# [Core System] Session Initialization Protocol

**Purpose:** To minimize the time required to set up and begin a game session by providing a standardized and efficient process for loading rules, documents, and game state while ensuring all necessary data is consumed and operational.

## Step 1: Pre-Game Document Validation

Ensure all essential documents are available on the canvas:

1. [**[Core System] Unified Rules and Session Protocols**](#_[Core_System]_Unified)**:** Defines game mechanics and protocols.
2. [**[Core System] Formalized Guidelines for Narration and Player Agency**](#_[Core_System]_Formalized)**:** Defines the balance between maintaining dramatic storytelling and respecting player agency.
3. [**[Core System] Campaign Document**](#_[Core_System]_Campaign)**:** Live Syncing and Dashboard Integration.
4. [**[Core System] Character Sheets**](#_[Core_System]_Character)**:** Contains all player and NPC character sheets, including HP, XP, inventory, and status.
5. [**[Core System] Changelog**](#_[Core_System]_Changelog)**:** Logs notable session updates.
6. [**[Core System] Manual Actions Log**](#_[Core_System]_Manual)**:** Lists tasks for the DM to address post-session.
7. [**[Core System] Campaign Scene Summary**](#_[Core_System]_Campaign_1)**:** P**rovides** an overview of the current scene and active player characters to guide session progression and maintain clarity.
8. [**[Core System] Known Campaign Lore**](#_[Core_System]_Known)**:** This document summarizes the lore, including key locations, artifacts, and characters, to provide a comprehensive reference for the campaign.

**Validation Checklist:**

* Confirm that all listed documents are present.
* Verify that the documents reflect the latest session data.
* Ensure there are no conflicting updates or incomplete entries.

## Step 2: Ingest Rules and Protocols

Load and ingest the rules, mechanics, and gameplay protocols from the **Rules Document (marker2):**

* **Gameplay Mechanics:** Key systems like initiative, skill checks, and combat rules.
* **Dashboard Protocols:** Ensure the /dashboard command displays live updates.
* **Session Flow Rules:** Follow step-by-step guidelines for session start, progression, and end.

Refer to the Player Narration Guidelines document to ensure adherence to balanced narration and player agency principles. These guidelines prevent ChatGPT from taking over player decisions while maintaining immersive descriptions for NPCs and the environment.

## Step 3: Load Current Game State

Use the **Campaign Scene Summary** to determine the starting point for the session:

1. **Current Scene:**
   * Display the active scene description.
   * Load scene-specific details (e.g., environment effects, NPCs).
2. **Active Quests:**
   * Summarize all ongoing quests.
   * Include progress and next steps for each quest.
3. **Party Overview:**
   * Pull the latest stats for all active characters from **Character Sheet Updates.**
   * Format the data in a compact, inline style:

Example:

🧝‍♀️ Rieta Akta: ⭐ Level 5, 🎤 XP 6500, ❤️ HP 31/31, 💰 Purse 40 Gold, 🛡️ Status: Active, 🌡️ Condition: Normal, 🎲 Initiative: None

## Step 4: Trigger the Dashboard

Invoke the /dashboard command to display:

* **Party Character Overview:** Inline summary for all active characters.
* **Active Quests:** List of ongoing quests and their current progress.
* **Scene Summary:** Key details about the starting scene.

## Step 5: DM Input and Decisions

Provide prompts for DM input to advance the session:

1. **Scene Progression:**
   * Ask whether to advance the scene, introduce NPCs, or prompt players for rolls.
2. **Player Interactions:**
   * Highlight opportunities for players to take actions, engage NPCs, or explore.
3. **Preparation for Rolls:**
   * Prompt players for initiative, skill checks, or saving throws as needed.
4. **Scene Narration**
   1. Ensure that narration adheres to the Player Narration Guidelines, limiting direct input for player characters while enriching the scene for immersion.

## Step 6: Begin the Session

Once all steps are complete:

1. Display the session starting scene.
2. Notify players of their current stats, conditions, and quest updates.
3. Start gameplay by presenting initial DM narration or choices.

## Step 7: End-of-Session Preparation

At the end of each session, update the following:

* **Changelog:** Record key actions, milestones, and updates.
* **Manual Actions:** Log pending tasks for the DM to address before the next session.
* **Campaign Document:** Update the world state and prepare the next scene.

**Future Enhancements:**

* Automate validation of documents during the initialization phase.
* Streamline data ingestion to minimize manual steps.
* Integrate dashboard and gameplay triggers into the Session Initialization Protocol.

This protocol ensures that new chats or sessions are ready to begin quickly and efficiently, with all necessary data and rules in place.

