

A world that remembers

The room you repair can become a home. A promise can outlast the journey that began it. People, places, and unfinished work remain part of the world when the scene moves on.

Actions take time; questions about the game do not. Pause, return, and continue from what has actually happened.

Nothing needs to be wrong for something meaningful to happen.



Begin with possibility

Choose a Form and a direction, or arrive with questions still open. Your body has its own senses, needs, and ways of meeting the world.

Find a foothold, a local connection, and somewhere to begin. Repair an instrument. Follow an unfamiliar path. Stay for another chapter. The next direction is yours to choose.

*Build the door. Enter the world.
Let somewhere recognize you.*



FINIS SOLUTUS

An open-ended roleplaying system

Finite rules.
Persistent consequences.
Open possibility.



Make a life your own

Learn a craft, take a job, tend a garden, or set out beyond the harbor. Classes and Callings offer directions; your actions develop the abilities that make them real.

Meaningful work, practice, and study earn experience. Discovery can add something new. Rest, shelter, meals, and relationships give the days between adventures a life of their own.

Work. Wander. Study. Build.



Play the geometry

Rimae is magic: possibility you can study and shape. Learn a technique, change its design, or discover a new process through patient experiment.

Spark opens direct interaction. Readers work through prepared systems. Practice, tools, understanding, and the world around you shape what an attempt can achieve.

*Liquid moves. Balance relates.
Freeze holds. Burn spends.*



Fold space, keep mass

Fold an inanimate object into less space; its mass stays the same. A folded anvil is still heavy.

Personal Folding adds Fatigue. Unfolding uses Rimae Points to restore the object toward natural size. Living beings and ordinary provisions remain outside ordinary Folding.

