

Project Moon Tabletop Roleplay Game

Community Rulebook 2.0

This is a summary of the core rules from the fanmade Project Moon TRPG, translated, adapted, and revised by the Project Moon Tabletop EN community. Any mention regarding the “**Community Rulebook**” will be abbreviated as “**CR**”. This is its second edition, so it will be referred as **CR 2.0**

There are many changes from the original rulebook (OG), and for all intents and purposes should be considered as either a separate system.

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If you come from the OG Korean Rulebook or the CR 1.0, you probably will need help of the [Converting Guide](#) to translate your characters to the new system

If you spent any money to procure any documentation, you were most certainly scammed.

- Project Moon TRPG CR 2.0 - Google Drive (Character Sheets, etc): [\[here\]](#)
- Original Rulebook Github (Korean): [\[here\]](#)
- Roll20 Guide: [\[EN\] Roll20 Sheet Guide - Project Moon TRPG](#)
- Effect List [for effects descriptions and Prices]: [\[here\]](#)
- Google Character Sheet: [\[here\]](#)

Please note that a lot of the nitty-gritty calculations (mostly the effect point calculations) have been omitted for sake of simplicity. The attached character sheet (Community Revision) does most of this automatically. If you find a bug in the sheet, please refer to @CowTs#7846 in the Project Moon Tabletop (EN) Discord.

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||--- Introduction ---||

[CREATOR'S NOTE]

This is a rulebook for a fan made TRPG based on the City in the Project Moon universe, with the goal of playing as a character in the City and adventuring through a series of events.

As a whole, it contains rules that require a lot of creativity from the master and players.

- When you see a term in **bold** and **colored text**, this means that it is a specific terminology used in the system. ~~This is mainly seen in the indigo sections.~~
- When you see the words Section, Chapter, or Part, they refer to areas that are divided into pages, such as the following: images: section, chapter, part
- When you see **bold** text, it's simply bolded for emphasis.
- When you see a d and a number, such as d6, d8, or d16, it refers to a dice with as many faces as the number.
For example, d20 is a 20-sided die.
- If a D is preceded by a number, it means that the dice is to be rolled with that many times.
For example, 2d6 means roll a d6 twice.
- If you are told to divide a number, divide the number and discard the decimal point.

- *helloing0119, Creator of Project Moon TRPG*

[TERMINOLOGY]

TRPG

TRPG stands for Tabletop Role-Playing Game, a game in which participants create a setting for a story to take place, characters to have adventures with, and then take on the roles of those characters to tell the story.

Like video games, each character interacts with other characters and fights battles, but everything is described and calculated by humans. The success of an action is determined by the rules, usually by rolling dice, and words or pictures are used to describe what happens instead of a screen.

Players

Players are the people involved in a TRPG. There is a distinction between those who run the game and those who participate in the game, but when we say players, we usually mean those who participate in the game. You will play the role of characters causing or solving events as you adventure through the City, with the story described by the Master.

Masters

The Master, also known as the Dungeon Master (DM) or Game Master (GM), is the player who runs the

game. It is the Master's role to prepare the story for the characters to go on a great adventure, and to prepare the places in the City that will be the stage, as well as the people in the City that will be the characters.

Characters

A character is a player's agent in the world.

The characters created by the player are the ones who will have various adventures in the stories of the City created by the Master. While a character acts as an agent to the player's will, they are first and foremost a denizen of the City, each with their own story to tell. They may be a Fixer, a Rat in the Backstreets, or an employee of a laboratory or corporation.

Sessions

A session is the basic unit of a tabletop roleplaying game.

When you get together and play once, you've played a session. A single scenario can be designed to last several sessions, or it can be completed in a single session.

||--- Basics ---||

[RANK]

Rank is an overall assessment used to classify a variety of things, from character assessment, threat ratings, equipment quality, skill level, etc. This is used throughout the system.

Rank is distinguished by a number in the range of 0 to 5.

After **Rank 5**, there is also an EX rank, which applies to things beyond common sense. This isn't achievable by typical means, and a character who reaches **Rank 5** and wants to attempt reaching EX rank should consult with the Master.

An abstract **Rank -1** also exists, which indicates an extremely poor quality- but this generally isn't included in elements that utilize rank.

---Rank Reference Table

Rank	Rank -1	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank EX
General quality	Terrible	Okay	Average	Good	Great	Excellent	Apex	???
Risk level (LC)	—	—	ZAYIN	TETH	HE	WAW	ALEPH	???
Hana Threat Classification	—	Canard	Urban Myth	Urban Legend	Urban Plague	Urban Nightmare	Star of the City	Impuritas Civitas
Individual	Civilian	Rat	Grade 9~8	Grade 7~6	Grade 5~4	Grade 3~2	Grade 1/Color	Color
Range of influence	Inconsequential	A few people	A street	A neighborhood	A residential block	A Nest	Multiple Districts	The City
Potential Damage	0-1+ casualties	4+ casualties	50+ casualties	600+ casualties	7,000+ casualties	80,000+ casualties	Patent War/Smoke War	???

[Character Rank limits]

- You can only increase character stats up to [Rank]+2.
- [Rank]+1 is the limit for the rank of equipment that can be used.
- Skill ranks cannot be greater than [Rank]
- The level of a manifested Mystery cannot be greater than [Rank]

[Organization Rank limits]

- Can only be involved in simultaneous incidents up to [Rank]+1
 - The rank of Special Items that an organization can possess is limited to [Rank]+1.
 - The number of members the organization can have is based on the following:
-

[EFFECTS AND EFFECT POINTS]

Effects are special attributes applied to **Skills, Weapons, Outfits, Tools, and Augmentations**.

Effects are bought with **Effect Points (EP)**. You can use these to customize your character's equipment and abilities as you desire, as long as it falls within the available number of points and limitations.

The available number of **EP** typically scales with the **Rank** of the equipment, or the character's own **Rank**.

Some effects also have negative point costs, or can be entered as a negative value. These typically come with disadvantageous aspects, like self-inflicted damage or status ailments, but gives back **EP** to apply to other effects. The maximum amount of **EP** you can get through this way can't be higher than the base amount you start with.

Each effect can have a maximum of 5 or -5 points applied unless otherwise noted. Certain effects cannot be stacked or duplicated.

[Effects]

Effects that activate from clashing must be listed as either a **Clash Win** or **Clash Lose** effect. A one-sided attack is considered as a **Clash Win**.

Refer to the [Effect List of the CR](#) for looking at all the Effects

---Effect activation chart

Type	Effect activation
Skills	Triggered on Skill use
Augmentations	Generally always active (passive), unless effect requires a target or is otherwise declared.
Mystery	Triggered while manifested (condition based)
Weapon	Triggered on Attacking with weapon
Outfit	Triggered on Block/Evasion from enemy engagement
Tool	Triggered on Tool use

*Please note that some effects also have other conditions for activation.

[CHARACTER CREATION]

New characters start at Rank 1, unless otherwise specified.

---Easy creation guide:

1. Fill out character information
2. Distribute initial stats (2, 2, 1, 1, 0, 0)
3. Start off with:
 - One Weapon and one Outfit (Rank 1)
 - Two Skills (Rank 1)
 - Initial funds: 1,000,000 ahn
 - One Augmentation (Rank 1)
4. Add Effects to equipment, skills, augmentation, and mystery via Effect Points or by consulting with the GM.
5. If you want, create an Organization for the character to belong to.

(THE [CHARACTER SHEET](#) WILL DO CALCULATION UNLESS STATED OTHERWISE)

---STATS represent the character's basic abilities and proficiencies

They're primarily used to determine the success of a task or action.

Each stat has a distinct aspect they apply to:

- Fortitude:** Relating to physical prowess and physiology. Influences Health.
ex: destroying things, heavy lifting, intuiting opponent's physical capabilities
- Prudence:** Relating to knowledge and understanding phenomena. Influences Sanity.
ex: studying phenomena, searching for information, making educated guesses
- Justice:** Relating to making judgements and taking bold actions. Modifies Speed in combat.
ex: decision making, leadership, facing fear, presenting one's views
- Charm:** Relating to influence and effect over others. Influences Stagger Resistance.
ex: bargaining, intimidation, catching people's attention, convincing speech
- Insight:** Relating to analysis and perception. Modifies Evasion.
ex: finding clues, spotting enemies, analyzing the environment
- Temperance:** Relating to moderation and control. Modifies Block.
ex: calming people down, resisting temptation, careful handiwork, enduring hardship

For the distribution of stats, allocate initial stat values (2, 2, 1, 1, 0, 0) to the desired stats.

The maximum value of a stat is the character's [Rank] + 2.

--Stats initial values table

If you want to create a character starting at a higher rank, refer to the following table for the distributable values.

	Initial stat values
Rank 0	-1, -1, 0, 0, 1, 1
Rank 1	0, 0, 1, 1, 2, 2
Rank 2	1, 1, 2, 2, 3, 3
Rank 3	2, 2, 3, 3, 4, 4
Rank 4	3, 3, 4, 4, 5, 5
Rank 5	4, 4, 5, 5, 6, 6

-When creating a character at a higher rank, start with the following:

- Two weapons
- An Outfit
- 3 Skills
- Augments and Mystery as needed, at the same rank of the character
- Starting money: 1/3 of the average income of the character's rank, as a reference

All equipment can scale with the character's rank.

Level should start at 0.

--Derived values table

Derived values are derived from the base stats.

They all either receive damage or are spent as resources, so they're dynamic.

Health	$30 + [\text{Fortitude}] * 6 + [\text{Rank}] * 6$
Sanity	$15 + [\text{Prudence}] * 3$
Stagger Resistance	$20 + [\text{Charm}] * 4 + [\text{Rank}] * 4$
Light	$3 + [\text{Rank}]$

Stat	Roll example	Examples of negative results on failure
Fortitude	<ul style="list-style-type: none"> ▪ Kick down a locked door. ▪ Lift a heavy object. ▪ Grabs someone by the throat and threatens them with force. ▪ Wins an arm wrestle. ▪ Breaks an object by striking it with a hammer. ▪ Kick a ball and make it fly far. ▪ Fold an object in a way it shouldn't be folded. ▪ Run at a faster speed. ▪ Jump higher. 	<ul style="list-style-type: none"> ▪ Break something that shouldn't be broken. ▪ Hurt self ▪ Get into a fight I don't want to. ▪ Get pushed back by a bigger force. ▪ Doesn't break as much as intended. ▪ Can't get the job done. ▪ Sanity damage.
Charm	<ul style="list-style-type: none"> ▪ Persuade others. ▪ Intimidate others by exploiting their weaknesses. ▪ Deceive others through manipulative language. ▪ Seduce someone. ▪ Make another person do your bidding. ▪ Ask for favors from another person. 	<ul style="list-style-type: none"> ▪ The other party demands something in return ▪ Target questions your intentions. ▪ You get into an unwanted fight. ▪ The other party betrays you. ▪ You earn someone's hatred. ▪ The other person behaves differently than expected.
Insight	<ul style="list-style-type: none"> ▪ Identifying the owner of footprints. ▪ Doing a cold reading. ▪ Finding the right information in a book. ▪ Detecting an enemy ambush. ▪ Find a hiding person ▪ Organize cause-and-effect relationships. ▪ Create something from a manual. 	<ul style="list-style-type: none"> ▪ Receive misinformation. ▪ The information is shocking, and causes Sanity damage. ▪ You waste too much time on the task. ▪ You notice something, but it's already too late. ▪ Only part of the information is found. ▪ You're so focused that you don't notice other threats.
Prudence	<ul style="list-style-type: none"> ▪ Figuring out why there are footprints. ▪ Profiling. ▪ Infer new facts from a book. ▪ Predicts how an enemy will approach. ▪ Identify places where people tend to hide. ▪ Come up with reasons for behavior. ▪ Recreate something by understanding how it works. 	<ul style="list-style-type: none"> ▪ Deduce incorrect facts. ▪ The discovery is shocking, and causes Sanity damage. ▪ You waste too much time on the task. ▪ You realize something, but it's already too late. ▪ You find out only part of the truth. ▪ You are so focused that you don't notice other threats.
Justice	<ul style="list-style-type: none"> ▪ Overcoming fear. ▪ Taking bold decisions. ▪ Identifying threats and acting quickly. ▪ Leading the wicked. ▪ Inspire courage. ▪ Preach to others. ▪ Stand by one's ideology ▪ Produce results 	<ul style="list-style-type: none"> ▪ Hesitate ▪ Earn the other person's hatred. ▪ You put yourself in more danger. ▪ Makes the other person double-down on their beliefs. ▪ Get into a fight. ▪ Draws too much attention.
Temperance	<ul style="list-style-type: none"> ▪ Endure fear. ▪ Perform delicate actions. ▪ Act cautiously in dangerous situations. ▪ Understand one's own thoughts. ▪ Comfort others. ▪ Console others. ▪ Control one's thoughts. ▪ Create something delicate. 	<ul style="list-style-type: none"> ▪ Does not endure. ▪ Make mistakes. ▪ Puts self in greater danger. ▪ Be overwhelmed by thoughts or fears. ▪ Get into a fight. ▪ Attract too much attention.

