Versatile (1d8)
Hatchet	1d6	slashing	Light, Thrown
Shortsword	1d6	slashing	Light, Finesse
Longsword	1d8	slashing	Versatile (1d10)
Spear	1d8	piercing	Two-Handed, Reach (3 m)
Sledgehammer	1d10	bludgeoning	Two-Handed, Heavy
Bow	1d8	piercing	Ammunition, Two-Handed, Long Range
Pistol	1d8	piercing	Ammunition
Shotgun	1d10	piercing	Ammunition, Two-Handed
Rifle	1d10	piercing	Ammunition, Two-Handed, Long Range

SYSTEM WEAPONS — REAL-TABLE EXAMPLES

Simple Tribal Sword [Common] — One hand · Damage 1d6 · Reach 1.5 m · Finesse, slashing. "Simple as it is, its build favors quick strikes."

Simple Steel Spear [Common] — Two hands · Damage 1d8 · Reach up to 3 m · Defensive: use your reaction to gain +2 AC when attacked.

Staff of Hydric Shaping [Rare, magic] — Normal attacks become pressurized water jets (15 m, base damage +1d6). Once per scene, solidify water into barriers, platforms, weapons or tools (lasts 1 scene).

Team and Base

The System values teamwork. It values the 10% leadership fee even more.

Forming a team

Any character can found a team and become its **leader**. All management happens from their sheet: naming the group, inviting and removing members. The team has a **reputation** of its own — it grows with the group's deeds and feeds the guild ranking (Chapter 12).

The structure is not democratic, and the System doesn't pretend it is. The leader foots the bills, runs the base — and charges for it: **10% of all rewards delivered to members go to the leader**, automatically. The System calls this an "administrative fee". The members call it other things.

Who sees what

Inside a team, information is a privilege of rank:

	The leader sees	A member sees
Members	The full list, with each one's class .	Who is on the team (names).
Health	Every member's HP in %, in real time.	Only their own.
Sheet	Any member's full sheet — via the <i>Inspect</i> service.	Only their own.
Finances and shop	Leader's Shop, Base Shop, the team's coffer.	Nothing — the finances belong to the leader.
Reputation	Yes.	Yes — and the group's name.

WHY THIS WAY?

The leader pays for information (literally: the services below cost coins). Real-time health and sheet inspection are *command tools* — and the asymmetry is RP fuel: trusting the leader is a choice, not a UI default.

The Leader's Shop — services

Services only the leader can access, bought in the Team Shop. Each purchase grants **uses**: then pick the member on the card and click *Use*.

Service	Price	Effect
 Locate Member	300	Reveals a member's current location on the map.

Service	Price	Effect
 Watch Member	600	Observes a member's recent actions and basic mental state.
 Member Teleport	1,500	Teleports a member to the base or to the leader.
 Inspect Member	1,500	Opens the member's full sheet for the leader.

The Base

With enough coin, the team registers a location as its **official base** — the group's mechanical home. Its management also belongs to the leader:

Operation	Price	Effect
 Buy Base	5,000	Officially registers a location as the base. One purchase.
 Move Base	5,000	Transfers base status to another known location.
 Buy Player Slot	3,000*	+1 permanent team slot. *Each subsequent purchase: +1,500 cumulative.
 Expand Base	5,000	Increases the number of available rooms.
 Upgrade Room	2,500	Increases the limit/effect of a room already acquired.
 Buy/Sell Room	±5,000	Sells a room (recovers ~5,000) or buys a new one.
 Kick Player	5,000	Kicks a player out of the base. Irreversible.

Rooms

The base starts small (1 room) and grows with *Expand Base*. Each room is a one-time purchase with a real effect:

Room	Price	Effect
 Basic Rest Room	2,000	A quiet, shielded environment. Rests without spending supplies.
 Secure Storage Room	2,500	Shared team inventory: 20 slots .
 Communication Room	3,000	Communication with the rest of the team (one-way).
 Thief's Room — Shadow Chamber	5,000	Advantage on stealth checks for the next 12h.
 Pyromancer's Room — Convergence Chamber	5,000	Floating runes and unstable energy: doubles MP for 6h.
 Fighter's Room — Watch Post	5,000	Damage dealt by players cannot drop below half its base value.
 Special Room — Greenhouse	7,500	Cultivation of medicinal and rare plants. Generates passive resources each session.