# [Core System] Formalized Guidelines for Narration and Player Agency

These guidelines ensure the balance between maintaining dramatic storytelling and respecting player agency. They focus on when and how narration for player characters (PCs) and non-player characters (NPCs) is used, as well as how dramatic moments are described.

## For Player Characters (PCs)

* **Player Agency Priority:**
  + ChatGPT will avoid narrating internal thoughts, feelings, or actions for player characters unless explicitly prompted by the Dungeon Master (DM).
  + Environmental descriptions and external events impacting PCs will be narrated to set the tone, but interpretation of reactions is left to the players.
* **Examples:**
  + *Instead of*: "Rieta freezes in horror as the mirror cracks, her heart pounding in her chest."
  + *Narrate like*: "The mirror cracks with a deafening sound, sending jagged shards flying. A wave of dread fills the air, leaving you to decide how to react."
* **Adjustments During Gameplay:**
  + The DM can request adjustments in tone or focus, such as:
    - **"Dial it back":** Focus on scene descriptions, leaving reactions entirely to the players.
    - **"Add drama":** Highlight the stakes or danger of a moment without dictating PC responses.

## For Non-Player Characters (NPCs)

* **Narrative Depth:**
  + Narration for NPCs will include internal motivations, dialogue, and dramatic actions to maintain immersion and drive the story forward.
* **Examples:**
  + "The innkeeper steps back, his hands trembling as he mutters, 'You’ve no idea what you’ve done…' His eyes dart to the shattered mirror as if expecting something terrible to emerge."

## For Dramatic Moments

* **Scene Description Focus:**
  + ChatGPT will describe dramatic events, environmental shifts, and consequences to heighten tension without dictating PC reactions.
* **Examples:**
  + *"The ground beneath you trembles violently as the portal flares with unstable energy. A rush of hot air blasts outward, scattering loose papers and extinguishing nearby flames. What do you do?"*
* **Guiding Principle:**
  + The goal is to paint the scene vividly while allowing players to determine their responses.

## Integration into Gameplay

1. **Guidelines in Action:**
   * These rules will be applied consistently during gameplay to enhance immersion while respecting player autonomy.
2. **DM Overrides:**
   * The DM can always override these guidelines live with quick adjustments:
     + Example: "Describe their reactions to the event but keep it minimal."
     + Example: "Focus on the NPC’s dramatic response instead."

## Implementation in System Documents

1. These guidelines will be integrated into the **Rules Document** under a new section titled "Narration Guidelines."
2. References to these rules will be included in the **Session Initialization Protocol**, with specific prompts and sections highlighting when and how these guidelines should be applied to ensure smooth integration into gameplay.

## Final Note

This balance ensures that the DM retains full control over narration while allowing dramatic moments to evolve naturally and keeping the story engaging for everyone involved.

# [Core System] Unified Rules and Session Protocols Document

This document consolidates the **Rules Document** and **Session Initialization Protocol** for streamlined reference and management. It includes gameplay mechanics, session workflows, and quick commands, incorporating all proposed improvements and examples.

## Session Start Protocols

## Player Roll Call

* Roll call must be completed before gameplay begins.
* All active players and their known characters must be listed during roll call.
* Options to generate or import new characters must be presented if applicable.
* Confirm all players before starting gameplay to ensure no omissions.
* Gameplay cannot proceed until all active players are accounted for.

## Character Creation

* **Random Generation:**
  + Roll for ability scores using 4d6 (drop the lowest).
  + Assign race and class using random rolls.
  + Select or roll for starting equipment.
* **Custom Creation:**
  + Choose race, class, and background.
  + Assign ability scores using point buy, standard array, or rolling.
  + Finalize alignment, name, and personal traits.
* **Requirements:**
  + New characters must adhere to all creation rules and be completed during roll call.

## Scene Initialization

* The session must begin with the current\_scene specified in the Campaign Document world\_state.
* Apply environmental effects and narrative hooks for immersion.
* Prompt players with opening choices and objectives.
* Use numbered choices for clarity

(e.g.,

* + 1️⃣ Investigate carvings (Perception DC 13),
  + 2️⃣ Activate portal (Arcana DC 15)).

