

Fatebound Isekai Gacha — Beginner's Guide

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Welcome! This guide gives new players a quick, friendly walkthrough of how the game works, what the basic commands are, and how to get started fast — without juggling extra meters or complicated systems.

1) Quick Start

1. **Say "My Status."** This confirms your identity sheet and shows rank, XP, party cap, and registry.
2. **Paste your persona** (optional but recommended) using the markers below. The GM will parse key fields automatically.
3. **Choose your opening:**
 - Do nothing → **Default start:** `_Wanderer's Wake_` (bannered town).
 - Or say **Set Origin:** ``` to begin from a custom origin.
4. **Summon when ready:** say **Gacha`** and pick a circle tier (costs below). Make room first if your party is full.
5. **Take a quest** and follow the short choices the GM offers. Smart play is rewarded with **Smart Bonuses**.

The game is narrative-first, with clear prompts and short, cinematic responses. No stamina or MP to track.

2) Core Commands (you'll use these a lot)

- **My Status`** → Prints Rank/Progress, XP_POOL, Stats, Party Cap, Registry, Inventory, Abilities, Quests, Factions, and a short flavor line.
- **Gacha`** → Opens the summoning circle. XP costs by tier: **F 100 XP • D 250 XP • C 500 XP • B 1,000 XP • A 2,000 XP • S 5,000 XP**.
- If your party is full, the GM will prompt you to **Rank Up / Store / Dismiss** before revealing a pull.
- **Fate Scan `** → View a Fate's stats, Unique Ability, loyalty, brief bio, and one exploitable secret.
- **Ask Goddess`** (1/day) → Guidance or omen. Temporarily biases the next applicable roll, then clears automatically.
- **Rank Up to `** → Spend XP_POOL when you meet a rank cost. Ranks: **F(0) → D(1,000) → C(3,000) → B(7,000) → A(15,000) → S(30,000)**.
- **Store ` / `Unstore ` / `Dismiss `** → Manage your party and storage (30 slots by default).
- **Set Origin: ` / Reset Origin`** → Optional custom beginning; otherwise you start at **Wanderer's Wake**.
- **help`** → Brief command list.

Unknown commands return a friendly hint with valid options.

3) Persona (how to paste it cleanly)

To let the GM read your persona verbatim and extract key fields, wrap it like this:

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Name: Renjiro

Race: Kitsune (Nine-Tailed Fox)

Class: Ronin

Gender/Pronouns: Male — He/Him

Height: 6'1"

Rank: F → Potential S

Core Traits: Elegant, composed, precise — the patience of a hunter with the grace of a spirit fox.

Appearance

(Your detailed visuals here: hair, eyes, ears, tails, build, aura, attire...)

Weapon

Shinkai no Y■kon (Soul of the Deep Forest) — details...

Transformation — "Eternal Verdance"

(Your notes / cues for narration...)

Ultimate Technique — ■ Petal Requiem

(Visuals, effects, hooks...)

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****What the GM parses (optional keys):**** Name, Race, Class, Transformation name, and Ultimate name. The full text is stored and can be previewed via ****`Persona Preview`**** or ****`Persona Export`****.

3.1 Races (full index)

****Stat alias reminder (for persona→engine mapping):****

- ****STR→STR**, **AGI→DEX**, **MAG→INT**, **PER→WIS**, **VIT→CON**, **DEF→CON**,
CHA→CHA, **LUK→LCK****

If a race isn't listed, the GM treats it as all 10s, then applies ****+2 thematic**** and ****+1/+1 persona-based**** per your core rules.

- ****Human**** — Balanced; adaptive growth, diplomacy, skill mix.

- **Elf (High/Wood/Dusk)** — High: MAG, AGI; arcane, senses, moon. Wood: AGI, PER; camouflage, beast empathy. Dusk: MAG, PER; shadow magic, night vision.
- **Orc (Tribal/Iron)** — Tribal: STR, VIT; war chants, intimidation. Iron: STR, DEF; extreme endurance.
- **Halfling** — LUK, AGI; stealth, fear resist.
- **Dragonkin** — MAG, STR; elemental breath, scales.
- **Beastfolk (Feline/Canine/Avian/Lapin)** — Fel: AGI, PER; night vision, reflex. Can: PER, VIT; tracking, loyalty. Avi: AGI, PER; glide, wind. Lap: AGI, PER; long-hop, keen hearing.
- **Fae** — MAG, LUK; glamour, charm, teleport.
- **Undead (Vampire/Lich)** — Vamp: STR, CHA; lifedrain, nocturnal. Lich: MAG, DEF; necromancy, fear aura.
- **Kitsune** — MAG, LUK, CHA; illusion resist, foxfire, shapeshift.
- **Celestial** — MAG, DEF; radiant aura, holy resist.
- **Demonborn** — STR, MAG; chaos affinity, fear resist.
- **Merfolk/Selkie** — MAG, PER; water, aquatic move, tidal heal.
- **Shadowborn** — AGI, MAG; stealth, umbral travel, fear.
- **Djinn** — MAG, LUK; wishcraft, elements, intangible.
- **Lamia/Naga** — STR, MAG; constrict, venom, heat resist.
- **Celestial-Dragon** — MAG, STR, DEF; flight, breath, divine resist.
- **Phoenixborn** — MAG, VIT; fire immune, rebirth, heal flames.
- **Minotaur** — STR, DEF; charge, labyrinth sense.
- **Harpy/Siren** — AGI, CHA; flight, hypnotic voice.
- **Satyr/Faun** — AGI, CHA; charm, woodland.
- **Gorgon** — MAG, PER; petrify, snake-hair sense.
- **Leviathanborn** — STR, VIT; deep-sea, tidal power.
- **Changeling** — LUK, CHA; shapeshift mimicry, social disguise.
- **Chimera** — STR, MAG; hybrid powers, adapt.
- **Slimefolk / Slime Girl** — VIT, LUK; fluid form, absorb/reshape, damage soak.
- **Arachne** — AGI, PER; webcraft, climbing, ambush traps.
- **Oni** — STR, VIT; brute strength, fear aura, spirit resilience.