Notice the pattern: the class rooms (*Shadow Chamber*, *Convergence*, *Watch Post*) benefit **the whole team** — the base is where one member's specialty becomes everyone's advantage.

[▲ SYSTEM MESSAGE ▲]

Team registered. Administrative fee: 10%.

Trust between members is not covered by the warranty. [OK]

Fame and the System Network

Being seen has a price. Being remembered accrues interest.

Fame

Notable deeds earn **Fame** — granted by the GM or as quest rewards. Fame places the character in a titled tier:

Fame	Title
0+	Unknown
50+	Known
150+	Celebrated
400+	Legend
1,000+	Myth

Teams add the leader's and members' fame together — the **guild** appears in the ranking as an entity of its own.

The Network Terminal

The global ranking — the **System Network** — is not open by default. It is unlocked by a Shop item (Session 2): the  **Network Terminal**. Whoever buys it can see the ranking of players and guilds by fame, with their titles. Information, like everything in the System, is merchandise.

Patrons: the ones who watch

Something chose you. You don't know its name, you don't know why, and both are on purpose.

Sponsorship

Above the System — or beside it, or inside it, nobody knows — there are entities that **sponsor** players. Each character may have a **Patron**: a deity that chose them. The player sees only their patron's **Title** ("*The Thunderer of the Heights*") — never the true name, the domain or the alliances. The GM sees everything. The full pantheon, with over 150 entities and their epithets, is **GM-only** material — and it is not in this book, because discovering who watches you is play, not reading.

Interests and pact

The relationship begins with **interests**: the GM signals themes that please the patron (courage, ingenuity, chaos, mercy...). Acting accordingly draws attention; attention becomes a **pact**; the pact becomes the patron's mark on your sheet.

Affinity

With the pact sealed, your actions feed **Affinity** (0–100), granted by the GM when you act as your patron appreciates. Affinity climbs through **5 levels**:

Level	Affinity	Available boons
1	10+	Minor themed Item · Minor Blessing (small passive bonus)
2	25+	Minor exclusive Ability · Minor Item
3	45+	Major themed Item · Minor Ability
4	70+	Major exclusive Ability · Major Item
5	100	Supreme Boon — a second class, a transformation or an artifact

At each level reached you may **Claim** a boon from the Patron tab: pick its form, write a request ("something fire-related", "a blade", "protection for the group") and the GM prepares and delivers it — however the patron chooses to interpret.

Whispers

Patrons speak. Every so often a message arrives — a whisper in the System's style, sometimes carrying coins, a gift, a warning. Answering is optional. Ignoring has consequences. *"Trust is a luxury that charges interest."*

The Workshop: creating classes, abilities, qualities and items

Here the System pulls back the curtain. Everything in the game was assembled from these pieces — and this math.

The philosophy: a class is a manifestation

Think of a class as a **manifestation** — in the spirit of *Hunter × Hunter*'s Nen: the unique expression of who the character is, with a rule of its own. The class defines *what exists*; abilities define *how it's used*. A class whose concept is "absorbing monsters" does only that — and the first ability that character earns will probably be a way to *summon* one of the absorbed monsters. The class plants the flag; abilities explore the territory.

Not every class needs an entourage: some are a self-contained ability, independent and complete (The Persistent turns failure into success — and that's it). Both forms coexist. What never changes: **the class is born from the story**. The right question is never "what power would be strong?", but "*what is the gesture only this character would make?*"

FROM STORY TO CLASS — REAL CASES

John Peter grew up in a brothel, adopted by the women who worked there, fending for himself since age 12 — he became **The Survivor**: ignores any negative emotional effect and picks the best way to act.

Emily Carter raised her siblings alone at 19 and left for New York refusing to give up — she became **The Persistent**: once per scene, fate is forced to offer her one last chance.

Antony Irving teaches History by day and becomes Chuckles the clown by night, unfunny and applauded anyway — he became **The One Nobody Finds Funny**: advantage against everyone who laughed at him.

The balancing math

Every ability is measured in **points**. Add up the pieces, and the sum tells you two things: the ability's **rarity** and the **cost** of using it.