[HEALTH]

When Health reaches 0, the character becomes incapable of action and leaves the battle.

-Characters with 0 roll Mutilation to know their destiny:

Roll a 2d6 (Luck Roll). One of the following outcomes will determine what happens to your character.

On a 2-4, you get Mutilated and receive 1 Scar

On a 5-9, you get Mutilated and receive 1 Scar. You can avoid this Scar and Mutilation by Damaging your Highest Rank Equipment [between your weapon and outfit] you are using.

On a 10-11, you survive, but are unconscious for the rest of the combat encounter.

On a 12, you **Partially Manifest Ego**, this condition gives you the following bonuses for the rest of your **current combat encounter**:

- You recover **half** of your total HP.
- You recover **all** your Stagger.
- You recover **half** of your total Sanity.
- You gain +3 power to all actions for the duration of **Partial Manifestation**.
- You gain one additional action

Additionally any allies that see you in this state receive the following bonus

- They recover the same amount of HP/Stagger/Sanity you recover
- Staggered allies are unstaggered for their upcoming turn

Mutilated: When you get mutilated, roll a 1d4, this determines what limb you lose.

[1d4 = 1, Right Leg | 2, Left Leg | 3, Right Arm | 4, Left Arm]

If you try to act mutilated, you suffer Disadvantage to all Challenges that would involve the missing limb.

Also, you lose 3 Sqr of movement for each missing leg [without legs, you have 0 movement and you can only move taking the Dash Action]

Also, you lose the capacity of holding things and occupy hand rules for each hand you are missing.

Buying a missing limb is 200k ahn.

Scars: Scars represent your character's encounters with death. Your character can accumulate up to 2 Scars.

If you have 2 Scars and should you receive a third one, you die at that moment.

If you buy a *Back Up Body*, the insurance activates and you receive the new body with 0 Scars.

Back up body: [You can buy a back up body](#) of your Rank or lower. Up to two ranks below yours.

This means that a Rank 3 can only buy Rank 1, Rank 2 and Rank 3 back up bodies.

A Rank 4 can only buy Rank 2, Rank 3 and Rank 4 back up bodies.

And a Rank 5 can only buy Rank 3, Rank 4 and Rank 5 back up bodies.

You can resell your back up body for 50% of the cost to buy it.

--SANITY is the ability of a character to withstand mental stress.

When experiencing something traumatic, reduce the current Sanity as directed by the master.

When Sanity reaches 0, the character goes into a Panic state. At 0 SP, you can't use any SP expenditure.

--Panic rule table

When a character Panics, either choose randomly or pick one of their highest stats and do the following:

Stat	Panic behavior
Fortitude	Do their best to kill random targets
Prudence	Do their best to die
Justice	Attempts to aid a random target
Charm	Challenges a random target with Charm, and on success prevents their next action.
Insight	Challenges a random target with Insight, and on success randomly gives an advantage or disadvantage on their next action.
Temperance	Challenges a random target with Temperance, and on success inflicts D6 damage to Sanity.

The panic state is maintained until Sanity is restored to 1 or more, or when successfully challenged by another character with the same Stat as the panic type.

(Target's mental power is restored by 1 on success)

-When challenging a panicked character to calm them down, there is a negative modifier of -[Target's Rank]

-In battle, the random target will change every round.

---STAGGER RESIST is the ability of a character to resist becoming staggered.

When taking stagger damage, it reduces the current Stagger Resist by that amount.

When Stagger Resist reaches 0, the character goes into a Staggered state, where they are unable to act for a round and all of their resistances become temporarily Fatal.

They also receive 5 Mental damage each time they're staggered.

Stagger is resolved in the next round, and Stagger Resist is fully restored.

---LIGHT is a resource used to perform special actions.

Light is consumed when performing skills, as well as when Helping other characters on their challenge rolls.

The amount is somewhat limited so it's best to use them wisely.

[Light Regen]

Light Regeneration are ways to restore your scarce **Light** resource to use important skills.

- On **Take Down** of an opponent, you recover 1 **Light**
- When staggered you recover 1 **Light**
- After winning a combat encounter you recover [Rank] **Light**

---Recovery rule

With enough rest within a day, a character's Health, Sanity, Stagger Resist, and Light will all be fully restored.




For a moderate break of about an hour or two, recover the following:

- Health: $8 + [\text{Fortitude}] * 2 + [\text{Rank}] * 2$
- Sanity: $3 + [\text{Prudence}]$
- Stagger Resist: Complete recovery
- Light: Rank Light

(If you choose to rest for multiple hours simply reuse the same formulas)

---ATT, BLO, EVD are modifiers

Modifiers are values added to a dice roll result, such as when attacking, blocking, or evading.

Name	Symbol	Modifier	Modifies
Attack Modifier (Att)		Rank	Power
Block Modifier (Blo)		Temperance	Power
Evade Modifier (Evd)		Insight	Dice Max & Power

Modifiers add to the total outcome of a dice roll.

This is the dice → $d6 + n$ ← this part is the modifier

Skill effects that change the base modifier raise or lower the value.

[LEVELING UP]

For every 8 EXP gained, a character gains 1 Level.

When leveling up, you can do the following:

- Choose two stats, and raise each one by 1. Your stat cannot be higher than **[Rank] + 2**
- If you want, you can select **one** of the next options:
 - Learn a New Skill of your Rank
 - Change a Skill you already know (this allow you to “change”/upgrade a Skill of lesser Rank to your new Rank)

Every 3 levels, a character’s **Rank** increases, and the Mystery Rank also goes up by one.

When you increase on Rank, you **first** increase your Rank and *then* you do the Level Up operation. So, for example, when you Gain Level 3 [the transition from Rank 1 to Rank 2], your limit on Stats is 4 [Rank 2 +2] and any Skill you Learn or change can be Rank 2.

Additionally, you gain an **Action** or **Reaction** based on your **Rank**.

[Basic Rank Up Structure]	
Rank 0	1 Movement, 1 Action, 0 Reaction
Rank 1	1 Movement, 1 Action, 1 Reaction
Rank 2	1 Movement, 1 Action, 2 Reactions
Rank 3	1 Movement, 2 Actions, 2 Reactions
Rank 4	1 Movement, 2 Actions, 3 Reactions
Rank 5	1 Movement, 3 Actions, 3 Reactions
Rank EX	[REDACTED]

At Level 15 you reach **Rank 5**, and you can choose to keep going, retire the character, or consult with the GM to attempt to reach the EX Rank.

-Experience Points (EXP)

Opportunities to gain EXP

- Growing through failure: Gain EXP for every three times you get a result of [6 or less] on a challenge roll.
- Reward for combat: EXP awarded at the end of a day where there's been a battle.
- As needed: whenever the GM offers

Enemy Threat Levels

Enemy threat levels are a numerical representation of how threatening the enemies you encounter are. Based on the average Rank of the player characters compared to the enemy, the threat level of enemy encounters is calculated as follows:

Rank difference	Threat Level
[Average Rank] - 2	1
[Average Rank] - 1	2
Equal Rank	4
[Average Rank] + 1	8
[Average Rank] + 2	16

For example, if your player characters have an average Rank of 3:

- Rank 2 Enemy has a threat level of 2
- Rank 3 Enemy has a threat level of 4
- Rank 4 Enemy has a threat level of 8

Enemies that are less than 2 threat levels from the group average are generally not worth fighting, and enemies that are more than 2 threat levels from the average are too strong.

If the enemy is a Distortion, multiply the threat threshold by the [number of characters.]

Average combat EXP table

The [Number of player characters * 4] is the general **Combat Capacity** of a group.

The number of enemies that can be dealt with per day is calculated as such:

1. Add up all the threat levels of enemies you faced in a day.
2. Look at how many times the sum of the levels is relative to the Combat Capacity, and compare it to the table below:

Comparison result	Day evaluation	EXP gained
~x0.5 capacity	Normal	0
x0.5~x1 capacity	Adventurous day	1
x1~x1.5 capacity	Faced danger	2
x1.5~x2 capacity	Almost died	4
x2 or more than capacity	Miraculous survival	5

Additional EXP might be rewarded according to the GM's discretion.

[EQUIPMENT]

Characters can equip a maximum of two weapons and one outfit, and have up to two portable tools at a time. Only equipment up to [Rank] +1 of the character can be used.

[Weapons and Tools interaction]

A character normally has two hands which can be used to equip weapons. A **Tool** cannot be used if no hands are available. The character can spend an **Action** to unequip their weapon(s), or a **Free Action** to drop it. Picking up a dropped weapon takes an **Action**.

–Weapons

WEAPONS are the “tools” used by Offices and Syndicates to settle disputes or exert influence upon others. Typically, they’re utilized in violent displays of force.

When creating a weapon, this has a standard dice of **1d6+0**, there are *FOUR* choices you need to make to create the base weapon *before* adding any Effect:

1. Ranged or Melee

Melee weapons are the most common in The City. And they come in a great plethora of flavors. When using a Melee Weapon, you use the normal rules of combat.

Ranged weapons are less common, and even if they cost the same as any weapon, bullets need to be bought individually. Ranged weapon have a series of advantage inherently to their position however:

- They can attack at range on a world mostly of melee users. Up to 10 Sqr. of Range.
- Each **attack** consumes 1 Ammunition Unit.
- When they lose a Clash attacking with their weapon, they don’t suffer the negative consequences of Stagger DMG [against Block] or DMG [against Counter]. Counters that are done with weapons with Range, like other Ranged Weapons or being in the Melee Range of the person countering, do DMG as normal rules
- Ammunition can have special properties, and allow for more flexibility in DMGs types.

2. DMG Type

If selecting a weapon that doesn’t use conventional ammunition (be it a Melee Weapon or a Special Ammunition Ranged Weapon), you need to select the Base DMG Type of your weapon, selecting between:

Slash	
Pierce	
Blunt	

There aren’t inherent mechanical differences between DMG Types, but some characters receive more or less damage from certain types of DMG types.

3. Form Property

When creating a weapon, you need to select their Form Property. This represents what is the function/form the weapon was made in mind.

Melee weapons need to select **one** of the next options:

MELEE WEAPONS FORM PROPERTIES

Small	+1 Counter Reaction you must do with this weapon (stackable)
Medium	+2 Max Dice
Long	Your Melee Attack Range is 2 Squares.
Shield	+1 Block Reaction (stackable)

Ranged weapons need to select **one** of the next options:

RANGED WEAPONS FORM PROPERTIES

Low Caliber	You don't consume your remaining movement when doing a Ranged Attack.
High Caliber	+2 Max Dice

4. Hand Property

When creating a weapon, you also need to select their Hand Property. This represents how many hands the weapon needs for being correctly used. Two Handed Weapons can't be used on One Hand, and One Handed Weapons don't gain any extra benefit from being used with two hands.

Nothing stops a Shield from taking Offensive Handed properties, or a Long weapon can also be a Defensive one. Mix and match to your heart's desire! There is only one exception:

Ranged Weapons can only have Offensive options.

Offensive 1 Handed	+1 Power. +1 Reaction if not Dual Wielding (non stackable)
Offensive 2 Handed	+2 EP, +2 Power
Defensive 1 Handed	You reduce HP DMG you receive by 2 when Losing a Clash with a Block or Evade. (non-stackable)
Defensive 2 Handed	You reduce HP DMG you receive by 4 when Losing a Clash with a Block or Evade. (non-stackable)

[Dual Wielding]

Dual Wielding two *One Handed* weapons give different benefits depending on the *Hand Property* of the weapons involved:

- *2 Offensive*: If you use an Action to Attack and you hit the target, you can do a second attack using the weapon that wasn't used on the first attack. This second attack can be against any target, not necessarily the target of the first attack.
- *2 Defensive*: You gain 1 extra Block Reaction.
- *1 Offensive + 1 Defensive*: You don't gain extra benefits. But you keep the +1 to Power and the -2 DMG reduction when Blocking.

Nothing stop you from Dual Wield Ranged and Melee together with this rules.

