

NEON D&D ISEKAI: RETRO REALM REBOOT

Core Rulebook v1.0

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INTRODUCTION

Welcome to **Neon D&D Isekai: Retro Realm Reboot**, a text-based RPG that transports players into a neon-soaked fantasy world that resembles classic D&D from the 1980s. The game blends the nostalgic mechanics of early Dungeons & Dragons with vibrant synthwave aesthetics and isekai anime tropes.

Players find themselves suddenly transported into this bizarre hybrid world where dungeon crawls are illuminated by neon lights, dragons breathe laser beams, and magic scrolls glow with digital text. The game maintains the simplicity of classic D&D rules while adding a modern isekai twist.

CORE MECHANICS

Primary Attributes

- Strength:** Physical power, melee combat, carrying capacity
 - Modifier = (STR-10)/2, rounded down
- Dexterity:** Agility, ranged combat, reflexes, initiative
 - Modifier = (DEX-10)/2, rounded down
- Wisdom:** Magical aptitude, perception, willpower
 - Modifier = (WIS-10)/2, rounded down

Derived Abilities

Each ability corresponds to a learning area in the curriculum:

Ability	Primary Attribute	Game Function
Create	Wisdom	Crafting, spell creation, environmental manipulation
Explain	Wisdom/Strength	Information gathering, lore checks, NPC interaction
Code	Wisdom/Dexterity	Spell modification, trap disarming, puzzle solving
Explore	Dexterity/Strength	Dungeon navigation, secret finding, resource gathering

Core Mechanics

- **Attribute Checks:** Roll d20 + Attribute modifier vs Difficulty Class
 - DC 10: Easy
 - DC 12: Moderate
 - DC 15: Hard
 - DC 18: Very Hard
 - **Combat:** Initiative order, attack rolls, damage rolls
 - **Level Advancement:** Gain experience points (XP) to reach level up
 - **Abilities:** Each class has special abilities they can use
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CHARACTER CREATION

Step 1: Roll Attributes

Roll 3d6 for each attribute:

- **Strength:** Physical power
- **Dexterity:** Agility
- **Wisdom:** Magical aptitude

Step 2: Choose Your Origin (How You Were Isekai'd)

Origin	Bonus	Special Ability
Found a Cursed D20	+2 to any one attribute	Re-roll one failed check per day
Fell Asleep During Game Night	+1 to all attributes	Start with knowledge of one dungeon layout
Character Sheet Came to Life	Set one attribute to 16	Can change class once per adventure
Swallowed by Arcade Machine	+3 to one attribute, -1 to another	"Extra Life" (survive one fatal hit)

Step 3: Choose Your Class

- **Warrior:** Base HP 10 + STR modifier, +2 to attack rolls
 - Starting Equipment: Neon battle axe, leather armor, adventurer's pack
 - Special Ability: Power Strike (deal double damage once per day)
- **Wizard:** Base HP 6 + WIS modifier, can cast 3 spells per day
 - Starting Equipment: Digital grimoire, staff, component pouch
 - Special Ability: Arcane Study (learn one new spell each level)
- **White Mage:** Base HP 8 + WIS modifier, can heal 2d6 HP twice per day
 - Starting Equipment: Holographic staff, blessed symbol, healer's kit
 - Special Ability: Divine Protection (grant +2 AC to ally once per day)
- **Wanderer:** Base HP 8 + DEX modifier, +4 to Explore checks
 - Starting Equipment: Light-trail daggers, scout's pack, lockpicks
 - Special Ability: Vanish (become invisible for 1d4 rounds once per day)

Step 4: Starting Equipment

All characters begin with:

- Neon-outlined clothing appropriate to their class
- One class-specific weapon or item
- A pouch containing 3d6 gold pixels
- A mysterious device that sometimes provides hints (when you'd be truly stuck)

GAMEPLAY SYSTEMS

Adventure System

- Text-based choices with attribute checks
- Node-based narrative with branching paths
- Exploration with hidden secrets and treasures

Combat System

Combat follows classic D&D structure:

