RPGStuck Primer: Cerulean

"Took ya bloody long enough."

This is a snapshot of RPGStuck's third edition from January 14th, 2024. Assuming these websites still exist in the future, you can find updated versions of our rules at https://www.reddit.com/r/rpgstuck and https://discord.gg/rpgstuck. Thank you for playing our game!
Changelog here!

==> Core Rules

"You still aren't totally sure what that means, but you are starting to get the hang of the vernacular at least."

Weaving the Story

A roleplaying game is a dialogue between the SM and the players, with dice rolls to adjudicate points of uncertainty, to tell a story. Let's look at what this dialogue looks like.

The SM describes the scene in which the player is in, presenting them with the options available to them, or an opening for responses. Then the player describes what they want to do and how, and the SM determines how that action(s) is resolved. Sometimes, the task is easy; it just happens, and the SM narrates the results. Other times, there's uncertainty about whether a given task succeeds; this is where dice are rolled, and the SM describes what happens based on their results.

The narration continues until the player reaches another decision point. In this way, the dialogue proceeds, telling the story of the session by weaving together strings of three elements: narration (SM), response (player), and resolutions (dice).

Responsibilities

Obviously, it is the session master's responsibility to keep their session running, just as it is the player's responsibility to play their character.

The SM sets the fiction, creates problems for the player characters to overcome, and makes judgment calls on how the rules apply to a situation.

The player creates and faithfully roleplays their character, overcomes the challenges in their way, and pushes their characters in interesting directions.

However, <u>everyone</u> in a session is responsible for ensuring everyone else is having fun. Make the other people in your group feel welcome, celebrate each others' successes, and collaborate to write a memorable story.

Every character has six stats that act as the core of their strengths and weaknesses. Each stat comes with a stat modifier, acting as a measure of your character's capabilities wherever that stat can be applied.

Every character also has a Proficiency bonus, representing the gradual growth of many of the character's abilities over time, and skills. Each skill comes with skill points, representing their capabilities with tasks where that specific field of expertise can be brought to bear.

And lastly, every character has a name, backstory, and personality, to explain how to address them, how they came to be, and how they behave.

Of course, when one looks at the sheet, they will find there is far more to a character than just the above, but all of it relies on these core things.

Dice Rolls

RPGStuck uses different sorts of dice (or dicebots), the d20 chief among them. The d20 is a twenty-sided funny-looking polyhedron made usually of plastic or metal, with the occasional die made of wood, ivory, or other exotic materials. Often, you will end up using a dicebot, which automatically rolls a number for you, using the power of technology to always give you, and only you, the worst rolls at the worst possible times.

The d20 is used in attack rolls and skill checks, the two main types of rolls by which uncertainty is resolved in this system. Whenever an uncertain action is taken, a roll is made and compared against some threshold: if the roll matches or beats this threshold, the roll is considered a success. The SM then determines what happens, based on the result.

Attack Roll
The attack roll is made when its namesake is attempted: a hammer swung at an Imp, firing a gun at an Ogre, psionic eye lasers at the Black King. An attack roll rolls a d20, then adds Proficiency, stat modifier, and any relevant bonuses/maluses. The result is compared against the target's relevant defense, which represents their ability to shrug off or avoid harm. The defenses are armor class, fortitude, reflex, and will, and are specific to the target.

Skill Check
The skill check is made when some challenging task is attempted: climbing a mountain, fixing a bike, finding Waldo. A skill check rolls a d20, then adds skill points, stat modifier, and relevant bonuses/maluses. The result is often compared to a difficulty class, or DC, a measure of the difficulty of the task.

Diceplay

There can be a variety of circumstances and forces at work that help or hinder your rolls. These are represented by various bonuses and maluses, or anything that modifies the roll that isn't Proficiency, skill points, or stat modifier. They either come as flat numbers (such as firing into cover, or aiming for their leg) or as additional dice (such as Aim, Block, Stakes, and Flaws dice).

There is also advantage and disadvantage, which represent fairly hefty circumstances and forces that work in your favor or against you. When rolling at advantage, you roll a second d20 and take the higher d20 roll. Similarly, when rolling at disadvantage, you roll a second d20 but take the lower d20 roll. The two cancel each other out; if you have both, you roll as if you had neither.

However, they can stack in certain situations: if you would have advantage from two or more sources and you have nothing that imposes disadvantage, you additionally take +4 to the roll or check. Similarly, if you must have disadvantage from two or more sources and you have nothing that gives advantage, you additionally take -4 to the roll. In either case, if you have both, they all cancel out and you roll as if you had neither, no matter how many instances of each you have.

Rounding

If you're ever dealing with dice and you end up with decimals, say you had to halve a roll, you typically round down, unless the reason that makes you have to round in the first place tells you to round up, then you round up.

Encounters

Encounters come in two main types: just as there are attack rolls and skill checks, there are strifes and gambits. These represent more complex forms of resolving the outcome of some uncertain events, with each encounter broken down into rounds. In each round, each participant has a turn on which they take actions and roll dice; all turns happen in the same round, but each turn is played out in sequence to turn the chaos of an encounter into something manageable.