Conclusion

A base weapon is the sum of: [Range or Melee]+[DMG Type]+[Form Property]+[Hand Property]

Some examples would be:

Basic Dagger

- Melee
- Pierce
- Small
- Offensive One Handed

Basic Rifle

- Ranged
- DMG varies by Ammunition
- High Caliber
- Offensive Two Handed

Basic Buckler

- Melee
- Blunt
- Shield
- Defensive One Handed

Zwei Zweihänder

- Melee
- Slash
- Shield
- Defensive Two Handed

-Ammunition

Each 5 units of ammunition occupy 1 Tool Slot. Is possible to have different bullets on the same slot, but each 5 occupy one slot. If a character is traveling with 6 bullets, that character is occupying 2 Tool Slots.

Ranged weapons do not have a damage type. Damage type is determined by ammunition.

- Slash Bullet
- Pierce Bullet
- Blunt Bullet

Item Name	Effect	Cost
Standard	This is a standard bullet without additional effects.	50k
AP	On Use: Ignore Cover bonuses of the target On Hit: <ul style="list-style-type: none"> ● Inflict 2 <i>Fragile</i> ● You repeat the attack against a target behind the original one. 	400k
Glass	On Hit: <ul style="list-style-type: none"> ● Inflict 5 <i>Bleed</i> 	250k
Flame	On Hit: <ul style="list-style-type: none"> ● Inflict 5 <i>Burn</i> 	250k
Frost	On Hit: <ul style="list-style-type: none"> ● Inflict 2 <i>Paralysis</i> ● Inflict 3 <i>Disarm</i> 	300k
Tranquilizer	On Hit: <ul style="list-style-type: none"> ● Inflict 4 <i>Bind</i> 	250k

-Outfits

OUTFITS are equipment that reduce damage

A wearable protective garment that affects damage and stagger resistance.

Its appearance is not relevant to its functionality due to the nature of the Workshop technology behind these equipment, and they can appear as normal or as outlandish in fashion as it suits the character.

- Outfits start off with default base dice of **1d6+0** each for Block and Evasion.

Outfits have set **Damage Resistance** and **Stagger Resistance** multipliers for each attack type (Slash, Blunt, Pierce), for a total of 6 different Resistances.

The damage multipliers are defined under the following tiers:

Resistance	Damage Multiplier
Fatal	2
Weak	1.5
Normal	1
Endured	0.5
Ineffective	0.25
Immune	0

When creating an outfit, assume all resistances start at Normal [x1], and distribute the specified resistances based on the Outfit rank:

Rank	Damage Resistance	Stagger Resistance
Rank -1	1 Fatal [x2], 1 Weak [x1.5]	2 Fatal [x2]
Rank 0	1 Weak [x1.5]	1 Fatal [x2], 1 Weak [x1.5]
Rank 1	1 Weak [x1.5]	2 Weak [x1.5]
Rank 2	1 Weak [x1.5]	1 Weak [x1.5]
Rank 3	---	---
Rank 4	1 Endured [x0.5]	---
Rank 5	1 Endured [x0.5]	1 Endured [x0.5]
EX	1 Endured [x0.5], 1 Ineffective [x0.25]	1 Endured [x0.5]

—Adjusting Resistances

After distributing the initial resistances according to the Outfit's Rank, you have the option to reduce/raise a resistance by a tier by reciprocating an opposite change on a different resistance.

This can be done multiple times, but you cannot apply changes to the same resistance multiple times.

(You can't stack Resistance reductions/increases beyond 1 tier, per resistance.

Since adjustments are done in pairs, this also means the hard limit for adjustments is 3 times.)

OK	Not OK
Slash Res: Weak [x1.5] -> Fatal [x2] (lowered) Blunt Stagger Res: Normal [x1] -> Endured [x0.5] (raised)	Slash Res: Weak [x1.5] -> Fatal [x2] (lowered) Pierce Stagger Res: Normal [x1] -> Weak [x1.5] (lowered) Blunt Stagger Res: Normal [x1] -> Endured [x0.5] -> Ineffective [x0.25] (raised x2)

—Tools

TOOLS are items used to gain beneficial effects in combat or exploration.

Tools can be used in challenges, combat, and any other actions.

-**Portable tools** can be carried without issue.

Non-portable tools require special accommodation to carry, such as having two characters drag it around, or transporting it by other means like a carrier or vehicle.

-**Reusable tools** can be used up to three times a day.

Non-reusable tools are consumed, destroyed, or lose effects on use.

If a Tool seems too large or heavy to transport by any reasonable means, it might be better classified as a Special Item.

Tools are also able to use effects from **all Skill Effect tables**, including special effects specifically for Tools only.

—Tool usage types

Tools can be used in one of three ways:

-**Standalone Tool:** When the Tool itself has effects on its own, and you can use it by itself

Ex: Healing serum that heals health

-**Applied Tool:** When the Tool can be used on another piece of equipment to enhance the next action.

Ex: Flammable rosin applied to a weapon to give Burn effects

-**Market Tool:** When the tool is complete mundane and have other effects don't describe on effects .

Ex: From backpacks to grenades. See the [Pricing List](#)

In each case, the following rules apply when crafting or using a tool.

Standalone Tool behavior:

- Replace "On clash win" in the effect table with "On successful use"

- "On skill use" on the effect table is replaced with "On tool use"

- For effects with "On successful use", do an appropriate Challenge roll to determine whether the attempt was successful. This may be outlined in the Tool's description, or decided by the GM.

-Effects from a Standalone Tool activate when the conditions are met, unless otherwise mentioned.

Applied Tool behavior:

- Use of the tool generates a one-use Skill with the effects outlined in the Tool's description, usable in the round after you use the Tool
- Effect conditions are contingent on the original description of the effect table (On clash win, On skill use, etc), since the effects are applied as a Skill to the action, as opposed to the Tool itself.
- Effects from an Applied Tool only activate from the next round when the Tool-generated Skill is used, and the effects' activation conditions are met.

Aside from the behavior described above, there are no specific rules that define the creation of Standalone or Applied Tools, so how a tool is handled or categorized is ultimately up to GM discretion.

-Getting more equipment

Equipment can be acquired as rewards from quests, purchased in workshops, or even stolen from enemies defeated in battle.

Equipment looted from a battle are considered damaged, so they need to be repaired at a Workshop before being equipped (or, they can be equipped at a disadvantage determined by the GM.)
On average, the price for repair is half the purchase price of an equivalent Rank weapon in the Workshop.

[AUGMENTATIONS]

Augmentation procedures refers to body modifications taken to enhance or acquire new abilities. These can be things like reinforcing tattoos, drugs, surgeries, prosthetics, or any other bodily modification that seems appropriate to the setting.

A character can undergo multiple procedures, but all procedures cost money. It also costs money to remove a procedure, though generally at half the cost of purchase.

Although augmentations are a means of strengthening the character, it can also just be utilized as an aesthetic element to express the character.

(ex: A full-body prosthesis without any special effects or parts costs 0 points to add by default, if you want to play a character with a machine body from the get-go.)

The Rank of the procedure received cannot be higher than the character's Rank. Also make sure that the total number of points used for all augmentations received by the character does not exceed the character's [Rank * 4].

---Prosthesis specific rules

For prosthesis with special capabilities usable in gameplay, you can add Parts:

-Specialized part (3*n points):

Add or replace a body part with [n] Rank prosthesis with a specialized usage.

This type of prosthesis is handled as a Tool (Reusable and Compact)

Ex: specialized hands for surgery, lifeform scanner, a retractable jack for hacking machines, etc

-Combat part (2*n points):

Add or replace a body part with a prosthesis that functions in combat as an [n] Rank weapon.

Ex: Arms with assassination blades, rocket punches, mechanical tentacles from the back, etc.

-Functional part(2~6 points):

Add or replace body parts with prosthesis that have functional uses out of combat.

Ex: Artificial eyes with night vision, arms foldable in opposite directions, legs with wheels, a popcorn machine integrated in the body, etc.

These parts cost points.

For Functional parts, discuss with the GM for appropriate point allocation for the desired part, depending on how useful its function is.

ex:

-0 points: Features that are of no particular use; just for flavor

(ex: glow-in-the-dark, displays emojis, has a clock, plays music, makes popcorn, etc)

-2 points: Minor or has situationally useful functions (ex: artificial eyes with night vision)

-4 points: Has generally useful functions (ex: extra appendages)

-6 points: Has highly useful functions (ex: a detachable unit that can be controlled remotely)

A non-humanoid body should be combined with other parts/procedures if you want to obtain abilities that are beyond human capabilities.

ex: A bird-shaped machine body needs an additional part specifically for flying

Prosthetics are a generally irreversible procedure.

The human body or body part replaced by the prosthetic can also be sold for money, and in some situations one might be paid to get a prosthetic procedure in exchange for the flesh.

[SKILLS]

Skills are abilities that can be used in combat or non-combat situations to give an **Action or Reaction** special effects.

—Notes on Skills

- Usage of a **Skill** always incurs a **Light** cost (cannot be 0.) By default, the cost to use a **Skill** is 1 **Light**.
- Increasing the **Light** cost of a skill will generate extra effect points to be allotted.
- **Skill** usage must be declared prior to taking the **Action or Reaction** it will apply to.
- A **Skill** can either be used on any **Action or Reaction** roll, including Attack, Defense, Tool, etc.
- Only one **Skill** can be applied to an **Action or Reaction** at a time.
- You can remove a pre-existing **Skill** and learn a new one
- The **Rank** of a **Skill** cannot be higher than the character's own **Rank**.

Refer to the Effect Table in the character sheet's [DATA] section, or the Effect Crafting section in this document for specific descriptions on skill effects.

—Light Cost Limits

Skills have a limit to Light Costs, based on Rank:

Rank	Light Cost Limits
0	1~3
1	1~4
2	1~5
3	1~6
4	1~7
5	1~8

Skills can be made to have higher Light costs in order to increase the total usable effect points, but are constrained by the above Rank restrictions.

[MYSTERY]

Mystery is the manifestation of an unknown force by a character. Some might call it a Psychoment, while others know it as E.G.O.

Either way, a Mystery manifests when a character derives positive determination, desires, and virtues from the distortions in one's own mind.

They are powerful, and allow a character to unleash abilities beyond their rank.

Each character can only manifest one Mystery.

When first manifested, a character initially starts with a Rank 1 Mystery.

A Mystery's rank cannot be greater than the character's overall rank.

—Mystery type

Mysteries can manifest as Weapons, Outfits, Tools, or Special Items.

Equipment or items manifested by Mystery are not counted under the equipment limit.

Tool-type mysteries are considered portable and reusable.

—Activation condition

If the activation condition is 'Always active':

- The Mystery is always manifested, handled as a separate piece of equipment.
- Effects do not stack with existing equipment.
- For Tool types, they are usable at will, as long as there are no other required conditions for use.

If the activation condition is anything else:

- The Mystery can only be declared to be activated when the condition is met.
- Once active, the Mystery's effects are then applied over existing equipment.
- Effects stack over existing equipment.
- Conditional Mysteries can only be activated once per battle, generally at the end of the round when the activation condition is met.

—Special Item type Mysteries

Special Item type Mysteries do not follow all rules of Mysteries, and are treated as special items of the same Rank as the character manifesting it.

When crafting a special item type Mystery, follow the rules for making special items.

If you want to make and use a Special Item-type Mystery **specifically usable in combat**, do the following:

- Remove all other functions as a Special Item.
 - Choose one special Mystery-only effect from the table below.
- Unless otherwise stated, this effect may be used every round.
- Explain the reason why this Mystery's effect can be used.
 - This effect can be used at the beginning of the round, before Mass Attacks.

This way is considered a bonus action.

- When it is your turn, proceed with your turn normally, regardless of whether you used the Special Item Mystery's skill.
- If a player wants to create an effect that is not listed in the table, make it suitable for the game's level with the consent of the GM and all players.

However, if the GM does not agree, it will be regarded as rejected regardless of the other players.

Effect Name	Description
Special Item Mystery - Mystery Effects (for Combat)	
Health Regeneration	Designate an ally, excluding yourself, and recover HP by (5 + [Mystery Rank]). However, it cannot be used on an ally whose HP is 0. Consumes 1 Light when using the skill.
Temporary Resurrection	Once per battle, recovers the HP of an ally whose HP is 0 by (10 + [Mystery Rank * 2]). The character can take the first turn during the round, and when the round ends, the character's HP is returned to 0.
Temporary Exclusion	Once per battle, select one of your allies or enemies, including yourself, and remove them from battle for that round and recover HP by (10 + [Mystery Rank * 2]). At the end of the round, the character targeted by this skill returns to battle.
Concede Turn	You can transfer your turn to another ally [Mystery Rank] times per battle. The target ally takes the turn transferred from the Skill user, as well as their own turn.
Reinforce	Roll a D6 [Mystery Rank] times, and choose one of the numbers. Then, choose one of your allies (including yourself.) Depending on the number chosen, the following effects are applied to the target: 1: Grant 1 Strength 2: Grant 1 Endurance 3: Grant 1 Protection and Stagger Protection 4: Grant 2 Haste 5: Restore 5 Health. 6: Reduce Light consumption by 1 when using a skill, only once during this round.
Skill Enhancement	Receive a spendable resource equal to [Mystery Rank*2] per battle. After designating one ally (including yourself), consume the points to reduce the Light cost of that character's next skill for the amount of points consumed. This effect cannot be stacked, and the effect is lost at the end of combat.
Copy	For [Mystery Rank] amount of times per battle, specify an ally (not including self) and remove all status ailments of the target ally, and transfers all status ailments on the Skill user to the target.