1. Roll for initiative (d20 + DEX modifier)
2. On your turn, choose action:
 - **Attack:** Roll d20 + attribute modifier vs target's defense
 - **Cast Spell:** Use a spell from your repertoire
 - **Use Item:** Consume or activate an item
 - **Run:** Attempt to flee (DEX check)
3. Damage is dealt based on weapon/spell (typically d6 or d8)
4. Enemy takes their turn
5. Repeat until combat ends

Hit Points and Damage

- Characters have Hit Points (HP) based on class and level
- Weapons deal damage based on type:
 - Small weapons: 1d4
 - Medium weapons: 1d6
 - Large weapons: 1d8
 - Two-handed weapons: 1d10
- Critical hits (natural 20) deal double damage
- When HP reaches 0, character is unconscious
- Death occurs at negative HP equal to Constitution score

Armor Class

- Base AC: 10
- Light Armor: +2 AC
- Medium Armor: +4 AC
- Heavy Armor: +6 AC
- Shield: +2 AC
- DEX modifier applies to AC (max +2 for medium armor, not applicable for heavy armor)

Spells & Abilities

Warrior Abilities

- **Power Strike:** Deal double damage with one attack
- **Shield Wall:** +4 AC for one round
- **Intimidate:** Force enemy to make WIS save or flee
- **Cleave:** After defeating an enemy, make a free attack against another

Wizard Spells

- **Magic Missile:** 1d4+1 damage, automatically hits
- **Arcane Shield:** +4 AC for 1d4 rounds
- **Element Blast:** 2d6 damage of chosen element (fire, ice, lightning)
- **Glitch:** Target makes WIS save or loses next action

White Mage Spells

- **Heal:** Restore 2d6 HP to one target
- **Protection:** +2 AC to target for 1d6 rounds
- **Dispel:** Remove one magical effect
- **Radiance:** 1d8 damage to all undead in area

Wanderer Abilities

- **Sneak Attack:** +1d6 damage when attacking with advantage
- **Disarm Trap:** Automatically find and disable one trap
- **Find Secret:** Automatically discover one hidden door or item
- **Shadow Step:** Teleport up to 30 feet to an area of shadows

Character Advancement

- Gain XP through completing quests, winning battles, solving puzzles
- Level up when XP threshold is reached
- Each level provides:
 - Increased HP (roll class die + CON modifier)
 - New abilities or spells
 - Improved success chance
- Every 3rd level, increase one attribute by +1

Level Progression Table

Level	XP Required	Abilities Gained
1	0	Starting abilities
2	300	+1 ability/spell
3	900	+1 ability/spell, +1 to one attribute
4	2700	+1 ability/spell
5	6500	+1 ability/spell, +1 to one attribute
6	14000	+1 ability/spell

MAGIC SYSTEM

Spellcasting Basics

- **Spell Slots:** Characters have a number of spell slots based on level
- **Preparing Spells:** Wizards can change prepared spells after a long rest
- **Casting:** Roll d20 + WIS modifier vs spell DC
- **Components:** Some spells require specific components or gestures

Spell Types

- **Attack Spells:** Deal damage to targets
- **Buff Spells:** Enhance abilities or provide protection
- **Control Spells:** Manipulate the environment or enemies
- **Utility Spells:** Solve problems or provide information

Spell List Example

1. **Neon Ray:** 1d8 radiant damage, 60 ft range
2. **Digital Shield:** +2 AC for 1 hour
3. **Glitch Portal:** Teleport up to 60 feet
4. **Trace Program:** Detect hidden objects or creatures
5. **Memory Backup:** Restore 1d6 hit points
6. **System Crash:** Target stunned for 1 round
7. **Firewall:** Create barrier of flames dealing 1d6 damage
8. **Data Mine:** Extract information from object or location

EXPLORATION SYSTEM

Exploration Basics

- **Explore Checks:** Roll d20 + Dexterity modifier (+ Wisdom modifier for magical detection)
- **Difficulty Classes (DC):**
 - Level 1 Dungeon: DC 10
 - Level 2 Dungeon: DC 12
 - Level 3 Dungeon: DC 15