Strife

A strife begins when there is a fight to be had: a duel with a Basilisk, fighting through a horde of Imps, tag teaming the Black Queen with a friend.

In a strife, two or more sides exchange attack rolls against the other's defenses until one side concedes, flees, or falls.

Each turn, the player character has one major action, one minor action, and move actions up to 30 feet of movement total. They additionally have one reaction they can take at any point during a round. And of course, there are free actions for, among other things, talking.

A strife uses <u>initiative rolls</u> to determine who goes first in a round, <u>damage rolls</u> to determine how much harm a successful attack roll inflicts, and <u>hit points</u> to represent how much harm a given character can handle.

Gambit

A gambit begins when there is a hefty, challenging task to be accomplished: sneaking through a bank, debating someone on public television, solving an ancient puzzle in a lost temple.

In a gambit, the player makes <u>skill checks</u> against a DC, or both sides make competing <u>skill checks</u> against each other, to determine if the task is successfully accomplished, or not.

Progression of Events

Every game of Sburb can be wildly different. After all, the games played in canon were special cases where exceptions and time shenanigans made it significantly different from how a normal game proceeds, and sessions in the community are no different.

However, there's common milestones that almost all sessions tend to hit:

- **Entry Process:** The first few acts of Homestuck, where the kids must actually get into the game world.
- **The Quest and the Seven Gates:** Every player has a Quest to see through, when they enter the game and arrive on their Land. Every Land has seven Gates, by which distant places may be visited, whether it be far-flung locales of their Land, or their fellow co-players' Lands.
- **Dreamselves and Dream Moons:** The dreamself that is active when their waking self is asleep, and every character has one (or two, if your name is Solluxander). These dreamselves slumber in towers on the dream moons of Prospit and Derse, separate worlds with their own cast of characters and conflicts.
- **The Denizen and the Choice:** The Denizen is the master of a Land, and each Denizen offers a Choice to the player, relating to their quest and their character.
- **Skaia:** The trolls fought the Black King as a final boss on Skaia. Jade had to bring it with her to another session to finish the creation process. In the end, Skaia is a driving force in the endgame of a session of Sburb, to use it as part of the Ultimate Alchemy to birth a new universe of the players' creation.

Beyond this simple framework, however, the game is yours, and in this respect, RPGStuck is no different than other tabletops: <u>What story will your group tell?</u>

==> Character Creation

"Before you can begin rolling funny sided dice, first you have to make a sheet."

Build-A-Char Checklist

The process for creating a character takes some time, let's settle in with a checklist first.

- **Identity:** Who is the character? What are they like? What's their backstory?
- **Race:** Is your character a human or a troll? If a troll, what blood caste?
- **Stats:** What is your character capable of?
- **Psionics:** Can your character use psionic powers or not?
- **Pillar:** What sort of archetype does your character fit?
- **Strife Specibi. Armor:** What sort of weapons and armor does your character use?
- **Skills, Proficiencies:** What does your character do well?
- **Decor, Demeanor, Spec:** What's notable about your character?
- **Miscellaneous:** All the little details!

As a rule of thumb, all the cells you should directly edit on the sheet are colored white. Anything else you should leave alone so the sheet's code can work its magic.

Overview

Let's look at what the character sheet looks like first, it has a lot of moving parts.

- **Character:** This is the main sheet, and it holds all the stats, numbers, and items you'll need to play.
- **Biography:** What's your character like? Their Identity goes in here.
- **Mechanics:** Numbers and guts! When you're setting up your character (so the majority of the generation checklist), and whenever they level up, you'll be fiddling with these bits in here!
- **Strife Deck:** Your character's strife specibi and psionic foci go in here.
- **Wearables:** Your character's wardrobes go in here.
- **Atheneum:** The rest of your character's alchemy can be logged in here.
- **Household:** Your character's house, followers, and boondollar ledger can be managed from here.
- **Customization:** If you need to reconfigure your specibi, powers, or Steps, reskin them, add your custom ones, or just rearrange them in a way that the rest of the sheet won't allow, you can do it here.

Identity

Your character needs an identity! Starting with a core concept for your character is a great place to start to figure out how to begin creating them. Some characters are more rugged and outdoorsy, others are acrobats, others scholars and scientists. Figure out what type of character

you want and then you can go from there. Here are some questions you can answer to get you started! What race are they? Are they a human or a troll? What is your character's gender? How old are they? What do they look like? What is their chat handle? What defining personality traits do they have? The race, and blood color if applicable, you choose for your character will affect how well your character can do different things, so you can also hold off on deciding for sure until you read the racial benefits below!

Race
We'll begin with the basics. Do you want to play a human? Or a troll? RPGStuck has unique traits for humans and all twelve castes in the troll hemospectrum. Depending on the race you choose, your character will receive related bonuses and penalties to their **stats** (we'll go over what those do later), a capacity for **slots** (used for powering psionic abilities-we'll get to those next), and at least one **racial feature**, an ability or option that can only be selected during character creation. In general, lower blood caste races receive bonuses to psionics and increased vulnerability to psionics in turn, higher blood races receive severe penalties to psionics but higher defenses against the same, and midbloods receive a compromise of these two.