—Mystery skills

These are special skills that are only available for use when the Mystery is active.

Instead of each individual skill having effect points to spend, Mystery Skills have a pool of points to spend based on the Mystery's rank.

A Mystery can have multiple Mystery Skills as long as the total cost of their effects are within the pool of points.

It's stipulated in the source rules that each Mystery Skill **can only be used once per combat**, but this may be up to GM discretion.

—Optional Rules for Mysteries

If you want a character's Mystery to have more impact in gameplay, consider the following optional rules:

- **Bonus EXP:** At the end of the session, grant 1~2 experience points to players who have expressed their Mystery's ideology well through role play.

- **Taboos:** The GM designates a common taboo suitable for the Mystery of the character, such as an action or behavior that interacts with their ideology in a negative manner.

If a character breaks this taboo, do something like the following:

- Take significant damage. The type is not defined specifically, so it could be Health, Stagger Resistance, and/or Sanity damage, as appropriate.

The details of the damage should be determined in advance.

- When using a Mystery throughout the day, roll D2.

Use the Mystery normally if you get a 1, but on rolling a 2, use the more debilitating effects.

Ex: Weapon Mystery with the following effects:

On clash win, inflict 2 Burn to opponent

On clash lose, inflict 3 Burn to self

Breaking a taboo may trigger "Inflict 5 Burn to self" on the spot.

If the Mystery has no particularly debilitating effects, determine a debilitating effect in advance, or have the GM determine an appropriate response.

- For a short period, cannot use the Mystery or anything related to it.

(alternatively, become Distorted for a short period, such as a few turns)

- **Weapon-type Mysteries that deal proportional damage:**

Create a Weapon Mystery that deals damage proportional to the target's max health, similar to Pale Damage from Lobotomy Corporation.

- You cannot inflict status ailments using the weapon.

- Forfeit the ability to add any other effects to the weapon.

Instead, the following unique effect is added:

"When attacking, the damage of this weapon is determined by $(\text{roll result} \times 2)\%$ of the opponents max health, regardless of resistance."

Ex: You roll a 5 and the Targets max health is 67 therefore, $(5 \times 2)\% = .10(67) = 6$ Damage

(Decimals are rounded down. DM's may alter at their own discretion)

- **Any other ideas that you think might be fun.**

[ORGANIZATION CREATION]

Organizations typically refer to the likes of Fixer offices, Syndicates, Workshops, or other such related groups, but they could also very well be a company, a research institute, a band, a hobbyist club, or any other organized gathering of people.

---Easy creation guide:

1. Enter basic organization information.
 - a. Reputation is how the organization is perceived by the public
 - b. Location is where their base or headquarters are stationed
 - c. Assets might be objects, buildings, money, territories or patents held by an organization.
 - d. Philosophy/goals refer to the purpose of the organization and the reason for its formation.
 - e. etc...
2. Select a classification for the organization (Fixer office, Syndicate, Workshop, Other)
3. Fill out organization Size, Incidents, and Special Items sections, as well as the highest rank of each. This determines the overall Rank of the organization.
 - a. For a new organization, enter 0 for Incidents and Special Items
4. If the organization has possession of Special Items, fill out the information in the corresponding section.

---ORGANIZATION SIZE refers to the number of members, and overall scope of the organization.

This is a summary of the organization's members, including any player characters who are a part of the organization.

-If the number of members is large enough, the organization might have multiple branches.

-Subordinates typically pay 10% of their income to their organization.

The rank of an organization's highest ranking member is used to determine the organization's overall Rank, as opposed to the average.

--Organization size limit table

	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Size limit	0~2 members	4~6 members	12~15 members	28~30 members	58~60 members	120+ members

--Subordinate limit table

A higher ranking member of an organization might have a number of subordinates working under them. If they're generic NPCs, a subordinate's rank is typically [Boss's rank] - 1.

	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Subordinates	None	2	8	24	50	100

--INCIDENTS are notable events or activities the organization has been involved in.

This might be something like a Fixer office resolving a case, or a Syndicate causing a crime.

The highest Rank of involved incidents is used as reference for determining the organization's overall Rank.

--SPECIAL ITEMS are non-standard equipment an organization might own or produce.

Having a high-grade, out-of-spec item usually means that the organization is competent, so this can also influence an organization's Rank.

Special Items that have emerged from a Mystery are also included here.

The rank of Special Items that an organization can possess is limited to their [Rank] +1.

[SPECIAL ITEMS]

Special Items are non-standard equipment with completely different performance from typical equipment. They are typically owned or produced by an organization (only Special Items with ranks up to [Organization's Rank] + 1)

It might be a weapon with heinous effects, a relic from the Outskirts, something forbidden by the Head, or an object that uses a singularity.

Or it could simply be a machine that produces infinite popcorn.

Mysteries also have the potential to manifest as Special Items.

(From a game perspective, Special Items exist as an option for when an object with a desired effect cannot be crafted from the effects available in the effect table.)

It should be advised that misuse of powerful or forbidden Special Items may catch the attention of a Fixer Association or even the Head, and they may send forces to dispose of the offending organization.

---Rank determination

A Special Item's overall Rank is determined by the following formula:

$$([\text{Range rank}] + [\text{Risk rank}] + [\text{Duration rank}]) / 2$$

However, if the Risk rank is EX, the overall rank of the Special Item automatically becomes EX.

A risk level of EX generally indicates something that threatens or violates the rules of the Head, so the Special Item will also be deemed as such.

[MONEY]

The currency used in the City is called 'ahn.'

Every new character starts off with 500k ahn in their assets, unless otherwise declared.

Ahn will be controlled in groups of "k", 1 k represents 1,000 Ahn. No important or relevant product will be under 1,000 Ahn or wouldn't have a price divisible by 1,000 Ahn. That's inflation guys.

—About Averages

The term "Average" will be used a lot on the following tables. This is to represent the line where most prices will be. Game Masters can and will change these prices, but no change should go above or below the 25% without it being exceptional and probably gaining notice.

—Working for money

In the West Marches, characters are assumed to do Jobs. Each job tends to represent one week of time [even if the character completes the job in one hour, it is assumed they simply do small unimportant jobs or use their free time for the rest of the week].

Each job is already taxed. The payments are based on the *Rank of the Job* and not the Rank of the character.

The next table is how much an *individual* player gains per job, based on the rank of the job. Again, these are Averages, and can change at GMs desire, but is the base framework.

Also, this is the **Base Pay**, and characters are allowed to win money for other methods the GM in charge takes into account, like complying with secondary objectives or salvage.

Average income per "session" of work

Rank~	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Avg income per job	50~110 k ₺	280~560 k ₺	560~1,120 k ₺	1,700~3,350 k ₺	5,600~11,200 k ₺	12,000k ₺ or more
Backup Body	1,800k ₺	9,000k ₺	18,000k ₺	54,000k ₺	180,000k ₺	200,000k ₺

---Back Up bodies

Backup Bodies:

- When purchasing a backup body, it is assumed to come with 1 Outfit and 1 Weapon of the Rank OF THE BODY, decided upon entry into the backup body.

- You cannot go into a backup body of a HIGHER rank. Only SAME rank or up to TWO ranks LOWER.

This means that a Rank 3 can only buy Rank 1, Rank 2 and Rank 3 back up bodies.

A Rank 4 can only buy Rank 2, Rank 3 and Rank 4 back up bodies.

And a Rank 5 can only buy Rank 3, Rank 4 and Rank 5 back up bodies.

If going into a backup body of LOWER rank, you are under the following effects:

- Your Augment is maintained from your old rank, but you LOCK any points and effects over the capacity of an Augment of the backup body's rank and they are unusable. Once you rank back up, you do not need to repurchase those points in order to make use of your augment.

- Your skills are completely reset, where you may recreate up to RANK+1 skills of the backup body's RANK-1 (Max. 4 Skills). You gain and change skills as normal on level up.

--Buying Equipment

Remember that Market Tools have individual and unique prices on the [Pricing List](#). Ammunition and Explosives are also in the Pricing List.

---Average cost of Workshop Equipment

	Rank -1	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Weapon	50k ₺	200k ₺	1,000k ₺	2,000k ₺	6,000k ₺	20,000k ₺	40,000k ₺
Outfit	100k ₺	250k ₺	1,200k ₺	2,400k ₺	7,200k ₺	25,000k ₺	50,000k ₺
Tool	20k ₺	100k ₺	500k ₺	1,000k ₺	3,000k ₺	10,000k ₺	20,000k ₺

- The cost of reusable Tools is 5 times the cost on the table.

-Upgrading Equipment

Upgrading equipment is a normal tendency between Fixers, specially those that have commissioned a custom weapon, outfit or augment.

Upgrading equipment is a linear process, there is no way of upgrading a Rank 1 Weapon to Rank 3 without paying for the Rank 2 Upgrade first. All equipment follows the next table when upgrading, use the price of the Rank you want to obtain [if you are upgrading from Rank 1 to Rank 2, you use the Rank 2 column].

When upgrading equipment, you can only interact with the new points to:

- Use those points to eliminate Negative Effects.
- Use those points to take new Positive Effects.
- Use those points to increase already possessed Positive Effects.
- Use those points to take new Negative Effects.
- Use those points to increase already possessed Negative Effects.

---Average cost of Upgrading Equipment

	Rank -1	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Weapon	----	120k ₺	650k ₺	1,400k ₺	4,500k ₺	16,000k ₺	34,000k ₺
Outfit	----	150k ₺	780k ₺	1,680k ₺	5,400k ₺	20,000k ₺	42,500k ₺

-Selling Equipment

When you sell equipment in good condition, you gain based on the next table. Rank -1 Equipment is always considered *Damaged* for the purpose of reselling it.

As a general rule, all non-broken equipment is sold at 25% of the original price (except Tools).

---Average selling price of Equipment

	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Weapon	50k ₺	250k ₺	500k ₺	1,500k ₺	5,000k ₺	10,000k ₺
Outfit	60k ₺	300k ₺	600k ₺	1,800k ₺	6,250k ₺	12,500k ₺
Tool	12k ₺	62k ₺	125k ₺	375k ₺	1,250k ₺	2,500k ₺

- Reusable tools are sold at the same price as non-reusable ones.

When looting equipment from dead bodies, this equipment tends to be considered “damaged”. The damaged status makes the weapon incapable of using any positive effect. **Bullets and Tools are the exception to this rule, and never are “damaged”.**

This equipment doesn't tend to be sold at any place, as Workshops smelt them for the materials. When players sell this damaged equipment, they use the next table:

---Average selling price of Damage Equipment

	Rank -1	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Weapon	2k ₺	8k ₺	40k ₺	80k ₺	240k ₺	800k ₺	1,500k ₺
Outfit	4k ₺	10k ₺	48k ₺	96k ₺	288k ₺	1,000k ₺	2,000k ₺

-Repairing Equipment

Looted damaged equipment can be repaired by paying half the Workshop Price of the equipment, following the next table:

---Average cost of Repairing Damaged Equipment

	Rank -1	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Weapon	25k ₺	100k ₺	500k ₺	1,000k ₺	3,000k ₺	10,000k ₺	20,000k ₺
Outfit	50k ₺	125k ₺	600k ₺	1,200k ₺	3,600k ₺	12,500k ₺	25,000k ₺

--Augments

Augments are bought by *Points*, instead of individual stat blocks. This is the result of sheet configuration and WM taking the “create your own augment” approach. The prices are:

Gain 1 Negative Point on effects: 250k

Gain 1 Positive Point on effects: 500k

Remove 1 Positive Point on effects: 250k

Remove 1 Negative Point on effects: 100k

[Remove Negatives can only be done if you have free points to spare]

If you are mutilated, recovering the limb has a cost of 200k.