Resource Management

- **Light Source:** Neon torches last 3 turns before requiring recharge
- **Hit Points:** No restoration between dungeon rooms unless using abilities/items
- **Ability Usage:** Most special abilities can be used once per dungeon level

Dungeon System

Room Generation

1. Roll d6 to determine room type:
 - 1-2: Combat encounter
 - 3-4: Puzzle/trap room
 - 5: Treasure room
 - 6: Special room (unique to dungeon level)
2. Roll d4 for exits:
 - 1: One exit (besides the entrance)
 - 2: Two exits
 - 3: Three exits
 - 4: Secret exit (requires Explore check DC 10+level)

Encounter Tables

Level 1 Encounters (d6)

1. 2d4 Pixel Skeletons
2. 1d4 Glitch Slimes
3. 2d6 Corrupted Bats
4. Skeleton Champion (mini-boss)
5. Mixed group: 1d4 Skeletons + 1d4 Bats
6. Treasure Guardian (animated chest)

Common Treasures (d6)

1. Health Potion (restore 2d6 HP)
 2. Mana Circuit (restore one spell slot)
 3. Glitch Fragment (crafting material)
 4. Gold Pixels (d20 × dungeon level)
 5. Attribute Boost Chip (+1 to one attribute check, single use)
 6. Neon Torch (extra light source)
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CRAFTING SYSTEM

Creation Basics

- **Create Checks:** Roll d20 + Wisdom modifier (+ Strength modifier for physical crafting)
- **Difficulty Classes (DC):**
 - Minor Magic Items: DC 12
 - Major Magic Items: DC 15
 - Legendary Items: DC 18

Crafting Materials & Components

Basic Components Categories

1. **Elemental Essences:** Fire Essence, Frost Shard, Lightning Core
2. **Metals & Base Materials:** Iron Chunk, Mithril Alloy, Neon Glass
3. **Catalysts:** Mana Crystal, Ethereal Gem, Quantum Fragment
4. **Binding Agents:** Monster Core, Glowing Herb, Pixelated Resin
5. **Runes & Enhancers:** Damage Rune, Shield Rune, Healing Rune

Crafting Process

1. **Component Selection:** Choose up to three components to combine
2. **Essence Expenditure:** Spend Essence Points based on item complexity
 - Minor Items: 3 Essence
 - Major Items: 5 Essence
 - Legendary Items: 8 Essence
3. **Create Check:** Roll d20 + Wisdom modifier + relevant bonuses
4. **Quality Determination:** Based on roll result
 - DC + 0-2: Standard quality
 - DC + 3-5: Good quality
 - DC + 6+: Exceptional quality

Recipe Examples

- **Flaming Sword:** Iron Chunk + Fire Essence + Damage Rune
 - Effect: 1d8 damage + 1d4 fire damage
 - DC: 12
 - **Frost Staff:** Mithril Alloy + Frost Shard + Mana Crystal
 - Effect: 1d6 damage + slow effect on hit
 - DC: 15
 - **Healing Charm:** Glowing Herb + Ethereal Gem + Healing Rune
 - Effect: Heal 2d4 HP three times per day
 - DC: 12
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CODE SYSTEM

In the Arcane Matrix, players use a simplified programming language to create magical effects. This system will be developed in future expansions.

Basic Code Concepts:

- **Variables:** Store and retrieve values
- **Conditions:** If-then statements to control flow
- **Loops:** Repeat actions multiple times
- **Functions:** Create reusable spell components

Code Example (Simplified Spell Creation):

```
spell FireBurst {  
    target = select_nearest_enemy();  
    damage = roll(2d6) + wisdom_modifier;  
    if (target.has_weakness("fire")) {  
        damage = damage * 2;  
    }  
    apply_damage(target, damage, "fire");  
    create_effect("flames", target.location, duration=2);  
}
```