## Gameplay Mechanics

## Saving Throws

* Players roll a **d20 + the relevant ability modifier** to avoid or mitigate harmful effects.
* **Examples:**
  + **Dexterity Save (DC 14):** Avoid a falling boulder.
  + **Wisdom Save (DC 12):** Resist a magical fear effect.
* Use the **/prompt\_save [DC] [Ability]** command to request specific saving throws during gameplay.
  + Example: /prompt\_save 14 Dexterity

## Skill Checks

* Players roll a **d20 + relevant skill modifier** to determine success or failure.
* **Common Skills and Use Cases:**
  + **Perception (DC 14):** Spot hidden enemies or anomalies.
  + **Arcana (DC 15):** Identify magical properties or stabilize magic.
  + **Insight (DC 15):** Analyze visions or discern NPC motives.
  + **Survival (DC varies):** Navigate through difficult terrain or gather resources.
* Use the **/roll\_check [Skill] [DC]** command to prompt a specific skill check.
  + Example: /roll\_check Perception 14

## Combat Rolls

* **Attack Rolls:** Roll **d20 + attack modifier** vs. the target’s AC.
  + Example: A fighter with a +5 attack modifier rolls a d20, scoring 15. The total is 20, which hits an AC of 18.
* **Critical Hits:** Rolling a natural 20 on an attack doubles the dice rolled for damage.
* Use the **/roll\_attack [Player Name]** command to prompt attack rolls.

## Conditions

* **Persistent Effects:** Conditions like frost, magical hums, or lingering poisons remain until explicitly addressed.
* **Common Conditions:**
  + **Stunned:** Can’t take actions or reactions.
  + **Poisoned:** Disadvantage on attack rolls and ability checks.
  + **Blinded:** Automatically fails checks requiring sight; attack rolls against the creature have advantage.

## Resolving Conditions:

* + Players can investigate or resolve conditions using **Perception, Arcana, or Survival** checks, as appropriate.
  + Prompt specific rolls with commands like /roll\_check Arcana 14.

## Custom Mechanics

* **Dungeon Hazards:**
  + Collapsing ceilings require Dexterity saving throws (DC 14).
  + Shadow traps impose Wisdom saves (DC 12) to avoid fear effects.
* **Portal Usage:**
  + Players perform an Arcana check (DC 15) to stabilize a portal for travel.
  + Failing triggers destabilization effects, such as magical backlash or environmental hazards.

## Narration and Player Agency

* ChatGPT handles narration for non-player characters (NPCs) and environmental descriptions.
* ChatGPT avoids speaking or making decisions for player characters, preserving their autonomy.
* Dramatic moments are described to enhance immersion but must not override player actions.
* For full details, refer to the **Player Narration Guidelines** document.

## Session Workflow

## Session Continuity

* For live games, the next session starts where the previous session left off.
* Reference session logs for continuity:
  + Live Gameplay Log
  + Game Mechanics and Rules Log
  + Character Sheets Log
  + Campaign Document

## Session Close

* Update the Campaign Document to reflect the current state, including:
  + The scene players were last in.
  + Each player currently participating.
* Validate and sync all relevant documents.
* Generate a final scene image in 16:9 resolution based on the closing scene.
* Provide a closing "cliffhanger" narrative.

## Quick Commands

* **/start\_game:** Initializes the session with document validation and snapshots.
* **/sync\_all:** Synchronizes live data across documents.
* **/end\_session:** Finalizes logs and generates a summary of pending manual tasks.
* **/roll\_initiative:** Prompt all players to roll for initiative.
* **/prompt\_save [DC] [Ability]:** Request a saving throw from players.
  + Example: /prompt\_save 15 Dexterity
* **/roll\_attack [Player Name]:** Prompt an attack roll for a specified player.
* **/roll\_check [Skill] [DC]:** Request a skill check.
  + Example: /roll\_check Insight 12
* **/generate\_scene:** Generate an image based on the current scene.
* **/generate\_PC [Player Name]:** Generate an image of a specific player character.
* **/generate\_NPC [NPC Name]:** Generate an image of a specific NPC.

## Icon System for Clarity

* 🎲 Player Actions: For player decisions, dice rolls, and turn-related prompts.
* 🛡️ DM Prompts: For Dungeon Master actions or narrative direction.
* 💬 NPC Dialogue: For dialogue from non-player characters.
* 📜 Lore and World-Building: For descriptive lore, setting information, and world-building elements.
* 🖼️ Visual Aid: For images or visual content related to the session.
* 🔊 Sound Cues: For ambient or triggered sound effects.

## Scene and Image Rules

* **Adherence to Descriptions:** All images must match player physical descriptions in character sheets.
* **DM Control:** New players are injected into the game only upon explicit DM direction.

## Notes

This document combines all critical rules, mechanics, and session workflows for efficient gameplay management. Updates are logged in the Changelog for transparency.