—Average cost reference table

Type	Cost
Necessities and food expenses	Depends on lifestyle and location, but expect prices of most mundane commodities-- like food --to be similar to real-world equivalents (scaled accordingly)
Tax	30% of income
Payment to Organization	10% of income
Transportation	10,000 ahn per 10 minutes
Warp train	3,000,000~10,000,000 ahn (*First-class seats are 5 times the price)
Average minimum spending per month	$(50 + [\text{Rank} * 20]) * 10,000$

[Bargaining]

Haggling for price can be a roleplay encounter. Have the player explain how their character attempts to barter off an item.

Alternatively, have the player roll a **Charm** check.

On a **Success**, they can haggle down the price to an amount the DM decides.

On a **Partial Success**, they can either not be able to haggle it down as low as they'd like, or the DM can give them the bargain with a catch (running an errand, corporate espionage, etc.). The DM is not limited in their options on how they choose to deal with such a result.

On a **Failure**, the price is non-negotiable and any further attempts may render the merchant uncooperative or hostile.

||--- System Rules ---||

[ROLLING AND CHALLENGES]

Roll dice to determine the success of an action or task a character undertakes.

If there is no specified dice amount, roll 2 D6s together and add them up.

Rolling 2d6: 3, 4 ---> 3+4 = 7

Add any modifiers to this result.

Character's Fortitude is [2], so it's added as a modifier on a Fortitude roll.

Final Result: 7 + [2] = 9

This rolling process is the core of the game's system.

(Refer to the Combat section for combat-specific usage)

[Dice Math]

All calculations done that result in decimals are to be rounded down. DMs may alter this at their discretion.

–Challenge Rolls

CHALLENGES refer to an attempt at a task or action with potential consequences on failure.

When doing a challenge, select an appropriate Stat (Fortitude, Charisma, Insight, Prudence, Justice, Temperance) for the desired action or task, and roll 2d6 + [Stat].

For any actions based on pure chance or fortune, do a Luck roll for 2d6.

Compare the resulting value to the success table to see how well the action went through.

Challenge success table

Roll result	Success level	Example
6 or less	Challenge failed. Something bad happens.	Failed to kick open a locked door, and resulted in a sprained ankle.
7~9	Challenge partially succeeds. Action goes through, but may not be a complete success, or come with an unfavorable result.	The locked door is partially lodged opened with a successful kick, but it's too tight of a fit for larger allies.
10 or more	Challenge success. Action succeeds without fail.	The locked door is successfully kicked open.
Natural success	For a task that seems like an obvious success for the character, no roll or challenge is needed. No chance of failure.	A character with 10 Fortitude breaks down the locked door with ease.

*Please note that on an impossible task, even a roll of 10 or more will not make it possible.

[example]

Player: I'm going to absolutely destroy A Corp's headquarters with my wooden stick!

→ Rolls 10

GM: You swing your stick mightily at the building, and of course destroyed...your wooden stick.

Challenge examples

Stat	Roll example	Examples of negative results on failure
Fortitude	<ul style="list-style-type: none"> ▪ Kick down a locked door. ▪ Lift a heavy object. ▪ Grabs someone by the throat and threatens them with force. ▪ Wins an arm wrestle. ▪ Breaks an object by striking it with a hammer. ▪ Kick a ball and make it fly far. ▪ Fold an object in a way it shouldn't be folded. ▪ Run at a faster speed. ▪ Jump higher. 	<ul style="list-style-type: none"> ▪ Break something that shouldn't be broken. ▪ Hurt self ▪ Get into a fight I don't want to. ▪ Get pushed back by a bigger force. ▪ Doesn't break as much as intended. ▪ Can't get the job done. ▪ Sanity damage.
Charm	<ul style="list-style-type: none"> ▪ Persuade others. ▪ Intimidate others by exploiting their weaknesses. ▪ Deceive others through manipulative language. ▪ Seduce someone. ▪ Make another person do your bidding. ▪ Ask for favors from another person. 	<ul style="list-style-type: none"> ▪ The other party demands something in return ▪ Target questions your intentions. ▪ You get into an unwanted fight. ▪ The other party betrays you. ▪ You earn someone's hatred. ▪ The other person behaves differently than expected.
Insight	<ul style="list-style-type: none"> ▪ Identifying the owner of footprints. ▪ Doing a cold reading. ▪ Finding the right information in a book. ▪ Detecting an enemy ambush. ▪ Find a hiding person ▪ Organize cause-and-effect relationships. ▪ Create something from a manual. 	<ul style="list-style-type: none"> ▪ Receive misinformation. ▪ The information is shocking, and causes Sanity damage. ▪ You waste too much time on the task. ▪ You notice something, but it's already too late. ▪ Only part of the information is found. ▪ You're so focused that you don't notice other threats.
Prudence	<ul style="list-style-type: none"> ▪ Figuring out why there are footprints. ▪ Profiling. ▪ Infer new facts from a book. ▪ Predicts how an enemy will approach. ▪ Identify places where people tend to hide. ▪ Come up with reasons for behavior. ▪ Recreate something by understanding how it works. 	<ul style="list-style-type: none"> ▪ Deduce incorrect facts. ▪ The discovery is shocking, and causes Sanity damage. ▪ You waste too much time on the task. ▪ You realize something, but it's already too late. ▪ You find out only part of the truth. ▪ You are so focused that you don't notice other threats.
Justice	<ul style="list-style-type: none"> ▪ Overcoming fear. ▪ Taking bold decisions. ▪ Identifying threats and acting quickly. ▪ Leading the wicked. ▪ Inspire courage. ▪ Preach to others. ▪ Stand by one's ideology ▪ Produce results 	<ul style="list-style-type: none"> ▪ Hesitate ▪ Earn the other person's hatred. ▪ You put yourself in more danger. ▪ Makes the other person double-down on their beliefs. ▪ Get into a fight. ▪ Draws too much attention.
Temperance	<ul style="list-style-type: none"> ▪ Endure fear. ▪ Perform delicate actions. ▪ Act cautiously in dangerous situations. ▪ Understand one's own thoughts. ▪ Comfort others. ▪ Console others. ▪ Control one's thoughts. ▪ Create something delicate. 	<ul style="list-style-type: none"> ▪ Does not endure. ▪ Make mistakes. ▪ Puts self in greater danger. ▪ Be overwhelmed by thoughts or fears. ▪ Get into a fight. ▪ Attract too much attention.

—ROLL ADVANTAGE and DISADVANTAGE

There may be Advantages and Disadvantages depending on the task and situation.

Bad weather obscuring line of sight might disadvantage an Insight roll, while trying to Charm someone who already trusts you to do a difficult favor might get an advantage.

On an advantage, the same roll is made twice and the better set of results is used.

On a disadvantage, the same roll is made twice and the worse set of results is used.

—DIFFICULTY modifiers

Some tasks may be more difficult than others, like breaking down a wooden door vs. a steel one.

The difficulty of the task is added as a positive or negative modifier, as needed.

Very easy	Easy	Normal	Moderate	Difficult	Very difficult	Extreme	Mastery
+2	+1	+0	-1	-2	-3	-4	-5

ex:

Character with [3 Fortitude] attempts an Fortitude roll on an advantage, with a Moderate difficulty (-1)

1. Roll 2d6 on advantage (two times) = 2, 5 | 1, 4 = 2, 5 is chosen for advantage.
2. $(2 + 5) + [3] + -1 = 9$, the result is a Partial Success.

—Assisting

ASSIST is a way for other characters to improve another's chance of success on a Challenge.

One can opt to Assist another character's challenge by:

1. Declaring a Stat to use.
2. Describing the action your character takes to aid the challenge, appropriate to the chosen stat and the challenge being done.
3. Spending 1 Light.

Characters who receive assistance have the challenge's difficulty lowered or gain an advantage in the roll, at the discretion of the GM.

Stat	Assist example
Fortitude	I stand behind X with my weapon brandished menacingly, so we can 'persuade' the person to take the deal.
Charm	While X tries to steal, I'll sing to draw attention away from them.
Insight	I'll analyze the door for weak spots, so X can pry it open easier.
Prudence	I'll coach X with pointers on audience psychology, so they can perform their speech effectively.
Justice	Since we're planning on deceiving some Grade 1 Fixers, I'll support X so they don't wimp out from the pressure.
Temperance	I'll help X calm the witness, so we can get proper information from them.

[COMBAT]

Combat Encounters typically occur on a gridded square map, unless otherwise specified.

1 square/tile = 5 feet = 1.5 meters

[Terrain Modifiers]

The City is rife with obstacles and traps, intentional or not. Characters may find themselves against environmental dangers, supernatural occurrences, and more.

Sludgy Mud - Movement speed is halved.

Building Rubble - Impassable terrain.

[Cover]

When you're behind an obstacle that could block weapons, guard you against explosions, and make you harder to detect, you're behind cover. Cover is destructible terrain that characters can interact with. There are two types of cover: **Half Cover** and **Full Cover**. **Half Cover** grants you a +1 **Power** to defensive dice against **Ranged** attacks and ~~Mass attacks~~, and a +1 modifier to **Temperance** checks to **Hide** and **Sneak**. You can increase this to **Full Cover** using the **Take Cover Action**. **Full Cover** makes a character untargetable by **Ranged** attacks and ~~Mass Attacks~~ unless otherwise specified. At 50% HP, **Full Cover** becomes **Half Cover**. A character with **Half Cover** or **Full Cover** can attempt to use **Hide** or **Sneak**.

Tier 1 **Cover** | ~10 HP | ex. wood

Tier 2 **Cover** | ~100 HP | ex. concrete

Tier 3 **Cover** | ~1000 HP | ex. steel

**These are suggested HP values. DMs are free to adjust as they see fit.*

[Hazard]

Moving through a square with a **Hazard** or ending a turn on a **Hazard** will trigger its effects.

Exposed Fire - Hazard. Take 2 **Burn**.

Broken Glass - Hazard. Take 2 **Bleed**.

Exhaust Fumes - Hazard. Take 2 **Smoke**.

[Conditions]

A temporary state that grants advantages or disadvantages to your character depending on the circumstances.

[Hidden]

Condition. If you attempt to attack a character, the character gains the **Surprised** condition, and you become observed. If you do anything else, you become observed just before you act unless the **DM** determines otherwise. The **DM** might allow you to perform a particularly unobtrusive action without being noticed, possibly requiring another **Temperance** check.

[Surprised]

Condition. You are immobilized, and cannot **Move**, take an **Action**, or take a **Reaction**. The condition ends after the character's first turn. A member of a group can be **Surprised** even if the other members aren't.

[Alert]

Condition. You are aware that something is amiss. the DM privately rolls the character's **Insight** check.

Success: The source has been realized. How the character acts upon it is left to the DM's discretion, but they cannot be **Surprised**.

Partial Success: The source must be nearby. The character remains **Alert** and continues to search for clues. How the character acts upon it is left to the DM's discretion.

Failure: The character is unaware of the danger and continues operating as normal.

[Non Lethal Takedown]

If you wish to take a target down to 0 HP without kill them, proceed with the following:

- When attacking nonlethally roll your attack at disadvantage
- When attacking nonlethally on a **Staggered** target roll normally

[Grappling]

As an Action against an Adjacent Target, you can attempt an Instinct challenge roll to restrain them.

- Roll at disadvantage to grapple them.
- If they are **Staggered**, roll without disadvantage.

The target defends with a Fortitude or Justice challenge. If the person initiating the Grapple has the highest result, a Grapple is made and both target and initiator have the Grappled Condition.

Grappled Condition for the Grappler:

- Must spend 1 Universal Reaction at the start of their turn to maintain the grapple.
- Can spend Actions to reduce Reactions of the Target. 1 Reaction for each Action used with this objective. Universal Reactions are always eliminated first.
- Can move themselves and the Target, each SQR. moved this way count as 2 SQRs of movement. Effectively reducing its moving speed by half.
- Can attack the Target of the grapple, also consuming an Action.

Grappled Condition for the Target:

- Can't move on its own.
- Cannot use Actions for anything except Break Free
- Can react Defensively (Block or Evade) with a penalty equal to Grappler Fortitude
- Can not react with Counter.
- If they choose to suffer an One Sided attack instead of reacting Defensively, they can proc Break Free as a Reaction.

Break Free:

- Using an Action, roll normally a Justice or Fortitude Challenge
- You can use a Reaction in your turn, or as response to an One Sided attack, to roll with Disadvantage a Justice or Fortitude Challenge
- Each roll after the first give you an accumulative +1 until the Grapple is break
- Other allies can try to initiate a Break Free, this doesn't benefit from any bonus.
- The roll suffers a penalty equal to Grappler Fortitude.
- On Partial or Complete Success, the grapple is finished and the target recover all their Reactions

Throwing:

Once a Grapple is established, the Grappler can use an Action to initiate a Throwing, the Action to *initiate* the Grapple is valid for this option. The target is moved up to **[(Fortitude+Rank)/2]+1**, rounded

down, SQRs in any direction of their choosing. This naturally ends the Grapple. Forced Movement doesn't proc Attacks of Opportunity.