DIE (effect)	USE (frequency)		ACTION (speed)	
1d6 of effect	1	Daily use	1	Special Action
2d6	2	Per scene	2	Reaction
3d6	3	Per MP	3	Bonus Action
4d6	4	Passive	4	Action

DIE (effect)	USE (frequency)	ACTION (speed)
5d6	5	

The formula:

DIE + CONDITION + USE – ACTION = COST

Add the effect (die), the weight of inflicted conditions (suggestion: +1 to +2 per condition, by severity) and the use frequency; subtract the action type's points. The result is the ability's **MP cost**.

Note the role of the **action**: the slower the action, the more it discounts. That's why a **Reaction** is **never free** — it discounts only 2, while a full Action discounts 4. The same effect, cast as a reaction, costs 2 MP more: speed is paid for. A reaction, therefore, either does something more basic or costs more. That's exactly the balance that keeps the table from becoming a festival of counters.

ACTION IS NOT A CHOICE

The action type is **whatever makes sense** for the effect — not a lever to cheapen cost. The reverse is allowed: you may *downgrade* (use a slower action than the effect deserves) and receive the difference back as a discount.

And the total points classify the rarity:

Ability rarity	Total points
Common	3
Uncommon	5
Rare	7
Epic	9
Legendary	11+

WORKING THE NUMBERS

Ability: a strike dealing 3d6 fire (3) that inflicts **Burning** (+2), usable **per MP** (+3). Total: **8 points** → bordering on Epic.

As an **Action**: $8 - 4 = \text{cost } 4 \text{ MP}$. As a **Reaction**: $8 - 2 = \text{cost } 6 \text{ MP}$. Same effect; haste is what gets expensive.

For **random skills** (Shop Contracts), roll 1d20 for rarity: **1–7** common · **8–12** uncommon · **13–16** rare · **17–19** epic · **20** legendary.

Leveling: turn one dial

A level upgrade doesn't reinvent the ability — it turns **one dial** at a time: cost, value, range, number of targets or frequency. Here's how real tables did it:

Class	Level 1	Level 2	Level 3
The Survivor	+10 on the die, 3 MP	+10, 2 MP (cost dropped)	+15, 4 MP (value up, cost with it)
The Persistent	1×/scene, 5 MP	same, 5 MP	same, 3 MP
The Hierophant	Angel: attributes 12, HP = half yours	Angel: attributes 14, HP equal to yours	Archangel: DEX 20, two 1d12 attacks
The Occultist	HP becomes half its value on checks	also applies to attack and damage	HP becomes the full value
The Hunter of the Beyond	marks 1 creature per scene	marks 2	—

Class abilities evolve the same way: *First Aid* healed 2d6 and moved to 3d6; the Hunter's *Rituals* gain uses. Document each level in the upgrades editor — when the class levels, the sheet flags it and you apply what was agreed.

Creating qualities and defects

The base is simple: quality +5, defect -5, within a defined scope. But the system allows three variations — and that's where the fun lives:

- **Advantage instead of a number** — when the benefit is "doing it better", not "doing more": *Pilot* grants advantage *and* +5 (a robust specialist quality).
- **Die steps** — physical qualities can raise a die one step: *Vandal* turns D6 into D8 on weapon damage.
- **Special effects** — *Indoctrinated*: immune to Charmed and +5 on intuition. Not a number: a rule.

Balancing heavy defects

A defect isn't just -5. When a defect is more complex and more cruel, it **pays better**: it comes with an above-standard quality, or with more qualities. The extreme real-table case: *Addict* — **-10 on all checks** when withdrawal bites — sustained by stronger qualities like *Built Tolerance* (+5 to resist poisons and drugs) and *Unexpected Excess* (+5 after a moment of happiness). The deeper the hole, the taller the ladder.

How they're earned (and lost)

Qualities and defects are **born from play** — a blend of what the player wants with what the dice and the RP say:

- **Repeated success** — passed every computer check in the campaign? "*Congratulations. You've earned the Geek quality.*"
- **Lived story** — walked for days with a nail in your foot without stopping? Rare quality: *The One Who Never Stops Walking*.
- **Repeated failure** — if rolls on a theme keep going wrong, the System takes note: a **defect** is born. Maybe the build you wanted isn't the one the game gave you — and the character is more interesting for it.

