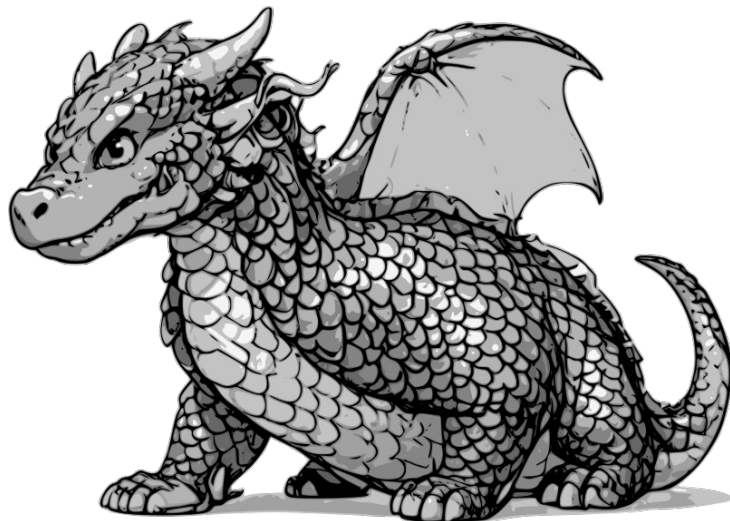


How to Create Your Own RPG System

Written by: Thiago Gomes
1st Edition - Rio de Janeiro - 2024



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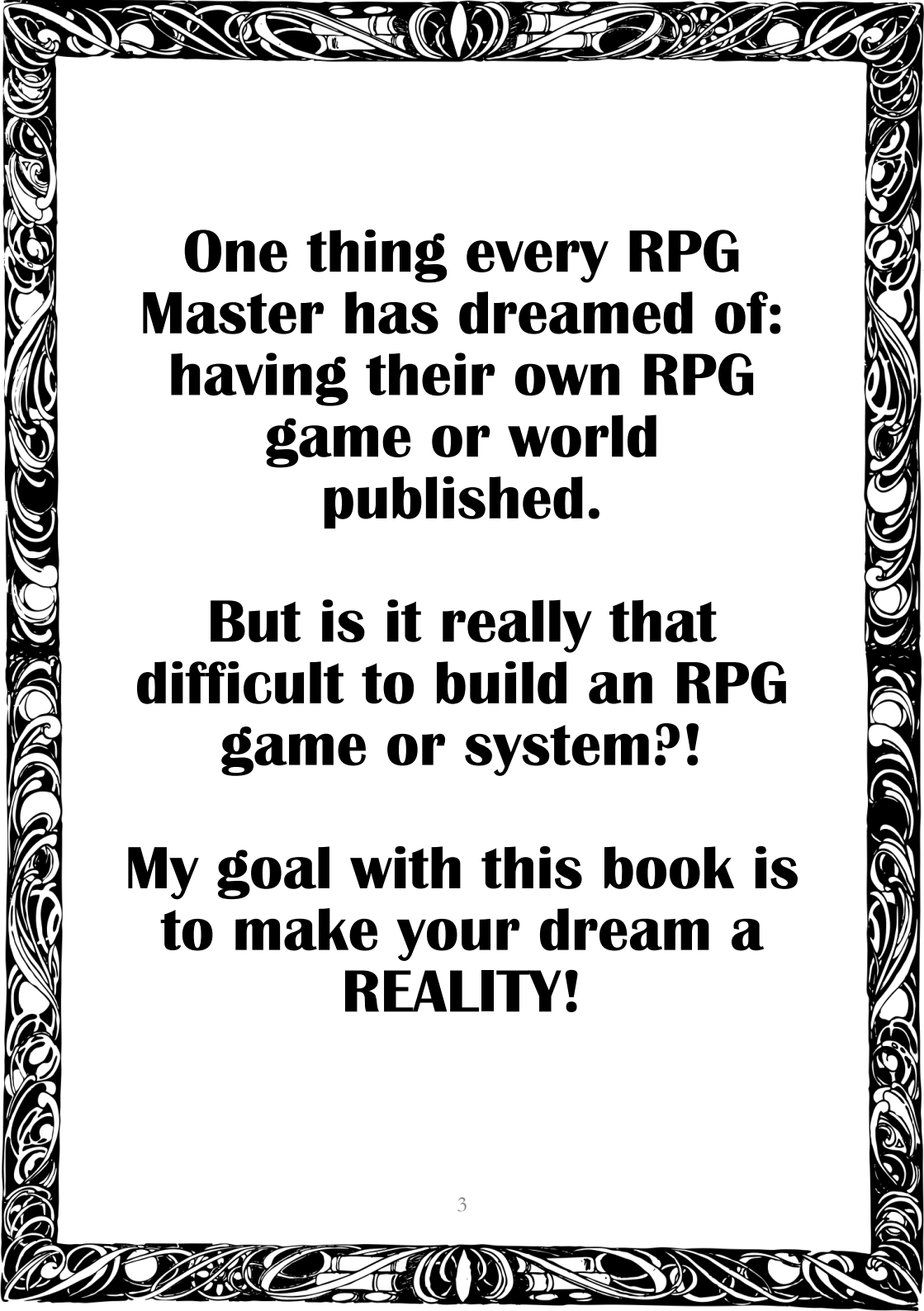
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Acknowledgments

I want to thank God, thank my friends and fellow players, and also thank you, who acquired this book.

Important

The instructions you will see in this small book are important for the construction of your system. However, understand that creating the system relies more on YOUR CREATIVE EFFORT than on the instructions we will present here, although the instructions we provide in this small book are extremely valuable.



**One thing every RPG
Master has dreamed of:
having their own RPG
game or world
published.**

**But is it really that
difficult to build an RPG
game or system?!**

**My goal with this book is
to make your dream a
REALITY!**



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Introduction

Hello, thank you very much for acquiring a copy of **How to Create Your Own RPG System**. My name is Thiago Gomes, and I have developed several game systems throughout my life. However, I found it useful to develop a material that can give you guidelines on how you can create your own RPG system from scratch.

This book you have in your hands is a document that will give you precise instructions on how to build your own RPG system. I will try to put all my experience with system creation into this book, and my goal is that, as you read the following pages, you will be able to create your own system with the instructions we provide here. Creating an RPG system is not an insurmountable task, but that doesn't mean there won't be work on your part. In fact, you will have some work, but don't get discouraged! In the end, the reward comes!

First of all, I want to make it clear that, although the goal of this book is very important, and perhaps because of that, you might expect a well-packed book, I must say it is not very extensive. This is because I decided to be as precise as possible in its content, so you can better assimilate what is written here and perhaps use it for future reference.

The method I will describe here is what I actually use in my creations, and I hope it will serve as a guide for you to use in yours. I sincerely hope that you can create your own system after reading what is in this book. Let's get to work!