Pre-Combat

1. Roll for **Speed** (1d6 + [**Justice** Modifier]) to determine the turn order.
 - a. If two characters tie on **Speed**, roll a flat 1d6 to sort out the turn order. Allies can decide who goes first.
 - b. If there is a character of a higher **Rank** participating in the battle, all opposing lower Rank characters receive "**Pressure**".
 - i. **Pressure**: Take SP damage equal to [**Rank** difference × 5]

During Combat

1. If characters are ambushed, the **DM** can determine that they have the "**Surprised**" condition. The **DM** can then call for a **Surprise Round** before the **Combat** starts proper. During the **Surprise Round**, any character that is not afflicted with the **Surprised** condition can freely exhaust their action economy.
2. A **Combat** encounter consists of rounds, which are further divided up into turns. Each character on the field has one turn per round unless otherwise specified.
 - a. At the start of a character's turn, apply status effects and ailments.
 - b. A character with the **Staggered** or **Immobilized** condition cannot act or react on their turn, and must wait until the condition expires.
3. On your turn, take a **Movement**, followed up by an **Action**. (Refer to **ACTIONS and REACTIONS** for in-depth clarification.)
 - a. A character can **Move** during their turn before or after an **Action**.
 - b. Upon taking an **Action**, roll the dice and determine the result.
 - i. If you end your turn without using an **Action**, that **Action** is turned into a **Reaction**.
4. Once all turns are done, reduce status effects and ailments as dictated.
5. End the round, and begin a new round.

Combat ends when all characters on one side are unable to fight.

MOVEMENT

Movement recycles on a character's turn.

---**MOVEMENT is the distance a character can travel on their turn.** Each character has a base speed of 6 squares per turn. A character can divide their **Move** as they desire on their turn, being able to move 3 squares, attack, and then move again.

- Each count of **Haste** (n) adds n squares of movement to a character's turn.
- Each count of **Bind** (n) removes n squares of movement from a character's turn.

A character can perform the following **Movement** action:

- **Move:** Move to a strategic position during battle.
 - ex: getting away from enemy range,
 - approaching enemies out of range,
 - moving to take advantage of terrain,
 - moving to investigate something in the environment, etc.

ACTIONS and REACTIONS

Actions and **Reactions** recycle on a character's turn.

---ACTIONS are the active decisions a character takes during their turn.

A character can decide to:

Melee Attack

- Attack a target within the Melee Range of your weapon. If the target engages with a **Reaction**, a Clash occurs. If the target does not use a **Reaction**, it's handled as a one-sided attack.
- If you attack an enemy that isn't adjacent to you (using the Long Form Property or any other effect that increases your Melee range), you treat this attack as a Ranged Attack for DMG and Stagger DMG on Clash Lose against Counter or Block respectively. Counters done by weapons that you are in their Range, including counters with Long Range Melee Weapons, still affect you normally.

Ranged Attack

- Attack a target within the Range of your Ranged weapon, you consume all your *remaining* movement. If the target engages with a **Reaction**, a Clash occurs. If the target does not use a **Reaction**, it's handled as a one-sided attack.

Protect

- You are able to Engage on any attack against someone adjacent to you *with Defensive Dices (Block or Evade)*. When you do this, you consume a **Reaction**.

Use Tool

- Pull out a **Tool** and use it.

Challenge

- When taking non-**Combat** rolls against a **Rank** [n] opponent during battle, such as when using a **Tool's** effects or making a Stat-based action, it is handled as a **Challenge** with a modifier of [-1*n].

Take Cover

- Usually, the character just needs a large enough object to hide behind. Imagine the character crouching, and picture whether the object could almost entirely cover up their silhouette.

Hide

- Become hidden, be it through huddling behind cover or making yourself scarce, rather than observed. Roll a **Temperance** check with a penalty equal to the highest **Insight** you are trying to hide. If the character has **Cover**, add the **Temperance** modifier to their check based on the type of cover.
 - **Success:** You gain the "**Hidden**" condition. If the character could see you, you're now in an unobservable state. If you were previously hidden from or undetected by the character, you retain that condition. You lose the **Hidden** condition if you do anything except **Hide** or **Sneak**.
 - **Partial Success:** A telltale sound or other sign gives your position away, though you still remain unseen. Enemies gain the **Alert** condition.

- **Failure:** You're observed. A **Combat Encounter** may become an inevitability.

Sneak

- **Move** to another place while becoming or staying undetected. **Move** up to half the character's Speed. At the end of their movement, roll a **Temperance** check with a penalty equal to the highest **Insight** you are trying to maintain undetected. The character does not gain the **Temperance** modifier to their check from **Cover**, as they are moving.
 - **Success:** You gain the "**Hidden**" condition. You're undetected by the character during your movement and remain undetected by the character at the end of it.
 - **Partial Success:** A telltale sound or other sign gives your position away, though you still remain unseen. You're hidden from the character throughout your movement and remain so. Enemies gain the **Alert** condition.
 - **Failure:** You're observed by the character throughout your movement and remain so. A **Combat Encounter** may become an inevitability.

Disengage

- Movement doesn't provoke Attacks of Opportunity for the rest of the turn.

Change Weapons

- Unsheathing or Sheathing a Two Handed weapon always consumes an Action.
- Changing a One Handed Weapon (sheathing the one on hand, and unsheathing the new one) always consumes an Action.
- Unsheathing or Sheathing 2 One Handed Weapons always consume an Action.
- You can always drop a weapon to the ground, but taking *any weapon* from the ground always consumes an Action.

Dash

- Move 3+Justice additional Squares.

Reduce Status

- Reduce a total of Burn, Bleed or Smoke (or other Status Effect of similar nature allowed by the GM) Stacks by Rank+Justice. You always reduce, at least, 1 Stack.

A **Skill** must be declared before committing to an **Action**, and its effects are then applied to the **Action**. The **Action** must meet the **Skill** conditions.

---REACTIONS are the passive decisions a character takes when responding to enemy targeting.

The character can take any action of the next Reactions when the conditions presents:

- **Opportunity Attack:** If an enemy moves outside of your melee range without using the Disengage Action, you can do an Opportunity Attack with a Melee Weapon. The enemy can choose to take the hit or use a **Reaction** to defend *with Block or Evade*. If they decide to defend and fail, they can't move as desired, stopping on the square they were hit. Counter Reactions can be used to do Opportunity Attacks.
- **Evade:** When attacked, you can respond with an Evade, roll the Evade of your Outfit. On Clash Win, you recover as much stagger as *your result*, also, you can use the Evade Recycle mechanic. On Clash Lose, you take *complete* DMG and Stagger DMG from the attack.
- **Block:** When attacked, you can respond with a Block, roll the Block of your Outfit. On Clash Win, you deal as much Stagger DMG as the *difference* between your result and the enemy result. On Clash Lose, you reduce the result of the Attack by the result of your Block, then suffer the reduced attack.
- **Counter:** When attacked, you can respond with a Counter, roll the Attack of your Weapon. On Clash Win, you do DMG and Stagger DMG following the normal combat rules using your Result. On Clash Lose, you receive DMG and Stagger DMG following the normal combat rules using the Enemy Result.

[Dual Wielding]

Dual Wielding two *One Handed* weapons give different benefits depending on the *Hand Property* of the weapons involved:

- *2 Offensive:* If you use an Action to Attack and you hit the target, you can do a second attack using the weapon that wasn't used on the first attack. This second attack can be against any target, not necessarily the target of the first attack.
- *2 Defensive:* You gain 1 extra Block Reaction.
- *1 Offensive + 1 Defensive:* You don't gain extra benefits. But you keep the +1 to Power and the -2 DMG reduction when Blocking.

Nothing stop you from Dual Wield Ranged and Melee together with this rules.

CLASHES

---CLASHES occur when both parties Engage.

A Clash is a simple comparison of final dice values.

The side with the higher dice result wins the Clash; depending on the clash combination, there are different results.

Self vs Opponent	On Win	On Lose
Attack vs Counter	Inflict full damage to Opponent	Receive full damage from Opponent
Attack vs Block	Inflict damage as difference between [Self] and [Opponent] results	Receive Stagger Damage as difference between [Opponent] and [Self] results.
Attack vs Evade	Inflict full damage to Opponent	Opponent recovers Stagger Resist equal to [Opponent] result. And is able to Recycle his Evade dice.

Evade Recycle

When engaging, the **Evade** dice can be recycled on a Clash Win against every consecutive **Engage** made against the character without the need to exhaust a **Reaction**. These recycled rolls are considered a **Free Action** and gain a cumulative modifier of -1 per additional roll.

An **Action** or **Reaction** can be used to refresh this penalty or to do something else, but the character will no longer be able to recycle their previous Evade dice.

---ONE-SIDED ACTIONS are always successful.

If the other party doesn't engage (Attack, Block, Evade), it's a one-sided action. This activate any On Clash Win effects from the Attack.

---Damage calculation

On a successful attack, damage and stagger damage is inflicted based on the rolled result of the action. This is calculated as such:

Final DMG = [roll + modifiers] * [target's resistance multiplier] + [dmg from effects]

Final Stagger DMG = [roll + modifiers] * [target's stagger resistance multiplier] + [stagger dmg from effects]

Make sure to match the attack-type (Slash, Blunt, Pierce) to the target's respective attack-type resistances.

Example 1 - One-sided attack:

-Attacker is using a slash weapon with [D6 + 1]

It has the following effects:

DMG+ [1]

Stagger DMG+[2]

-Target's resistances

Slash damage res.: Normal (1)

Slash stagger damage res: Weak (1.5)

-Attack roll's result is [D6 + 1] = [4 + 1] = 5

Since it's a one-sided attack, we go straight to damage calculation:

Damage: $5 * (1) + 1 = 6$

Stagger Damage: $5 * (1.5) + 2 = 9$

Target takes 6 Damage and 9 Stagger Damage.

Example 2 - Attack vs. Defend Clash

-Using the same settings as above, but now with a clash (Attack vs. Defend)

The target's Block dice is [D6 + 2]

Attack roll: [D6 + 1] = [5 + 1] = **6**
Block roll: [D6 + 2] = [2 + 2] = **4**

The Attack roll's result is higher, so it wins the clash.

-On Attack vs. Block, the base damage is determined by the difference between the two results.

Damage: $(6 - 4) * (1) + \underline{1} = 3$
Stagger Damage: $(6 - 4) * (1.5) + \underline{2} = 5$

Target takes 3 Damage and 5 Stagger Damage.

[DISTORTIONS AND MANAGING DISTORTIONS]

Distortions are a twisted manifestation of the human mind.

All Distortions have their own story for why they ended up the way they are, and behave according to their own logic and desires.

(In this system, Distortions also serve as a stand-in for things like Abnormalities from Lobotomy Corporation, or even other strange entities with abilities beyond a regular character.

Feel free to expand its definition as needed to craft encounters and events for your game.)

–MANAGEMENT of Distortions

When confronting a Distortion, it's not all about resolving the situation through brute force.

Since all Distortions have their own story and rationality, their distorted desires can also be managed through dialogue or action.

Dealing with Distortions through dialogue or action is called **Management**.

Characters must attempt multiple stat challenges against a Distortion (also referred to as **Work**.)

Depending on the **Work Preference** for the stat used in the challenge, a modifier is added.

If the overall Management attempt is GOOD, characters get the opportunity to **Negotiate** with the Distortion through roleplay. A successful negotiation might result in the Distortion subsiding, becoming dormant for the time being, or giving some kind of beneficial effect, at the GM's judgement.

(Management can be handled in a combat fashion with speed order, turns, and rounds, or as a simple set of challenge rolls for simplicity. Adjust as needed to the situation at hand.)

--Required work amount table

The amount of challenges required for Management is determined by the Rank of the Distortion.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	EX
4	4	6	6	8	8	8

--Management result reference table

Distortion Management always consists of multiple stat challenges.

The result of each challenge (degree of success) is handled as such:

Roll result	Success value
-6 or less:	+1 (A failing result; Distortion will damage or attack the character doing the challenge)
-7~9:	+2
-Over 10:	+3

The success values of all challenges are then added together to determine the overall success of the entire Management attempt.

Final Result	4 challenges (success sum)	6 challenges (success sum)	8 challenges (success sum)
BAD	Under 6	Under 9	Under 13
NORMAL	7~9	10~14	14~19
GOOD	Over 10	Over 15	Over 20

---TABOOS

Taboos are specific actions or behavior that, when broken, causes a Distortion to inflict great damage or adverse effects on the offender.