Always **narrate how you earned it**. A tag without a story is just a number; with a story, it's the character.

Creating items

Every System item follows the same anatomy — and the voice of its salesman:

- **Type** — Weapon · Armor (pieces: helmet, chest, legs, boots) · Accessory · Usable · Consumable · Magic.
- **Rarity** — the color that follows the item (and how much the GM should worry).
- **Description** — what it is, with the System's commentary at the end ("*Does not cure bad decisions.*").
- **Properties** — the mechanical block: damage and reach (weapons), AC/reduction/resistance (armor), effect and uses (usables).

Weapons are assembled from the Chapter 10 armory + Appendix C properties; a *Defensive* property (like the Steel Spear's: reaction for +2 AC) is great seasoning. Armor grants AC, flat reduction or type resistances — and may cost movement or checks. And the priceless items with  **requirements** ("requires terrible deeds", "requires great knowledge of the universe") aren't merchandise: they're *promises of story*. The player who asks the price has already taken the bait.

SPECIAL ACCESSORY FROM A REAL TABLE

Mark of the Alpha Predator [Special/Legendary] — Raises the bearer's AC by a value equal to their main class level. Beasts and instinct-driven enemies tend to hesitate, retreat or focus other targets. Once per day, force a lower-level beast to flee from you.

Game Master's Guide

You are not the table's villain. You are the entire world — and the System is your best character.

Playing the System

The System is a character, and it's yours. The voice that works: **bureaucratic, polite and vaguely threatening**, with dry humor. It doesn't shout — it files. It doesn't punish out of anger — it enforces clauses. Short sentences, airport-announcement tone, and every now and then a barb revealing that *something* in there finds it all amusing.

THE SYSTEM'S VOICE — READY-MADE LINES

"Quest updated. The System recommends haste. The System does not explain why." · "Reward delivered. The System accepts compliments." · "This item has been adjusted. Complaints may be filed and will be ignored." · "Trust is a luxury that charges interest."

Crafting a player's Legendary

With the Workshop (Chapter 14) in hand, the process is short:

1. **Read the story, not the sheet** — find the gesture only this character would make.
2. **One signature, not a bundle** — one memorable power with good level upgrades beats a menu.
3. **Run the math** — points, rarity, cost. The formula doesn't decide for you; it warns you when intuition overreached.
4. **Assemble in the Builder** — open the class in Foundry,  **Builder** mode, and compose: cost, activation, attack, toggle, effects (damage, healing, buffs, condition, resistance, area, manual effect for the abstract).
5. **Document per-level upgrades** — one dial per level. When the class levels, the sheet flags "needs editing".

Every parameter is editable **live** — DC 17 becomes 16, 1d8 becomes 1d10 — and nothing breaks. Tune at the table, with the player watching. *"If you abuse it, the System will nerf it"* applies to both sides of the screen.

Creating NPCs and enemies

The NPC sheet is lean on purpose: six attributes, HP, MP, AC (base + attribute), movement, **CR** (challenge rating, a free label for your own bookkeeping), defenses by damage type and the attack list. The **New Attack** button creates a weapon (straight damage die) or an ability in seconds — which you can open and refine in the Builder, with MP costs, on-hit conditions, areas.

- **AC rule of thumb:** 12 is ordinary folk, 14–15 is trained, 17+ is armored or supernatural.

- **HP:** mook 10–20, scene threat 30–60, boss 80+. The CR field records your intent.
- **Defenses tell stories:** the skeleton resists piercing and dreads bludgeoning; the fire-born creature is immune to fire and vulnerable to cold. A player discovering a defense is a good session.

Designing quests

- **Code and type** add texture: "MAIN QUEST · COD 0007" lands differently than "SIDE · COD 2043-B".
- **Deadlines** create pulse. Not every quest needs one — but the memorable ones usually have it.
- **The penalty is a promise:** only write what you are willing to enforce. The System doesn't bluff.
- **Secret quests** reward behavior, not obedience: the player learns the quest existed when the completion pop-up appears. Use them to reward courage, mercy, curiosity.
- **Phased quests** escalate rewards: phase 1 → 500 coins; phase 2 → 700 + 20% Shop discount; phase 3 → 1,000 + an item. The progression teaches the table that persistence pays.
- Issue through the **Quest Panel** (`/quest` in chat or `Ctrl+Shift+Q`): audience (everyone or specific players), attached rewards — coins, dragged items, Level Points, Fame — and one-click complete/fail, individually or in bulk.