# [Core System] Manual Actions Log

## Post-Session Responsibilities for DM:

1. **Review and Validate Updates:**
   * Ensure all character sheets in **Character Sheet Updates** reflect:
     + Adjusted HP, XP, levels, inventory, and conditions based on gameplay.
   * Confirm that milestone XP and any quest completions are accurately logged.
2. **Sync Dashboard and Campaign Data:**
   * Cross-check the **Campaign** document to ensure active quests and world state match the actions taken during the session.
   * Verify that all updates to the **Dashboard Display Protocol** are current.
3. **Inventory and Status Adjustments:**
   * Gondwyn: Update inventory to reflect any consumed or acquired items from the shattered mirror event.
   * Rieta: Add or adjust inventory based on interactions with the trader.
   * Eladryn: Log any new items or conditions based on future integrations into the game.
4. **Changelog Verification:**
   * Ensure the **Changelog** includes:
     + All session milestones, key events, and character updates.
     + Notes about any manual overrides or adjustments made during gameplay.
5. **Prepare for Next Session:**
   * Review active quests:
     + Confirm that residual effects from the shattered mirror are included in the next session's setup.
     + Finalize the trader's knowledge about Black Hollow and its potential next steps.
   * Set up Eladryn’s formal integration into the party.
6. **Visual Aids and Scene Generation:**
   * Organize generated images and ensure they are saved with session-specific references for later use.
   * Prepare new visual aids for upcoming scenes as required.

This log ensures you can address all outstanding responsibilities before the next session.

# [Core System] Campaign Document

**Live Syncing and Dashboard Integration**

## Synchronizing Gameplay Data

The **Campaign** document dynamically syncs with the **Character Sheet Updates** and dashboard to ensure all changes are reflected live. The following rules define the syncing process:

* **HP and Condition Updates:**
  + Characters' current HP and status conditions (e.g., poisoned, stunned) are updated immediately during gameplay.
* **XP and Level Tracking:**
  + XP is awarded upon completing milestones, quests, or combat events.
  + Level changes are recalculated and reflected live when XP thresholds are reached.
* **Inventory and Quest Logs:**
  + Items acquired, consumed, or lost during gameplay are added to or removed from the inventory in real time.
  + Active quest progress is updated dynamically based on player actions.

## Dashboard Integration

The /dashboard command generates a live view of party character stats and active quests. The dashboard displays:

1. **Party Overview:**
   * Compact inline format including level, XP, HP, purse, status, condition, and initiative for each character.
2. **Active Quests:**
   * Brief summaries of current quest progress.

## Data Integrity

To maintain consistency, the following guidelines apply:

* **Primary Data Sources:**
  + Character stats are pulled from **Character Sheet Updates**.
  + Quest logs and world state are sourced from the **Campaign** marker.
* **Conflict Resolution:**
  + DM overrides take precedence in cases of conflicting data.

These additions align gameplay mechanics with the live update system and dashboard functionality, ensuring a seamless experience.

# [Core System] Character Sheets:

## Characters

**Gondwyn Dawnstar**

* **Race:** Human
* **Class:** Paladin
* **Archetype:** Oath of Devotion
* **Background:** Soldier
* **Alignment:** Lawful Good
* **Level:** 5
* **Experience Points:** 6,500
* **Age:** 29
* **Current HP:** 41
* **Max HP:** 41

**Attributes**

* **Strength:** 18
* **Dexterity:** 12
* **Constitution:** 16
* **Intelligence:** 8
* **Wisdom:** 11
* **Charisma:** 10

**Inventory**

* Healing Potion
* Rations (x5)

**Purse**

* **Gold:** 16
* **Silver:** 0

**Appearance**

Broad-shouldered with silver chin-length hair, green eyes, and a diagonal scar on his cheek. Wears polished chainmail adorned with a radiant sunburst.

**Personality**

Exudes duty and honor, kind-hearted, listens to others.

**Rieta Akta**

* **Race:** Tiefling
* **Class:** Ranger
* **Archetype:** Beast Master
* **Background:** Outlander
* **Alignment:** Chaotic Neutral
* **Level:** 5
* **Experience Points:** 6,500
* **Age:** 22
* **Current HP:** 31
* **Max HP:** 31

**Attributes**

* **Strength:** 14
* **Dexterity:** 16
* **Constitution:** 13
* **Intelligence:** 10
* **Wisdom:** 15
* **Charisma:** 12

**Inventory**

* Healing Potion
* Antitoxin (x2)

**Purse**

* **Gold:** 40
* **Silver:** 0

**Appearance**

Lithe Tiefling with deep red skin, glowing amber eyes, curved horns, and auburn braided hair. Wears leather armor adorned with woodland motifs.  
  