Reference the table below, which contains all of the racial traits, and the descriptions of racial features that follow. When you know what you want to play, stat adjustments and psionic slots can be marked down on the **Mechanics** tab in the character sheet (for ability scores, use the column marked Racial), while the tab has space below the stats to mark your choice of race.

Color	Features
Burgundy	**Has +1 INT, +1 to a stat of choice and Psionic Gift or Lowblood**
Bronze	**Has +1 WIS, +1 to a stat of choice and Sanguine or Lowblood**
Gold	**Has +2 INT and Presence of Mind or Lowblood**
Lime	**Has +1 CHA, +1 to a stat of choice, and Social Expert or Lowblood**
Olive	**Has +2 DEX and Apex Predator or Midblood**
Jade	**Has +2 CHA and Life and Death or Midblood**
Teal	**Has +2 to a stat of choice and On Patrol or Midblood**
Cerulean	**Has +1 CHA, +1 to a stat of choice and Vivacity or Midblood**
Indigo	**Has +2 STR and Ruffiannihilate or Highblood**
Purple	**Has +1 CON, +1 to a stat of choice and High Fever or Highblood**

Violet	**Has +1 DEX, +1 to a stat of choice, Amphibious, and Harbinger or Highblood**
Fuchsia	**Has +1 to any two different stats of choice, Amphibious, and Iron Will or Highblood**
Human	**Has +1 to a stat of choice, +1 to another stat of choice, Childhood**

Amphibious: Your swim speed is equal to your normal speed, and you can breathe in air and water.

Alternately, if this isn't your first rodeo, you might consider taking a variant that's associated with an archetype over a specific blood caste.

Variant	Features
Spirited Scrapper	**Has +1 STR, +1 to a stat of choice and High Fever: Berserk, Ruffiannihilate, or Vivacity: Killing Flair**
Street Smarts	**Has +2 WIS and Vivacity: All-Seeing Eye, Social Expert, or Childhood: Had to be Sharp**
Stalwart Scales	**Has +2 CON and Autoparry, Iron Will, or Highblood: Refresher**

There's a lot more racials this time around.

Racial	Description
Psionic Gift: Left Hand Rule	You know Telekinesis' Affinity, Lift. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Intelligence/Occult as your psionic casting stat/skill for this.
Psionic Gift: Psi Pulse	Once per short rest, as a free action, make a psionic attack against Fortitude resistance, targeting all creatures within 30 feet. For each target, if you break resistance, they release any grapples, and for 3 rounds they are Impaired and cannot benefit from bonus dice. You then refill one lesser slot.
Sanguine: Brave	Once per strife, as a free action, you may move up to your base speed, then Aim, Assail, and Avert.
Sanguine: Empathetic	You know Empathic Mind Control's Affinity, Empathy. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Wisdom/Sanity as your psionic casting stat/skill for this.
Presence of Mind: Overdrive	Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.

Presence of Mind: Lateral Thinking	Given a problem, you see solutions where others don't. P times per short rest, once per check, you add +3 and a Stakes die to a non-strife skill check.
Social Expert	You have a fair understanding of the common rituals and norms followed by any sentient being with emotions. You have one Stakes die to any non-strife skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim any skill bonuses for the knowledge itself.
Lowblood: Latent Talents	Choose two of the following psionic powers. You know the Affinity of those powers. For each affinity, P times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of it. Also pick either Intelligence/Occult or Wisdom/Sanity: When casting in this way, you use this stat as your psionic casting stat. >Antipsionics, Beast Control, Electrokinesis, Eyebeams, Pyrokinesis, Radionics, Telekinesis, Whispers.
Apex Predator	Attacks against Exposed, Prone, or Stuck enemies have +4 to crit. Attacks against Crippled or Dazed enemies have +2 to crit instead (does not stack with the +4).
Life and Death: Rainbow Drinker	You have +1 to any hit die rolls when healing, and as a reaction to being attacked, you may grant yourself +2 to Fortitude/Will. If you can already grant yourself a bonus or impose a malus (like Block dice) through a reaction, you get +2 to Fort/Will as part of that action instead. If you die, you revive as a rainbow drinker (alongside god tiering if applicable). You can see in darkness as if it were light, you can shed light freely, your +1 bonus to hit die healing becomes +2, you can always move 10 feet as a minor action (or increase another minor action movement by 10 feet), and you have a newfound supernatural nature and the visage to go with it; you have one Stakes die to any non-strife skill checks made wherever you can bring either of these to bear.
Life and Death: Cut to Size	Once per short rest, when you land a damaging attack, you force it to deal additional true damage equal to a tenth of the target's maximum hit points. The target is then Weakened for 1 minute.
On Patrol	You learn the following maneuvers, and can use one per round as a free action. >Hammershot: When you land a damaging attack, the target is also Dazed for 1 round. >Fieldcraft: When you make a skill check against a target's