Economy: how much to give

The Shop's ruler is your reference: Session 2 opens at 1,000 coins spent, Session 3 at 6,000. Short quests paying 30–80, arc deliveries 150–400, and campaign milestones 500+ keep shop progression at a pace of "a few unlocks per arc". Items above the table's power cost dearly *or* become quest rewards — never both for free.

Patrons in practice

- Grant **affinity** for deeds, not rolls: 2–5 for a gesture aligned with the patron, 10+ for a true sacrifice.
- **Whispers** go out from the Pantheon Panel — with money, items or affinity attached, and the choice of (not) revealing the deity's name.
- Claimed **boons** arrive as pending work for you to prepare. The form is the player's; the content is yours — and the patron's.
- Revealing a deity's **true name** is a campaign moment. Don't spend it on an ordinary day.

Quick tools

Tool	How to open
Quest Panel	<code>/quest</code> in chat · <code>Ctrl+Shift+Q</code> · scene-controls icon
Pantheon Panel	scene-controls icon (GM only)
Populate/repopulate compendiums	automatic on first use · <code>game.osistema.forceRepopulate()</code>
Players' shop state	<code>game.osistema.dumpShopState()</code>
Fix desynced tokens	<code>game.osistema.fixTokenLinking()</code>

YOUR FIRST SESSION AS GM

1. Enter the world — compendiums populate themselves (classes, items, team shop, deities, manual).
2. Set Foundry's language — the system follows.
3. Grant players ownership of their characters (right-click the actor → Configure Ownership).
4. Run one short scene *before* the System arrives: the contrast is the heart of the game.

Reference tables

The System keeps impeccable records. These are yours.

A • Attribute modifiers

Value	Mod.	Value	Mod.
1	−5	12–13	+1
2–3	−4	14–15	+2
4–5	−3	16–17	+3
6–7	−2	18–19	+4
8–9	−1	20–21	+5
10–11	+0	22+	+6...

B • Damage types

Physical: slashing · piercing · bludgeoning. **Elemental:** fire · cold · lightning · thunder · acid. **Vital:** poison · necrotic · radiant. **Arcane:** psychic · force. **True:** ignores resistances, immunities and damage reduction.

C • Weapon properties

Property	Effect
Finesse	May use Dexterity for attack and damage.
Light	Allows two-weapon fighting.
Heavy	Disadvantage for small creatures.
Versatile	Used with one or two hands.
Reach	Extends melee reach.
Thrown	Can be thrown.
Two-Handed	Requires both hands.
Ammunition	Spends linked ammo when fired.
Armor-Piercing	Ignores part of damage reduction.

D • Rarities

Common (green) • **Uncommon** (blue) • **Rare** (purple) • **Epic** (red) • **Legendary** (gold) • **Unique** (pink) • **Special** (cyan).

E • Fame tiers

0 Unknown • 50 Known • 150 Celebrated • 400 Legend • 1,000 Myth.

F • Glossary

AC / CR	Armor Class — the number an attack must meet to hit.
DC	Difficulty Class — the number a check must meet to pass.
Mod.	Attribute modifier: $(\text{value} - 10) \div 2$, rounded down.
Advantage	2d20, keep the highest. Disadvantage : 2d20, keep the lowest.
Die step	Raising a die one size: D4→D6→D8→D10→D12.
DoT	Damage over time (Bleeding, Burning).
CR (NPC)	An NPC's challenge rating — the GM's label.
Level Point	Credit to level up, granted by the GM or by quests.
Toggle	An ability that switches on and off (stance, form).
Manifestation	A class's unique concept; abilities are the ways to use it.

[▲ SYSTEM MESSAGE ▲]

Registration complete. The manual ends here.
Your story does not.

Questions, tables and updates: discord.gg/RpnQvzCfzZ
System and modules: jotapefoundry.com.br [OK]