

My First Gacha RPG – Beginner's Guide

Alpha Build • Deepseek-compatible GM Logic • Persona-Integrated

This guide explains how to play, how summoning works, and how to write a persona that the GM can read reliably. It also lists available races and classes so your persona integrates cleanly.

Getting Started

- Use a persona. The GM reads your persona to set your Name, Race, Class, and key flavor. Wrap the persona with markers if supported: <> ... <>.
- Check your sheet with “My Status”.
- Open the circle with “Gacha” (XP cost by circle tier).
- Ask for help or lore hints with “Ask Divinity” (1/day).
- Optionally set a custom starting scenario with “Set Origin: ” (zero mechanics; flavor only).

Summoning Costs & Rarity

Each pull consumes XP from your XP_POOL. Costs by circle tier:

- F (Common) – 100 XP
- D (Uncommon) – 250 XP
- C (Rare) – 500 XP
- B (Epic) – 1,000 XP
- A (Exalted) – 2,000 XP
- S (Mythic) – 5,000 XP

Rarity Ladder (F → SSS): Common (F) • Uncommon (D) • Rare (C) • Epic (B) • Exalted (A) • Mythic (S) • Transcendent (SSS)

Core Commands

- **My Status** – Show rank, XP_POOL, stats, registry, quests, etc.
- **Gacha** – Spend XP to summon a Fate at the chosen tier.
- **Fate Scan [Name|FID]** – Detailed info and an exploitable secret.
- **Ask Divinity** – Guidance/omen; sets a short-lived bias flag (GM-side).
- **Rank Up to [Next]** – Spend XP to increase player Rank when eligible.
- **Set Origin: / Reset Origin** – Flavor-only starting scene flag (no mechanics).
- **Store/Unstore/Dismiss [FID]** – Manage the party registry.

Persona Tips (Readable Format)

Use clear labels on their own lines so the GM can parse optional fields:

- Name: Renjiro

- Race: Kitsune (Nine-Tailed Fox)
- Class: Ronin
- Transformation — “Eternal Verdance”
- Ultimate Technique — ■ Petal Requiem
- Flavor: Foxfire petals, wind pressure, and root-binding effects are active hooks.

You may include fuller appearance and backstory; the GM stores it verbatim for Persona Preview/Export.

Optional: Custom Origin (Flavor-Only)

Use “Set Origin: ” to set a single origin flag. The GM will print a short opening scene, create one opening quest with three fitting choices, and add a one-line origin tag to your status. No stats, XP, or loot are changed by this feature.

Races

- 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; elem. 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.

Classes

- 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.

Have fun. Keep it immersive. Let your Fates surprise you.

— Updated terms: “Divinity” (not Goddess) • Rarity ladder includes Transcendent (SSS).