

Please note that the following is an evolving list, and may be subject to change in the future. If you have any concerns, questions, or ideas for improvement, address them to the Discord at your earliest convenience.

The following is a list of specific qualities to build into this TTRPG project:

- **Universal.** Much in the manner of other universal systems, this one should be able to properly emulate any genre, tech level, environment, and theme. The core system should be generic, and a solid foundation to be built upon. It needs to include basic systems such as character generation, conflict resolution, template creation, and power / skill / ability / etc creation.
- **Simulationist.** The most accurate simple description of game style provided by this system will be "simulation," as the idea is to simulate a large variety of experiences and environments using the game system. We will endeavor to avoid extreme simulation (with excessive specifics and details) and opt for a more versatile approach that gives the players all the proper tools to simulate the environment they want, and to the extent they want. A basic level of detail should be the minimum, with a fairly high level of detail possible if the players want to employ the full array of what the system is capable of.
- **Modular.** Players should be able to pick and choose the various expansive mechanics, more complex rulesets, and non-core subsystems that they want to use, based on their desired level of complexity ("crunchiness") or desired features. As such, the core system foundation needs to be airtight in design, because everything that comes after will be built either upon it or with the tools it provides. Future mechanics and subsystems will need to work in tandem with or on top of the existing core system.
- **Intuitive.** Whether learning the system for the first time or referencing it for specifics, readers should be able to easily differentiate the core system from the more advanced modules and subsystems. Taking a hypothetical "combat" system for example, the core fundamentals would include everything players need to emulate combat, with additional subsystems (like, say, "called shots" or "cover/concealment" or "mounted combat") segmented off and categorized for easy of reference. A tiering system can be used in the core handbook to allow readers to easily identify what is core and what is intermediate or advanced, thus avoiding inflicting undue confusion on the reader.
- **Expandable.** Once the core system is complete, players and developers - having been afforded a robust and comprehensive set of tools - should be able to generate content using the system with relative ease. "Content" refers to characters, skills and abilities, powers, items, monsters and NPCs, worlds and world locations, etc. **Additionally:** Expandability also should include the ability to build future systems that work in tandem with the core system (such as magic, cyber, psionics, organizations, government/politics, ecology, etc). The core system should be built with the understanding that while it's the most fundamental basis for everything that comes after, there will be *much* that comes after.
- **Multi-role.** Many (perhaps most) TTRPGs focus heavily on combat, while neglecting other mechanics (social, stealth, crafting, etc). Non-combat mechanics are often either limited to roleplay or relegated to a single die roll. Though (per the Expandable clause) additional subsystems will likely be generated on top of or alongside the core system, it would be advantageous and desirable to include fleshed-out mechanics for social engagement, crafting, and non-combat methods of conflict resolution. What this looks like exactly is most assuredly up for discussion.

Addendum: Marketability

Though we're nowhere near the point where this is grown beyond a passion or a hobby, the time to consider how to properly market this product begins with the design phase. Of the different methods of producing a viable marketable product that have been presented, the one I've agreed with most involves offering the *core system* (and subsequent modular systems) free of charge, but offering all *generated content* (worlds, campaigns and scenarios, equipment, monsters, NPCs, skill sets, templates, etc), as well as any *additional assets* (such as art, splats, standees, etc) at price. **Unless there's a better option presented, going forward we will develop the system based on this assumption.**