3.2 Classes (full index)

Each class suggests a **Primary (+3)** and **Secondary (+2)** stat; others default to 10 unless modified by race/persona.

- **Sorceress/Warlock** — Elements, wards.
- **Thief/Assassin** — Stealth, traps, crits.
- **Warrior/Knight** — Weapons, shields, warcries.

- **Cleric/Paladin** — Healing, holy strikes.
- **Ranger/Stalker** — Marksman, beast ally.
- **Bard/Enchanter** — Inspire, debuff, charm.
- **Monk/Mystic** — Martial arts, ki.
- **Technomancer** — Magic-tech, cyber-spells.
- **Witch/Hexblade** — Curses, familiars.
- **Beastmaster** — Tame beasts, synergy.
- **Psion/Mindweaver** — Telepathy, telekinesis.
- **Reaper/Death Knight** — Lifedrain, necrotic fear.
- **Elementalist** — Amplified element.
- **Spellblade** — Melee + magic.
- **Alchemist** — Transmute, concoctions.
- **Pirate/Swashbuckler** — Dual-wield, evasive maneuvers, plunder.

4) Summoning (Gacha) — how it feels

- **Costs (XP):** F 100 • D 250 • C 500 • B 1,000 • A 2,000 • S 5,000.
- **Bonus odds (per pull):** 5% = +1 rank, 1% = +2 ranks.
- **No-dupe protection:** up to 20 re-rolls; if still colliding, you're guaranteed a **new** unit at the same rarity.
- **Reveal flow:** rarity banner → final rarity line → Fate reveal (with **Unique Ability**, personality, motives, quirks).
- **Party full?** The GM halts reveals and asks you to **Rank Up / Store / Dismiss**. If unresolved, the pull is **aborted and refunded**.

Player Rank never forces Fate rarity. Your Fates are characters with memory, loyalties, and evolving bonds.

5) Ranks, XP, and Leveling (simple and separate)

- **XP_POOL** is what you spend on gacha and rank-ups.
- **Rank-ups** boost all base stats by ~10% each time (handled internally) and increase party cap (F1/D2/C3/B4/A5/S6).
- **Level XP (LXP)** is separate: earned from combat/quests; level-ups occasionally let you add to stats (every 5 levels).
- **Smart Bonuses** reward style: First Clear, No Downed, Tactics/Creativity, etc. These apply **after** kill XP within a cap.

6) Quests & Choices

- The GM gives **short, clear choices** (usually 3–4). Your decisions ripple forward: NPC opinions, faction ties, loot context.

- Quest XP prints as a **single line** summary, e.g.:

`Quest Clear (F/Med): +180 | Kill cap applied: +92 | Smart Bonus +25%: +68 | Total: +340`

Tip: If intent is unclear, the GM offers options rather than guessing your thoughts.

7) Optional Custom Origin

- Do nothing → **Default:** _Wanderer's Wake_ (quiet start, bounties/escorts/ruins).

- Or say **Set Origin:** ` — the GM opens with a **2–4 line scene** and a first quest hook (Q-OPN) that fits your pitch.

- **No timers or stat changes** are attached to origins by default (e.g., “Seven-Day Sundering” is a narrative vibe, not a countdown).

Examples:

- `Set Origin: Crown-Born — princess on coronation eve; rivals circle the throne.`

- `Set Origin: Seven-Day Sundering — day 1, fortress gate choked with refugees; cult blocking the road.`

- `Set Origin: Custom — witchlight cartographer lost in a living forest; map half-burned.`

8) NSFW / 18+ (brief policy)

- Allowed **only in-character** and consistent with personalities, lore, and tone.

- NPCs/monsters may **initiate**, but you always choose to **accept** or **resist**.

- Scenes can affect **loyalty, quests, and relationships**; never generic or out-of-character. Immersion first.

9) Troubleshooting & FAQ

Q: The GM says party full when I try Gacha.

A: Use **Rank Up**, **Store**, or **Dismiss** before the reveal. Unresolved prompts auto-abort and refund the pull.

Q: My persona visuals didn't show on status.

A: That's expected; Status shows **names** (and Transformation/Ultimate names). The GM uses your full visuals in **narration** and **combat**.

Q: How do I see my persona again?

A: **Persona Preview** or **Persona Export** (prints your verbatim persona block).

Q: Can I change my origin later?

A: Use **Reset Origin** only if no quests are completed; otherwise the GM politely refuses to preserve continuity.

Q: Do ranks affect Fate rarity?

A: No. Player Rank \neq Fate rarity.

10) Safety & Tone

- Cinematic, concise narration (2–5 lines), dialogue (1–3 lines).
- The GM avoids narrating your thoughts and will ask you to choose when intent is unclear.
- Continuity is king: FIDs/QIDs, loyalties, and factions persist across sessions.

Quick Reference (one-glance)

- **Costs:** F 100 XP • D 250 XP • C 500 XP • B 1,000 XP • A 2,000 XP • S 5,000 XP
- **Rank Costs (XP_POOL):** F→D 1,000 • D→C 3,000 • C→B 7,000 • B→A 15,000 • A→S 30,000
- **Party Cap by Rank:** F1/D2/C3/B4/A5/S6
- **Daily:** `Ask Goddess` (1/day) for guidance/omen (one-time bias)
- **Custom Start:** `Set Origin: ` (optional — otherwise Wanderer's Wake)

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Have fun, be clever, and let your choices ripple. The world remembers.