Some Distortions can cause insta-kill effects on a taboo's violations.

-Unusual taboo

Taboos based on an unusual action that typically doesn't occur by happenstance or common sense.

If a character tries to do something that is an unusual taboo, they are likely to feel a sense of ominousness that suggests the taboo is being violated.

Examples might include something morally reprehensible, a specific ritual or sequence, or a particular behavior specific to the Distortion.

-Common taboo

Taboos based on a common but not necessarily essential action or behavior.

Examples might include eating lunch the next day, grilling meat, or doing other basic actions that trigger the Distortion.

If you have to make a specific effort to avoid the taboo, they may be better classified as a reflexive taboo.

-Reflexive taboo

Taboos based on unconditional or thoughtless behavior, which might require specific effort to avoid.

Examples might include rolling a challenge on a specific Stat, attacking the Distortion, speaking within 10 seconds, raising one's right hand, or averting one's gaze

GMs are advised to give enough information and hints in advance so characters don't violate a taboo on pure happenstance, especially if the consequences are dire.

(While a Distortion's Management Information may state that breaking a taboo will result in instant death, it is up to Master's preference whether to kill with impunity, or to deal only a moderate amount of damage. Be as merciless or as merciful as needed for the situation, narrative, and atmosphere of your game.)

---COUNTER and HOSTILITY

Distortions have a Counter, which is reduced (or raised) by specific actions or management results detailed in their Management Information.

The default starting number of the counter is 4.

When a Distortion's counter reaches 0, it enters a Hostile state, where it can no longer be managed.

Hostile Distortions typically indiscriminately attack those it encounters.

(In Lobotomy Corporation terms, Hostile = Breaching)

---SUPPRESSION of Distortions

Distortions that are in a Hostile state or are otherwise too unstable to be reasoned with may need to be defeated in combat.

Combat with a Distortion is referred to as a **Suppression**.

Depending on the Distortion, there may be specific actions or conditions needed in order to suppress it.

Successfully suppressing a Distortion generally resets its Counter to the max value.

---SPECIAL ITEM TYPE distortions

Distortions can also manifest as objects with unique qualities, handled as a Special Item.

(In Lobotomy Corporation terms, consider them to be equivalent to tool-type Abnormalities)

Special Item type distortions can be used or equipped, and usually have one or two beneficial effects.

However, they may also have harmful effects, and like other distortions, may require special methods or precautions while handling it.

Special Item type distortions above Rank 4 do not typically exist.

–Creating a Distortion

A quick guide to making your own distortions:

1. **Fill out basic information.** Create a general backstory and concept for the distortion and work around this idea.
2. **Enter Stats.** Follow the same general rule of stat distribution of regular characters.
If the distortion is based on an existing character, enter the original stats from before they became Distorted.
3. **Select a Work Preference Type (High, Normal, Low) and fill out Work Preference**
On the character sheet, this should automatically generate a number next to it.
Distribute any combination of numbers between -8 and 8 to the Distortion's Work Preference section, until the total matches the number resulting from the chosen Work Preference Type.
4. **Set up Work conditions and behavior.**
 - a. List and describe any Taboos and Beneficial effects
 - b. Designate counter-lowering work, if any (multiple can be selected)
 - c. List Work Fail conditions, if any
 - d. Fill out Hostility and Suppression conditions
5. **Fill out combat information**
 - a. Fill out Equipment as you would with a normal character (Weapons, Outfit)
Equipment might be a part of the Distortion's body, like claws or scaled skin.
 - b. Distortions have 2 Distortion Effects (= Mysteries) activated, one for Weapons and one for Outfits.
 - c. Fill out the Skill section as needed.
 - d. Distortions can also have Mystery Skills, which correspond with the Distortion Effects.
They also may have unique Daily Skills which can only be used once per day.

–Distortion Combat Design

When crafting a Distortion's combat data, you do the same as creating a normal enemy, but with the following differences:

- Has two Mysteries (Distortion Effects) that are always active: One for Weapon, and one for Outfit.
- The initial effect points for it's Weapon Mystery is $[\text{Rank} \times 2] + 2$.
- The initial effect points for it's Outfit Mystery is $[\text{Rank} \times 2] + 2$.
- Mystery Skill point pool is only for **one Mystery's worth**.
- When adding effects to the Distortion's Weapon and Outfit Mysteries, effects can be added from the **Skill effect table** and **Augmentation effect table**.

(In this case, select and apply one of the conditions:

On Slash/Pierce/Blunt attack, On Block, On Evasion, and On Action.)

▪ **Daily Distortion Skill(s):**

Add one skill with $(\text{Rank} + 1) \times 4$ points, or add two skills each with $(\text{Rank} + 1) \times 2 + 4$ and $(\text{Rank} \times 2) + 4$ points respectively.

Each of these additional, distortion-specific skills **can only be used once per day**.

Distortion difficulty adjustment suggestions

For groups of 3 or more players, it's recommended to:

-Health and Stagger Resistance: Multiply by [Number of characters - 1]

-Turns: Give the Distortion [Number of characters - 1] more turns per round.

Roll separate Speed (D6 + [Justice]) for each extra turn.

-Threat Level: Distortion's threat level should be about the same as if there were as many enemies of the same Rank as there are players (for calculating post-combat EXP)

---Notes on Distortion rules

The translations around the Distortion section are really rough and hard to determine, so there might be some parts that don't make a whole lot of sense.

At any rate, when it comes to Distortions, it's probably fine to be flexible with how you handle and quantify them.

The Distortion character sheet exists to make it easier to keep track of, but things don't necessarily need to fit in the criteria required there.

OPTIONAL RULES [FROM CR 2.0]

Hunting

After being caught, prey can be cooked and turned into **[Rations]** from the pricing list. These cooked **Rations** will have an increased healing modifier added to the base 1d4+1. In order to cook your catch, roll a **Prudence** check and add difficulty based on the prey Quality.

- Fail : You lose the ingredient and the ration
- Partial : You make a regular **Ration**
- Success : You make a **Ration** and add the additional effect from the catch

Fishing (Thanks Nog - SoullessGingerTV)

Casting

To dredge up a fish roll a 1d100 to determine what quality your fish is, and apply difficulty accordingly.

Catching

Then make a **Insight** or **Temperance** roll to see if you get the bite.

- Fail : The fish gets away with your bait
- Partial : The fish gets away, but you keep the bait
- Success : The fish bites and you can reel it in

Reeling

After a **Success** make a following **Fortitude** or **Justice** roll to reel it in!

- Fail : The fish pulls away with your bait
- Partial : The fish is reeled in, but its **Quality** is reduced by 1
- Success : The fish is reeled in perfect condition

Quality	Description	Ration Increase	Difficulty Modifier	1d100
Trash	Practically rubbish	0	2	1-15
Poor	Poorly Kept material	+1	1	16-30
Normal	A normal material	1d4	0	31-55
Mint	Better than normal material	1d6	-1	56-70
Quality	Pristine Condition Material	1d6+2	-2	71-85
High Quality	High Quality Material	1d8+1	-3	86-90
Exotic	A unique material	1d10+3	-4	91-96
Legendary	One of a kind	1d12+6	-5	97-100+

Fishing Pole Effects

Name	Effect	Point Cost
Fishing Jig	+3*n Power when Casting	2*n
Fishing Bell	+n Power when Catching	4*n
Power Pole	+n Power when Reeling	4*n
Pristine Hook	Negates Quality decrease on a partial Reel	6
Precision Hook	Increases Quality by 1 after a Successful Reel	10

OPTIONAL RULES [FROM OG GAME]

This rules haven't been tested on the CR 2.0, but were part of the OG game.

-Forced attack type

All weapons can be made to deal Slash, Blunt, or Pierce damage, but the roll is processed with a -2 power modifier and at a disadvantage, if it's not the weapon's natural attack type.

-Fighting without weapons

A normal human fist is treated as a weapon with a D4 dice, and no effects.

This also applies to using any object not suitable as a weapon (pencil, hair clipper, piggy bank, slippers, etc)

Something more suitable for attacking (but still mundane), like scissors or kitchen knives, are handled as weapons with D6 dice and no effects, with an Ineffective (x0.25) multiplier.

-Fighting without an outfit

Basic Defence and Evasion dice without an outfit are handled with a D4 dice, with all resistances Fatal.

Any skills that require Block/Evasion as a condition also cannot be used in this state.

-Martial arts

Martial arts is the method of deliberately utilizing the body as a weapon.

Handle this form of combat in this way:

- Take an augmentation procedure for [2*n] points to weaponize the body, and gain an additional [n] Rank weapon exclusive to martial arts usage

(ex: tattoo reinforced fists, prosthetic limbs for combat, full-body prosthetic with combat parts, etc)

- Describe the kind of martial arts, and why the character uses this instead of a weapon.

- Make some skills into martial arts only skills. While using the martial arts weapon, you cannot use other weapon skills, and vice versa.

These rules can also be applied to a Mystery with a weapon manifestation:

- Treat all Mystery Skills as martial arts only skills

- If the Mystery is always manifested, there is no need to weaponize the body through augmentations.

- If the Mystery is conditional, the character must be able to use martial arts while unmanifested. When the Mystery is activated, the regular martial-arts exclusive weapon is strengthened by the Mystery's effects.

-Throwing weapons

A melee weapon can be declared to be thrown at the beginning of a round to make a long-ranged attack.

- Rolls at a -2 modifier, with a disadvantage.

- Cannot use the weapon for the rest of the round

- Cannot use a skill with this action, nor do any effects activate.

- At the end of the round, the character can pick up their thrown weapon if someone else hasn't already picked it up with an action.

- May need to account for distance from target (Distance 1)

A throwable ranged weapon suitable for short-ranged attacks, such as a javelin or throwing daggers, follow similar but slightly different rules:

- Weapon is handled as a ranged weapon by default, and does not need to be declared as such; is not disadvantaged.
 - Cannot use the weapon for the rest of the round, and others can pick up the weapon with an action.
 - Skills and effects can be used and activated normally in a ranged throw attack.
 - If making a close-ranged melee attack, must be declared at the start of the round.
- Rolls with a -2 power modifier, with a disadvantage.

-Melee and ranged hybrid

For this kind of weapon, effect points should be divided between melee and ranged effects, handled separately.

- Apply the 'Extra Attack Attribute' to the weapon.
- Select an attack attribute that will apply specifically to the melee attack.
- Treated as a melee weapon by default, and must be declared at the start of a round to do a ranged attack.
- Once declared, the weapon cannot change their range mid-round.
- While treated as a melee weapon, only melee effects activate.
 - While treated as a ranged weapon, only ranged effects activate.

||--- Effect Crafting ---||

In this system, you can 'craft' things such as equipment and skills through a point-buy system, using a resource called Effect Points.

Effect Points allow you to add effects to things like weapons and skills, which give it special properties during use.

(Crafting equipment from scratch is at the discretion of the GM.

You may be provided with sample equipment to choose from instead of crafting.)

***Note: The content here is reflective of the Original Rulebook.**

There may be effects that have been changed or removed, or are planned to be revised in CR displayed here, so please reference the V1.1 (and above) Character Sheets for more accurate effect information.

[EFFECT POINT CALCULATION]

While Effect Point calculations are handled automatically within the character sheets provided, here is a table to reference point calculations:

Effect Point Calculation	Rank:	-1	0	1	2	3	4	5	EX (6)
Weapons	[Weapon Rank] * 2	-2	0	2	4	6	8	10	12
Outfits	[Outfit Rank] * 2	-2	0	2	4	6	8	10	12
Augments*	[Character Rank] * 4	-4	0	4	8	12	16	20	24
Tools (0/2)*	([Tool Rank] * 2) + 2	0	2	4	6	8	10	12	14
Tools (1/2)*	([Tool Rank] * 2)	-2	0	2	4	6	8	10	12
Tools (2/2)*	([Tool Rank] * 2) - 2	-4	-2	0	2	4	6	8	10
Skills*	[Skill Rank] * ([Light Cost] + 1) + 2	0	2	4	6	8	10	12	14
Mystery (Always Active)	([Mystery Rank] * 2) + 2	0	2	4	6	8	10	12	14
Mystery (Conditional)	([Mystery Rank] * 2) + 4	2	4	6	8	10	12	14	16
Mys Skills*	[(Mystery Rank +1) * (Mystery Rank +2)]	0	2	6	12	20	30	42	56

***Augments:** This is the max-limit for Effect Points, per Rank.

Aside from the initial Rank 1 Augment, you must buy Augmentation procedures (effects per effect point) with Ahn, according to the Costs listed for adding/removing augments.

