# Foreword

Some years ago, while programming a computer game, I learned that there are two problems more time consuming than the game programming itself.

The first problem is to develop a gaming system that is balanced, well tested and, most important, that maintains the pen and paper RPG feeling.

Of course there are lots of systems everywhere. Since Gary Gygax created the first D&D, roleplaying games or variants have become mainstream and are now ubiquitous. There are thousands of table, board, card and computer games based on the concepts of the original D&D but most of those I reviewed didn’t translated well to a computer library leading to a convoluted structure and dirty code. On the other hand, the most polished and elegant systems were already registered and required exorbitant fees to license.

The second problem is to create a living world with history, culture, personalities and politics. An exciting place where races had a reason to love or hate each other, to make wars or forge alliances. A detailed world becomes a three-dimensional place and adventures in such place become more believable. The more detailed and deep the world, the more mysterious and attractive it becomes to players.

In this book, I attempt to solve those two problems. First, I try to define a game system that is simple enough to play using paper and pencil, while keeping it elegant enough to be coded into a clean, simple and reusable game library.

Second, I try my best to author and present a believable world that I hope the reader finds engaging and may use as a base for his own adventures, characters and situations which in turn will become part of the greater mythology of the world.

The only thing asked in return from the reader is:

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2. any character, place or situation should become available for other people to use in their own derivative works.

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Good luck and have fun!