	resistance, you add +3 to the check. >Fortify: Whenever you are in cover, increase any defensive bonuses from it by +2 until you move again.
Vivacity: Killing Flair	Once per strife, before making a damaging attack, you heal a number of hit points equal to your Level. You then add your Level to the damage roll. If this attack kills its target (at least one target, if targeting multiple), you heal for your Level again.
Vivacity: All-Seeing Eye	You know Eyebeams' Affinity, Sight. Additionally, Lvl times per rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity.
Midblood: Academic Privilege	You gain an additional 6 skill points at character creation.
Ruffiannihilate	Gain +1 die size to your damage and Aim dice.
High Fever: Chucklevoodoo	You know Dominating Mind Control's Affinity, Obligate. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Charisma/Performance as your psionic casting stat/skill for this.
High Fever: Berserk	Once per short rest, you enter a berserker rage as a free action, lasting 1 minute (10 rounds). You gain Aegis (Lvl/2), +2 to crit range, 10 ft. to your base speed and can Assail as a free action once per round for the duration.
Harbinger	Once per strife, when making a damaging attack, you also inflict Exposed, Impaired, or Weakened, of your choice, for 2 rounds. Your attack then benefits from the condition inflicted.
Iron Will	Twice per short rest, when an attack would break your resistance, you treat it as if it failed to break resistance. Additionally, you gain +1 to your AC and resistances.
Highblood: Refresher	Once per short rest, as a free action roll a hit die but do not spend it. You gain twice that amount in hit points and temporary hit points, then regain one lesser slot and remove all negative conditions of duration 2 minutes or less on yourself.
Childhood: Had to be Sharp	You cannot be surprised in a strife, and you have advantage to roll for initiative.
Childhood: Well-Educated	You gain an additional 6 skill points at character creation.
Childhood: Supernatural	Choose one of the following psionic powers. You know the Affinity associated with that power. Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity. >Cryokinesis, Electrokinesis, Pyrokinesis, Radionics
Childhood: Autoparry	Twice per short rest, when an attack targeting your AC would hit, you

	treat it as if it missed. Additionally, +1 die size to Block dice.

Stats

By now, your character is starting to take shape, and it's high time we talk about **Stats.** Every character has six of them— some they are good at, one or two they are great at, and one or two they are rather miserable at using. When creating a new character, you have access to six numbers known as a **Standard Array:**

$$15, 14, 13, 12, 10, 8$$

You may assign these scores to your character however you like. On the **Mechanics** tab of your sheet, enter the above numbers under the column marked Initial once you know where you would like to allocate them. Note that these are combined with the modifiers granted by your racial features, and the sheet will fill out the final score (or modifier, derived from your score) throughout the sheet automatically.

But what do the stats *mean?* Let's give a quick rundown, shall we?

Strength (STR): Strength is a measure of your raw physical power-how hard you punch, how much you lift, and so on. If your character fights in melee a lot, likes grappling things, or must be the strongest kid alive, you may want to invest in this.

Constitution (CON): Constitution does one thing, and one thing well-it dictates how difficult it is to kill your character. If you want to be hardy with tons of HP and absorb hits (and also if you like heavy armor), invest here. ...really, you should always try to invest a little in not dying, it's a good practice.

Dexterity (DEX): Dexterity measures your agility and reflexes: moving quietly, accurately firing a gun, doing acrobatic flips off of handles, and so on. If your character uses ranged or finesse weapons, likes sneaking, or needs fast hands, consider investing in this.

Intelligence (INT): Intelligence represents your character's ability to learn. High INT characters are full of facts and information, can be quite studious, and rely on brains over brawn. It is also the default PCM for psionic powers, so if you fancy your character a psion, don't forget this score!

Wisdom (WIS): Wisdom is the knowledge and experience your character has acquired. Street smarts, to INT's book smarts. WIS gets a hefty amount of skills assigned to it, including the ability to spot things quickly, read people, use survival skills, or give medical aid. Also, psions sometimes use this score as their PCM.

Charisma (CHA): Contrary to popular belief, Charisma ain't about looking pretty. It's about your ability to be aware of and act in social situations. It's knowing when to speak, what to say, how to perform, and establishing and projecting your presence as you choose. Most social skills are CHA skills, naturally. And like WIS, some psions use CHA as their PCM.

Proficiency (Prof, P): This isn't one of the six stats, but it's as important as one. Proficiency is a catch-all that represents your abilities, beyond your stats. It starts at +2, and goes up by +1 every five levels. Anything that refers to your Proficiency bonus or just P is referring to this. You'll be seeing this a lot, from how powerful an ability is to how often you can use one.

Psionics

Next, we'll discuss psionics. Does your character have cool mind powers? Do they focus on mastery of their chosen specibus? Or do they maybe dabble in a little of both?