***Tools:** Initial effect points for Tools differ according to whether it's Portable and/or Reusable.

0/2, 1/2, and 2/2 indicates whether none, one, or all of the two properties are applied.

***Skills:** The Rank-based calculations shown here are done at [Light Cost: 1].

***Mystery Skills:** This is a shared point pool for all Mystery Skills tied to a Mystery.




[EFFECT RULES]

- The number of effect points you start off with are called **Effect Points**.
- Effects typically have activation conditions, such as 'On clash win' and 'On clash lose'.
- 'On clash win' can be switched to 'On clash lose' by choice. Otherwise, by default, it is considered 'On clash win.'
- (You will need to clarify this in the respective description)
- A single effect can be allotted up to a maximum of 5 or -5, unless otherwise stated.
- Negative versions of effects generate extra effect points that can be used, with a total limit equal to the Initial points.

Ex: A Rank 1 skill starts off with 4 initial Effect Points.

You can take negative effects (-4 points worth) to produce up to 4 more Effect Points.




- Same effects cannot be stacked (duplicated) within an equipment/skill.

(Weapon name)		Melee <input type="checkbox"/>	Ranged <input type="checkbox"/>	Att
	<input type="checkbox"/>	Inflict Burn	Inflict Burn	
		5	5	
	<input type="checkbox"/>	---	---	
	<input type="checkbox"/>	---	---	




This is not legal ^
 The effect would end up as something like:
 -On clash win, inflict 5 Burn and 5 Burn on opponent
 (or, On clash win, inflict 10 Burn on opponent)

Written out as text, the effect description reads unnaturally and obviously goes above the 5/-5 maximum rule.

Exception: If the [activation conditions] or [effect results] are different, you can take the same effect, as they are handled as separately triggered instances (non-stacking)

(Weapon name)		Melee <input type="checkbox"/>	Ranged <input type="checkbox"/>	Att	D	6	+	0	MYS
	<input type="checkbox"/>	Inflict Burn	Inflict Burn	-On clash win, inflict 5 Bleed to opponent					
		5	5	-On clash lose, inflict 5 Bleed to opponent					
	<input type="checkbox"/>	---	---						
	<input type="checkbox"/>	---	---						

Ex - Different activation conditions
 -On clash win, inflict 5 Burn to opponent
 -On clash lose, inflict 5 Burn to opponent

(Weapon name)		Melee <input type="checkbox"/>	Ranged <input type="checkbox"/>	Att	D 6 + 0	M
	<input type="checkbox"/>	Inflict Burn 5	Inflict Burn -5	On clash win, inflict 5 Bleed to opponent and 5 Bleed to self		
	<input type="checkbox"/>	---	---			
	<input type="checkbox"/>	---	---			

Ex - Different effect results (Positive and Negative versions of effects)

-On clash win, inflict **5 Burn to opponent** and **5 Burn to self**.

Different activation conditions + different effect results would also be valid:

-On clash win, inflict 5 Burn to opponent

-On clash lose, inflict 5 Burn to self

||--- Converting Rules ---||

This is the second edition of the first fan modification of the first game. That is a lot of career to cover. This guide is designed for those that use the OG rules or the CR 1.0.

Converting Characters

Base Stats function exactly the same than the OG and CR 1.0, is important to keep in mind the next changes:

- Instinct becomes **Fortitude** on CR 2.0
- Wisdom becomes **Prudence** on CR 2.0
- Defense becomes **Block** on CR 2.0

Power Modifier

Remember when translating power:

- **Attack** is no longer influenced by Fortitude, but instead by the **Rank** of the character

Converting Equipment

Weapons

If you are coming from the OG Korean Rulebook, give Form and Hand properties to your weapon following the narrative and with your GM.

If you are coming from the CR 1.0, follow the next property change:

Melee Weapons maintain their DMG Type

- **Lightweight** -----> Offensive One Handed + [Medium or Small]
- **Heavyweight** -----> Offensive Two Handed + Medium
- **Buckler** -----> Defensive One Handed + Shield
- **Tower**-----> Defensive Two Handed + Shield
- *If your weapon had the Reach Effect, you can change the Form for Long*

Ranged Weapons lose their DMG Type

- **Low Caliber P** -----> Offensive One Handed + Low Cal.
- **Low Caliber R** -----> Offensive One Handed + Low Cal.
- **High Caliber AR** -----> Offensive Two Handed + High Cal.
- **High Caliber SH** -----> Offensive Two Handed + High Cal.
- **High Caliber SN** -----> Offensive Two Handed + High Cal.

||--- Rank EX Content ---||

In the source Rulebook, there are some optional rules and concepts for Rank EX characters available:

Additional Rules for Rank EX

Basically, players will encounter various incidents in the city through characters from Ranks 1 to 5. Since Rank EX events are much more dangerous than Rank 5 events, you need to reach Rank EX to engage in them.

Rank EX is actually a Rank that exists symbolically, and those who reach this level are rare. However, the characters the players control have the potential to reach the Rank EX because they are special beings.

This part covers the perks of reaching Rank EX. The GM, in consultation with the players, may decide whether to use the rules introduced in this part.

Why this is an additional rule

In the case of Dungeon & Dragon 3.5, which is recognized as a masterpiece among TRPG rules, it treats the maximum level 20 and anything above at the Epic level. However, the characters are generally regarded as too strong and not necessarily fun to play.

EX ranked characters, similarly, are too strong and it is very difficult to create appropriate events for them.

For this reason, it is recommended that you retire your character when they reach max level.

Rank EX Growth

How to achieve Rank EX

If a character reaches level 15, the total of their stats should be 36. This means that the character has moved beyond Rank 5, and entered Rank 6. It is usually recommended to retire when you reach Rank 6, but if you decide to continue playing with that character, that character will be considered Rank EX.

When you reach Rank EX

When a character reaches Rank EX, do the following:

- Strengthen your character by choosing one Perk from the list of Rank EX Perks on the next page. Then, when you later reach Rank 7, choose another one.
- Choose an organization (other than the Head) that exists in the City: the character becomes a special presence in that organization. The organization will be as friendly as possible to the character, and will not be hostile unless the character betrays them first.
- Your character becomes a legend in the city. City-level reputation is determined based on feats achieved.
- Add one Rank EX person the character knows well.

Rank EX symbolizes not only the character's strength, but also the character's influence on the City. No matter where you go in the City, a Rank EX character will be recognized by millions of people just by hearing the character's name.

Stat growth

- Since you are already at max level, you will no longer get experience points. Instead, whenever you accomplish a great feat, you can choose two stats and increase each by 1.
- Calculate the actual Rank through the method of calculating the overall Rank of the character.
 - If the sum of all Stats is 36~41, it is calculated as Rank 6.
 - If the sum of all Stats is 42 or higher, it is calculated as Rank 7.

Stat limitations and descriptions

- The maximum value for Stats is 8
- The maximum sum of all stats is 48
- Descriptions of each Stat at max value (8), for reference:
 - Fortitude: A monster that cuts through iron like tofu.
 - Charm: A conductor who controls the world from the shadows.
 - Insight: A prophet who makes predictions, not guesses.
 - Prudence: A sage who sees through everything.
 - Justice: A revolutionary who changes the world, a pioneer.
 - Temperance: A transcendental person freed from all passions.

Rank EX Perks

Tool Mastery

You can use tools without consuming an action, once per turn. Tools that are not portable cannot be used in this way. Also increases the number of times a reusable tool can be used by 2.

Weapon Mastery

- Have one additional weapon of Rank 5.
 - Choose 3 of your weapons, and add "Power +2" effect to each.
- The weapon's Rank is always equal to the actual Rank of the character, and it has one additional unique Skill that can only be used with that weapon.
- The weapon Skills are created in the same way as the character's general Skills.

Additional Mystery

- You get one more Mystery (Always Active.)
- Rank should always be equal to the actual Rank of the character.
- Describe how you got the Mystery.
 - If you have that Mystery equipped, you receive the effects of the Mystery, and you can use its correlated Mystery Skills.

Enhanced Outfit

- Choose an Outfit, and add one of the following effects:
 - **Improved Resistance:** Choose one resistance each out of DMG Resistance and STG Resistance, and change them to Ineffective [x0.25]
 - **Range Immunity:** Take no damage from ranged attacks.
 - **Ailment Immunity:** Block Status Ailments inflictions from other characters.
 - **Defensive Prowess:** Block Power +3, Evasion Power +3

Combat Mastery

Add 3 new Augmentations, with an initial point of 8 points. The conditions for each augment are as follows:

- The first augment is applied only to Slash attacks.
- The second augment is applied only to Pierce attacks.
- The third augment is applied only to Blunt attacks.
- Also once every two rounds, choose an Attack Attribute and increase its Power by +2.

Dedicated Skill

You gain one more dedicated Skill.

When crafting an additional Skill, choose one of the following to enhance that Skill:

- **Pursuit:**
On clash win, reuse this Skill on another target that has not yet been a target of this Skill in this round.

- Onrush:

On defeating or Staggering an enemy, reuse skill on a random enemy.

- Mass Attack (x2):

Replaces attack with Mass Attack that strikes 2 times. The second attack rolls on Disadvantage and Power -2.

- Light Efficiency:

The amount of Light consumed at once in battle is reduced by 4.

- Ace:

When adding effects, double the maximum cap of effects and receive 16 additional Effect Points. However, the Skill can only be used once per battle.

Rank EX Distortion

Rank EX Perks for Distortion

Like characters, Distortions can also have Rank EX Perks.

Add a EX Rank Perk according to Rank, selecting one from the list below:

- Have as many minions as the [number of characters - 1], whose Ranks are [Distortion's Rank - 2].

Minions have the following characteristics:

- If you defeat the Distortion, they will be defeated as well.
- Has only 1 turn, utilized in the same way as typical enemies.
- Enters combat with 2 Light depleted.
- Take no health damage when not in a Staggered state. However, the Staggered state lasts for two rounds.
- Cannot become Staggered.
- Has one more extra turn.

Also, when setting Health and Stagger Resistance, it is multiplied by (number of characters), not (number of characters - 1).

Distortions with multiple phases

To make the fight against a Distortion more varied, you can design the fight into multiple phases. Each stage is referred to as a phase, and a Distortion consisting of multiple phases is created as follows:

- Create as many Distortion data as there are Phases, and then fight new Distortions each time a Phase passes. Aside from the last Phase, the Rank of the Phase-specific Distortions will be [Base Distortion Rank -1]
- When Distortion's HP reaches 0, it moves on to the next phase.
- When the phase changes, re-roll the speed of the Distortion.
- When the phase changes, it is treated as if the round has changed.

It is recommended that the number of phases should not exceed a maximum of three.

In combat with a multi-phased Distortion, characters are very likely to die.

That's why it's a good idea to have your characters fight in perfect condition when fighting something of this nature.

Notes: While the content above is intended for Rank EX, they're suggestions and not necessarily the rule, since it's unlikely for players to reach Rank EX under normal circumstances in the first place.

If there are any interesting concepts or gimmicks within Rank EX Content that you want to use for lower Rank games, you're free to make that decision as a GM- although you may need to adjust accordingly to the level of the game.

ex:

- Lower Rank Distortions with Minions or multiple Phases
- Using Rank EX perks as unique effects on challenging bosses

||--- Endnote ---||

The setting for the fan-made Project Moon TRPG is handled as a 'parallel' version of the City, so the GM is free to expand upon the world as needed for their game.

Don't know anything about the other Wings or their Nests?

Flesh it out!

Want to go out into the Outskirts, but you don't know what's out there?

Let's go, it's a new frontier!!

Maybe this is a timeline where Lobotomy Corp hasn't fallen (yet)?

Let's manage some Abnormalities (Distortions) as employees!

Perhaps the City is in chaos after a certain ending?

Sounds like the start of a great apocalypse!

As long as you have that sense of curiosity to explore the world and its settings, I think there's a lot of possibilities to expand upon.

And since this is a fanmade system, you can build and change elements as necessary.

This, of course, includes the rules.

Adapt the system to your game and your players for the best results, and have fun!

—

It should be noted that I'm not a professional translator and I don't know Korean, so the translations are very rough. There's a lot of paraphrasing in this rule summary document, so it doesn't match the contents of the Rulebook 100%.

Either way, it should still be playable! Enjoy the Project Moon world.

The full rulebook's text is now translated in English, and can be found here:

[\[WIP\] PMTRPG - Original Rulebook Source Text](#)

The raw rulebook text is still in the process of editing, but is planned to be reconstructed sometime in the future.

- *punibird, Translator*

||--- Credits ---||

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