GAME WORLD & AREAS

The world of **Neon D&D Isekai** is divided into four main regions, each corresponding to one of the derived abilities and curriculum areas:

1. The Forge of Creation (CREATE)

- **Theme:** Fantasy workshops with neon tools and magical crafting stations
- **Challenges:** Resource gathering, item crafting, spell creation
- **NPCs:** The Artificer, Enchanted Mannequins, Pixel Smiths
- **Rewards:** Unique equipment, spell components, crafting recipes

2. The Lore Halls (EXPLAIN)

- **Theme:** Vast libraries with glowing texts and holographic archivists
- **Challenges:** Riddles, translations, storytelling contests
- **NPCs:** The Chronicler, Memory Sprites, Digital Scribes
- **Rewards:** Knowledge fragments, dialogue options, hidden quest lines

3. The Arcane Matrix (CODE)

- **Theme:** Magical circuit patterns etched into ancient ruins
- **Challenges:** Spell patterns, logic puzzles, magical debugging
- **NPCs:** The Algorithm Mage, Syntax Spirits, Logic Constructs
- **Rewards:** New spells, puzzle solutions, system manipulations

4. The Neon Wilderness (EXPLORE)

- **Theme:** Sprawling dungeons and landscapes with glowing flora/fauna
 - **Challenges:** Navigation puzzles, resource hunting, mapping
 - **NPCs:** Glitch Rangers, Data Cartographers, Digital Beastmasters
 - **Rewards:** Maps, secret paths, hidden treasures
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MONSTERS & NPCS

Common Monsters

1. **Pixel Skeleton:** AC 12, HP 6, Attack +2 (1d6 damage)
 - Special: Fragmentation (splits into two weaker skeletons when reduced to half HP)
2. **Glitch Slime:** AC 10, HP 12, Attack +1 (1d4 acid damage)
 - Special: Corrupting Touch (target must save or lose 1 point of a random attribute)
3. **Error Wolves:** AC 13, HP 9, Attack +3 (1d6 damage)
 - Special: Pack Tactics (advantage on attacks when ally is nearby)
4. **Firewall Guardian:** AC 15, HP 18, Attack +4 (1d8 fire damage)
 - Special: Flame Aura (1d4 damage to adjacent creatures)
5. **Syntax Spider:** AC 14, HP 8, Attack +3 (1d4 damage + poison)
 - Special: Web (target restrained until they pass a STR check)

Boss Monsters

1. **The Minotaur.exe:** AC 16, HP 45, Attack +6 (1d12+3 damage)
 - Special: System Crash (AOE stun attack), Firewall (creates damaging barrier)
2. **Algorithm Dragon:** AC 18, HP 65, Attack +7 (2d10 energy damage)
 - Special: Parse Error (confusion effect), Recursive Loop (multiple attacks)
3. **The System Administrator:** AC 20, HP 80, Attack +8 (2d8+5 damage)
 - Special: Access Denied (nullifies one player ability), Root Access (summons minions)

Key NPCs

1. **The Chronicler:** Ancient librarian who maintains the records of the digital realm
 2. **Neon Hephaestus:** Master craftsman who teaches advanced forging techniques
 3. **The Algorithm Mage:** Mysterious spellcaster who understands the code of reality
 4. **The Cartographer:** Explorer who sells maps and location information
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Running the Game

- Focus on creating a vibrant, visually distinct world
- Emphasize the contrast between D&D tropes and digital elements
- Allow creativity in combining magical and technological solutions
- Use the four areas (CREATE, EXPLAIN, CODE, EXPLORE) to structure adventures

Adventure Hooks

1. **System Corruption:** A virus is spreading through the digital realm
2. **Lost Character:** A player character from another game is lost in this world
3. **The Great Reboot:** Rumors of a reset that could send everyone home
4. **Artifact Hunt:** Quest for fragments of the original D20 that caused the isekai event

Rewards

- XP for overcoming challenges and completing quests
- Gold pixels for purchasing equipment and resources
- Unique components for crafting
- Knowledge fragments that reveal the truth about the world

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