If your character is psionic, they have access to **powers** and **slots.** If your character is psionic, they have a **psionic casting stat (PCS)**! This stat can be picked on the Mechanics tab of the character sheet, and you can choose from Intelligence, Wisdom, Charisma, or Strength, each coming with an associated psionic skill. Each **power** is a collection of several **subpowers**; knowing a subpower confers knowledge of all abilities listed with that subpower's name, which can come in the following varieties:

- An **at-will (or slotless)** subpower may be cast without expending any resources, outside of the time needed to cast it. It is the *weakest* option.
- A **lesser slot** subpower is cast by expending a lesser slot, which is a limited resource a psion may regain during rests. This is slightly more powerful than an at-will casting.
- A **greater slot** subpower is cast by expending a greater slot, a highly limited resource that psions only regain after a long rest, meaning at the end of a full day. This is the *strongest* option.
- A **channeled** subpower requires more time to cast; typically a power can be used in the space of a turn, but a few require some time. This may or may not also require slots on top, but generally a channeled power trades slot costs for time costs.

Interested? If so, select **psion** or **hybrid** from the options below, adjust your sheet as detailed, make a box or two from <u>Resources</u> to hold your slot capacity, and continue further down to pick out your powers! Not interested? Select **martial** from the options below, adjust your sheet, and skip straight to picking out your specibi and armor!

Psion: Your character relies on their immense psionic talents to defend themselves, but can be somewhat physically frail and susceptible to mental assaults. You gain the following benefits and penalties:

- You have both greater slots and lesser slots.

- You have Psi Vulnerability (-4 to Will resistance).
- You gain access to two powers:
  - You know all subpowers from one of these powers.
  - You know one subpower from the other power; whenever you gain a Step, you can learn one unknown subpower per psionic power you know.
- You do not normally learn any special abilitechs for your specibi. (you may learn them through means such as Steps and specializations)
- -1 die size to all abilitechs.
- You gain a **psionic focus:** a small trinket you carry or wear which helps you focus your powers (such as a pair of glasses or a tiara).

**Hybrid:** Your character strikes a balance between psionic and physical prowess. While maybe not being as powerful in either individual area as others may be, you learn to grow and adapt with time. You gain the following benefits and penalties:
- You have lesser slots.
- You have Psi Vulnerability (-4 to Will resistance).
- You gain access to one power and you know one subpower from it.
- You know one special abilitech per specibus.
- As you level, you gain the ability to learn additional subpowers and special abilitechs: whenever you gain a Step, you can learn one unknown subpower or abilitech per power or strife specibus you know.
- Whenever you gain a Decor, you gain 1 skill point.
- +1 die size to your Hit Die.
- You gain a **psionic focus:** a small trinket you carry or wear which helps you focus your powers (such as a pair of glasses or a tiara).

**Martial:** Your character has no psionic talents. Instead, you are able to wield your specibus with ease and power, and are physically sturdier. You gain the following benefits and penalties:
- You know no powers or subpowers and have no lesser or greater slots.
- You know all abilitechs for strife specibi you are proficient in (see strife specibus section below).
- Whenever you gain a Step, you gain 2 skill points. Whenever you gain a Stage, you increase the magnitude of its benefit by 1.
- +1 die size to your Hit Die.

Pillar

In many tabletop games, this would be around the time when you select a class for your character (no no, not like Heir or Prince, more like Fighter or.. ...Bard. Shoosh). In RPGStuck, however, we have created something more flexible, called **Pillars and Paths (PnP).**

As a first level character, you are entitled to select your Pillar and unlock your first Milestone. Pick the Pillar below that most appeals to you (and hopefully complements the choices you

have made so far!) and make note of it on the **Character** tab of your sheet, under the Pillars and Paths section. If a Pillar has more than one Milestone listed, you may select whichever one you like.

Strife Specibi, Armor, and Accessories

Every character begins play at level one knowing how to use one strife specibus. They also have their armor, or wardrobe. Both start at Tier 0.

On the Mechanics tab, you can choose what two stats the armor uses when calculating your Armor Class. Maybe you're fast and smart and you use your DEX and INT to avoid blows. Or you're hearty like an ox and wise like the owl, and you use CON and WIS. Or you're strong and gorgeous and the world hates to see you marred, so you use STR and CHA. The only limitation is that only Sentinels can choose Constitution as one of their two stats.

Your AC is equal to 10 + the average of your chosen two stats + your wardrobe's tier, but no worries, the sheet automatically calculates this for you!

You then have accessories. These are trinkets, decorations, and other things that your character carries on them. Your character doesn't start with any, but will gather them over time as they gain items through alchemy.

Strife specibi come in many shapes and varieties. Every specibus is marked with certain tags to help identify how they work (which we will quickly cover below). Each specibus has a number of unique **abilitechs,** which come in several varieties.
- **Basic Abilitechs** are fundamental to the given specibus: everyone knows how to use them. A basic abilitech's name is listed in **bold.**
- **Special Abilitechs** are more specialized trick with a specibus; martials begin play with all of their special abilitechs known, but hybrids have to learn them and psions can't use them at all.