**Image Reference URLs**  
  
https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaBow.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaCloseUp.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaCloseUp2.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaFierce.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaForest.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaFormal.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaGlowing.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaModel.jpg https://raw.githubusercontent.com/SaintGenius/Photo-Gallery/refs/heads/main/RietaRaging.jpg

**Personality**

Independent, values freedom, loyal to those she trusts.

This detailed character sheet provides comprehensive information about Gondwyn Dawnstar and Rieta Akta for use during campaign sessions.

# [Core System] Known Campaign Lore: Marker3

## Overview

* **Type:** Lore JSON
* **Description:** Contains player known or discovered world-building details, mythology, story elements, and narrative references for the campaign.

## Places

1. **The Red Scorpion Inn**
   * **Marker Reference:** Marker80
   * **Description:** A bustling inn where Rieta and Gondwyn are waking up after their nightmarish visions of Seraphine. Her icy breath lingers in the air as if it were real.
   * **Status:** Known
2. **Black Hollow**
   * **Marker Reference:** Marker79
   * **Description:** A shadowy and foreboding destination tied to Seraphine’s vision and the rising corruption. Known to be a stronghold of darkness.
   * **Status:** Mythology
3. **Twilight Expanse**
   * **Description:** Rieta’s former homeland, a woodland region consumed by shadow corruption and the loss of balance.
   * **Status:** Known
4. **Obsidian Wasteland**
   * **Description:** A desolate region whispered to be cursed, where Kaelen and Thalor fell in their final stand against the Hollow King.
   * **Status:** Mythology
5. **Sanctuary of Dawn**
   * **Marker Reference:** Marker81
   * **Description:** A spiritual haven of light, visited by Rieta and Gondwyn earlier in their quest to confront the growing darkness.
   * **Status:** Known

## Artifacts

1. **Lantern’s Edge**
   * **Description:** Kaelen’s celestial sword, now in Gondwyn’s inventory. Imbued with faint celestial runes, it holds the potential to become a weapon of immense power when fully restored.
   * **Owned By:** Gondwyn Dawnstar
   * **Status:** Mythology
2. **Crystal-Handled Dagger**
   * **Description:** A magical weapon in Rieta’s inventory, resonating with arcane power.
   * **Owned By:** Rieta Akta
   * **Status:** Owned

## Figures

1. **Rieta Akta**
   * **Marker Reference:** Marker73
   * **Description:** A Tiefling ranger on a quest to confront the growing darkness.
   * **Status:** Active
2. **Gondwyn Dawnstar**
   * **Marker Reference:** Marker72
   * **Description:** A human paladin wielding the celestial artifacts Lantern’s Edge and The Bastion Eternal.
   * **Status:** Active
3. **Seraphine**
   * **Marker Reference:** Marker82
   * **Description:** An enigmatic figure appearing in Rieta and Gondwyn’s visions. Tied to the Hollow King, her frost-laden breath and shadowy aura suggest a dangerous and powerful presence.
   * **Status:** Known

This document summarizes the lore, including key locations, artifacts, and characters, to provide a comprehensive reference for the campaign.

# [Core System] Campaign Scene Summary: Marker5

## Scene Progression

* **Current Scene:**
  + *Scene 1: The Red Scorpion Inn*
  + *Description:* Rieta and Gondwyn awaken in the Red Scorpion Inn, their dreams haunted by Seraphine’s vision. Frost clings to the window shutters, and the dying fire casts flickering shadows on the wooden walls. The air is heavy with a lingering, unnatural chill.
* **Next Steps:**
  1. Investigate the lingering effects of Seraphine’s vision.
  2. Leave the room but continue investigating the Inn.
  3. Prepare for travel and leave the Inn.

## Active Player Characters

### Rieta Akta

* + **Race:** Tiefling
  + **Class:** Ranger
  + **Archetype:** Beast Master
  + **Attributes:**
    - Strength: 14
    - Dexterity: 16
    - Constitution: 13
    - Intelligence: 10
    - Wisdom: 15
    - Charisma: 12
  + **Status:** Active
  + **Note:** Ensure alignment with the character sheet and propagate updates across core documents.

### Gondwyn Dawnstar

* + **Race:** Human
  + **Class:** Paladin
  + **Archetype:** Oath of Devotion
  + **Attributes:**
    - Strength: 18
    - Dexterity: 12
    - Constitution: 16
    - Intelligence: 8
    - Wisdom: 11
    - Charisma: 10
  + **Status:** Active
  + **Note:** Ensure alignment with the character sheet and propagate updates across core documents.

This summary provides an overview of the current scene and active player characters to guide session progression and maintain clarity.

# [Core System] Changelog Document

Use as a log to provide notable session updates.