

Systems Overview

This page introduces the core systems used across OceaniaRO. It is intended as a starting point before each system gets its own dedicated guide.

Why This Page Exists

Private servers often include custom progression, quality-of-life tools, and convenience systems that differ from a default setup. This overview gives players one place to understand the big picture.

What To Expect From This Book

- Pages for progression systems
- Pages for convenience features
- Pages for reward loops and custom mechanics
- Clear notes on anything that works differently from standard expectations

Typical Areas To Document

- Starter progression systems
- Custom currencies or token systems
- Warping, healing, storage, or utility services
- Reward systems and daily activities
- Refining, upgrades, or item progression differences
- Any custom content that changes how players should approach the game

How Players Should Use This Section

- Read this book when something feels unfamiliar.

- Check here before spending resources on a system you do not fully understand.
- Use linked pages for more detailed explanations as the wiki grows.

Next Step

As more systems are confirmed for OceaniaRO, this book should branch into focused guides for each major feature.

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