To use an abilitech with a specibus, expend the type of action listed (such as a major action or minor action). For an attack roll, you then roll a d20 and add your Proficiency (P) and the specibus' associated **Stat Modifier.** If your attack hits, roll damage according to the listed damage for that attack.

Speaking of hands, a specibus may be held in either one or two hands when attacking, and will be marked according to how many hands are required.

But some weapons are **versatile,** meaning you are able to use it with one hand (damage values listed assume such), or switch to using both to increase the damage of your attacks by one die step.

There is also the occasional **double** weapon, which is a specibus that has two pieces held in each hand, which are generally used together for combo attacks. These require two hands to wield, but unlike a two-handed weapon it is possible to drop one half of a double weapon to free a hand and continue fighting, but you cannot combo (by itself; you can still combo if your other hand has a combo specibus or is free to use a combo subpower) or use any special abilitechs with only half of the specibus.

Specibi fall under one of three broad categories.
- **Melee Specibi** are primarily useful for up close and personal fights.
- **Ranged Specibi** will always use Dexterity (DEX), and are useful at a normal range (listed in the specibus itself), and a little less useful when extended to their maximum range (this is called their long range, not all ranged specibi have this) and melee range (within 5 ft., usually). If making an attack outside of normal range, you roll at disadvantage to hit.
    - **Thrown Specibi** are much like ranged specibi, only they do not suffer from disadvantage at certain ranges, and might be used with Strength (STR) instead. However, they tend towards a much shorter range.
- And **Special Specibi** are the snowflakes that do not fit well into the above two groups for one reason or another. It either mixes melee and ranged attacks to not fit into the melee or ranged categories, has a large abilitech list but some of the abilitechs provide support and utility than damage, or the specibus is another being in its own right!

And they can have certain tags about them.
- **Brutality** always utilizes your Strength (STR) modifier.
- **Finesse** allows you to choose between STR and Dexterity (DEX).
- **Esoteric** always utilizes whatever modifier is listed for it.
- **Reload** specibi requires ammunition (which you are considered to keep in ample supply, no worries!) and can hold a certain number of rounds/charges. You cannot use an abilitech that expends ammo if you do not have the ammo to spend; once all rounds have been expended, the specibus must be reloaded to continue attacking.
- **Combo** tagged abilitechs (or subpowers!) allow for combo attacks, allowing you to make a combo attack as a major action, then another as a minor action. This minor action attack's damage roll doesn't add any listed stat mods to damage. Combo attack abilitechs are *italicised*.
    - If you make two abilitech combo attacks, you make them with each hand, requiring you to have the appropriate weapon in each hand, with two halves of a double weapon in your hands, two copies of a one-handed specibus in your hands, or a two-handed specibus.
    - If you make two subpower combo attacks, you must do so with both hands free to use the power (or powers, if you roll that way). However, the damage from combo subpowers ignore the +1 die size for wielding a versatile power with both hands.

- ○ Yes, you can mix abilitech and subpower combo attacks together, just have a combo weapon in one hand and the other hand available to use the combo subpower.
- **Cache** tagged specibi also require ammunition to use most or all abilitechs, but these cannot be restored during strife once they are spent, instead replenished during a short rest (you are able to replenish your cache, you do not have to tediously scrounge for supplies).
- **Control** tagged specibi have a control radius in which the specibus can act (and do not act if taken out of this range); rideable specibi like bikes and controllable specibi like puppets fall into this category. They move on your turn as you will them, but cannot perform any other actions without you. You'll notice your abilitechs specify that your minion is the one doing them, but just as you would roll to hit with a sword or roll to grapple with a whip, you provide any rolls on your minion's behalf.
  - ○ All control specibi count as minions while in use; more specifically, they count as allies while in use, for certain Steps and other abilities that might rely on this. However, this specibi also comes with its own hit points; if it is reduced to 0 HP, it is rendered unusable and requires a short rest to restore to full HP.

Phew! Did you catch all of that? Good! Remember, everyone (usually…) gets at least one! Your character begins play with one T0 weapon allocated to each specibus, the details of which are up to you to describe. If you need more than two spaces, or you have a psionic power that needs more room, you can unhide it on the left of the sheet!

Skills and Proficiencies
Here, you decide which one **Resistance** you can add your **Proficiency** to, and what **Skills** your character is good at.

First, check the Resistance scores on the **Mechanics** tab on your sheet. Each is made from two of your scores: Fortitude from STR and CON, Reflex from DEX and INT, and Will from WIS and CHA. Decide on one of the three you would like to give a boost-you could further buff your best resistance, or try to compensate for your weakest. Whatever your choice, mark it by using the dropdown to select the filled box.

Second, scroll down to the list of Skills on the same tab. You have 6 skill points at level one that you can distribute as you wish. You will notice that each skill has a maximum: the number of points you can put in a skill is limited by the stat mod associated with it. Pick any and all skills that appeal to what you think your character would be good at, or have practice with!

Decors, Demeanor, and Specialization
Still with us? This is one of the last mechanical steps. Here, you decide what **Decor**, **Demeanor**, and **Specialization** you have.

Scroll down to Decors and Demeanor on the **Character** tab. A decor represents some particular activity your character is good at. Pick one that you think your character possesses. A demeanor represents something about your character and the way they approach problems. These translate to giving you additional dice to roll when making checks, improving your odds of success.

- **Passion** represents emotions, confrontation, and personal power.
- **Artifice** represents finesse, evasion, and control.
- **Erudition** represents calculation, knowledge, and exploiting opportunities.

Then you have a specialization at level one to pick. We recommend you go with All-Rounder for now— this choice of specialization represents something radical about your origin. Unless you have something very specific in mind that fits one of them, go with the default All-Rounder.

- *Developer's Note (3/10/20): You don't get two specibi by default anymore, picking All-Rounder gives you the second one back. Alternately, if the lack never bothered you anyway, you can pick up some extra skill points.*

Sylladex Types
There are a lot of sylladices in Homestuck, and we mean a lot. Just as sylladex shenanigans faded out as Homestuck went on, so do they disappear in RPGStuck. Still, it's one of the neater details you can flesh out about your character!

Each sylladex has two components you have to choose when putting it together, a captchalogue deck and a fetch modus. There are four types of captchalogue decks:

- **Default**, which lets you captchalogue items about as big as you.
- **Light**, which limits the size of items you can captchalogue, but you can eject them further.
- **Heavy**, which lets you captchalogue items bigger than you, but limits how far you can eject them.
- **Packrat**, which makes strifing with sylladex ejection untenable, but lets you pack more items into your modus and lets you captchalogue bigger items like the Heavy option. If you pick this, make sure to unhide the rows under the sylladex section to reveal the extra space.

For your fetch modus, you have to pick a skill; what skill is most associated with the fetch modus? You won't actually have to make a check with this skill whenever you want to take an item out. That said, you do use it in place of an attack roll when you eject something.

Miscellaneous
Finally, now that we have the difficult stuff covered, let's get to know the character you've just created! When building a character, feel free to personalize it! Go back and **reskin** choices you have made so far, to better reflect the unique personality of your weird apocalypse causing teenager. As a rule of thumb, we encourage players to change up whatever they like, so long as the numbers behind the flavor text remain!

- **Name:** Everyone has one, so should your character. Reminder that the standard for first and last name lengths is 4 and 6/7 for humans, and 6 and 6 for trolls. Most folks aren't terribly strict on the human names.
- **Gender:** Are you a boy? Or a girl? ...Or something in between, look we're not a poke-professor and don't judge in binaries.
- **Handle:** Dig out your thesaurus and throw us your best pseudobabble terms to help vaguely portray your character in two words or less!
- **Dream Moon, Classpect, Land:** You won't be filling this out juuuuust yet. You'll learn what your character has as their session unfolds.
- **Quirk:** When designing a troll quirk, remember that whatever you select will be something you need to type in for *quite a long time.* And while humans don't really do the quirk thing, this is a great time to consider their text color, and the cadence with which they type!
- **Guardian:** For trolls, this means a lusus. For humans, some adult relation of dubious origins who may or may not have picked your character out of a crater as a baby.
- **Hobbies:** Everyone has some, even if it's playing tabletop RPGs online.
- **Personality Traits:** What are your characters ideals and beliefs? How do they behave?
- **Backstory:** A history of what makes your character tick, and why they became the person they are now.
- **Customization:** If you have custom Steps, or reskinned specibi or powers you want to use with the sheet, go to the Customization tab and put it in there!
- **Color:** Presentation counts for something, after all. At the top of the sheet, go to Format, then click Theme. Select the current Custom theme the sheet has, then you can adjust the colors of the theme. You can find what colors correspond to what parts of the sheet at the bottom of the Mechanics tab. Try it out! Just… don't replicate Sweet Bro and Hella Jeff, please.

==> Anatomy of a Turn

"How hard can it be, just roll dice and be awesome while doing it."

Overview

Strife in RPGstuck is broken up into **rounds**. Each round is 6 seconds of time. Rounds are broken up into **turns**, and each combatant typically has one turn per round, only acting on their turn. All turns "happen" in the same six-second round, but turn sequences exist as a necessary mechanic to adjudicate the chaos of battle into something playable.

Turns go in **initiative order**; at the start of a strife, all combatants make an **initiative roll**. This is typically 1d20+DEX, but a few abilities and effects can modify this. Turns play out from highest

initiative, descending down. If there is a tie, compare the Dexterity stats of the tied creatures. If they're still tied, flip a coin.

If some combatants aren't aware of each other, the first round is a **surprise round** for those creatures; they don't take turns in this round. Surprise rounds typically occur when one side is hidden, obfuscated, or otherwise unknown to the other such that they can ambush them. Then everything plays out as normal thereafter.

Your Turn

You have a collection of actions on each turn.
- Major action
- Minor action
- Movement action
- Reaction
- Free action

Some enemies may have Legendary actions and Scripted actions. But these are rare and can be left for later.

Major Actions

These tend to be the crux of your turn. You only get one per round, use it wisely.

- **Attack:** Attack a target. You roll 1d20 + relevant stat mod + Proficiency bonus. You have to roll the target's relevant defense score or higher.
  - Attacks can be melee or ranged.
    - Melee's default range of 5 feet unless stated otherwise.
    - Ranged can have two ranges, eg (80/150). First is normal range, second is max range. Attacks beyond normal range but within max range, or attacks within 5 feet, are made at disadvantage. Attacks can't be made beyond max range.
  - Attacks can be weapon attacks or psionic attacks.
    - Weapon attacks deal physical damage and are usually made with a strife specibus.
    - Psionic attacks deal psionic damage and are usually made with a psionic power.
    - There also exists a rare, Special attack type, that counts as both weapon and psionic attacks, among other differences. Fraymotifs use this attack type.
    - Not all attacks specify a type. For example, certain abilities in Pillars and Paths specify an attack roll, even though no damaging attack is made. In

these cases, any effects that benefit attack rolls in general apply to then, but effects that specify a particular type of attack do not.
- As a rule of thumb, if you can't see your target, you have disadvantage to hit them.
- Some attacks may not have any typings. However, attacks add Proficiency bonuses unless stated otherwise, such as weapons for which you do not possess the appropriate specibus.
- True damage ignores all damage reductions but not damage immunity.

- **Unarmed Attack:** Attack with your fists. Needs one free hand, uses Strength to hit, and deals 1+STR physical damage (min 1). These are considered to have the Combo property for the purposes of Combo Attacks (see Minor Actions).

- **Abilitech:** Use a specibus abilitech. Abilitechs are found on strife specibi, and are typically just attacks as described in Attacks above.

- **Psionic Ability:** Use a psionic power. Specify the subpower/ability and slot used (if any), then follow the effects as stated. If the psi is an attack, consult the Attack action.
    - Typically, you need line of sight to the target or the area affected by the target.
    - _Developer's Note (1/22/21): You cannot benefit from multiple copies of the same psionic ability unless the ability specifies otherwise._

- **Grappling:** Grapple a creature. You need at least one free hand. Attempt to seize the target by making an opposed check, your Athletics against their Athletics or Acrobatics (their choice). If you succeed, you grapple the target. Default range is 5 feet.
    - Your speed is halved while dragging or carrying a grappled creature.
    - A grappled creature can make an opposed check as a major action, their Athletics or Acrobatics (their choice) against your Athletics, to escape.
    - Check the grappling section and the Grappled condition for more specifics.

- **Shove:** Push a creature no more than one size category larger than you, typically Large. Make an opposed check, your Athletics against their Athletics or Acrobatics (their choice). If you succeed, you push them 5 feet, plus 5 feet per 5 by which you beat their check. Alternately, you can choose to knock them Prone.
    - When Shoving a creature you are Grappling, you push them an additional 5 feet, for an initial 10 feet pushed. Typically, this will also push them out of the grapple.
        - Abilitechs and certain Steps can augment this even further.

- **Abilities:** There are plenty of Steps, Fraymotifs, classpect abilities, and others that may require a major action.
    - _Developer's Note (3/10/20): Unless specified otherwise, an attack roll that specifies which stat (or gives you a range of stats to use) to use also adds your Proficiency to the roll._

- ○ *Developer's Note (1/22/21):* *You cannot benefit from multiple copies of the same ability unless the ability specifies otherwise.*

- **Sylladex Ejection:** You eject the full contents of your sylladex, making an attack roll, but instead of a stat mod and Proficiency, add the chosen skill bonus, for every item launched against all targets within 30 feet, using the attack profile below.
    - ○ *30 ft. range, single-target, ranged weapon attack, 1d4 damage, launches one item.*
    - ○ You cannot attack a given target more than three times. Any items launched in excess of available targets will still be launched, potentially causing catastrophic collateral damage to your surroundings and any allies. Critical fails to hit will also cause damage to your surroundings, but also to the item itself. The SM may give the attacks additional effects, based on the items launched at their discretion.
    - ○ Sylladex ejection counts as a thrown weapon attack for the purposes of synergy with Pillars and Paths, alchemy, etc.

- **Minor Action:** You can downgrade your major action into another minor action.

- **Dash:** Double your remaining speed this turn.

- **Defend:** You focus on defending against incoming attacks. All attacks against you have disadvantage for 1 round.

- **Help:** You assist another creature. They gain advantage on the next roll to perform the task with which you are Helping. Alternately, assist them in attacking a creature within 5 feet of you. The next attack roll that the Helped creature makes against this target, before the start of your next turn, has advantage.

- **Ready:** Hold off on another major or minor action. You determine a trigger and the action to use, then you can use it as a Reaction when the trigger is met. You must use it within one round of Readying it, or the opportunity is lost.

Minor Actions

You only get one of these per turn, and these tend to be supplements to your major action. Many of these minor actions can be done as a free action, and can be done as many times as you can manage in this way.

- **Combo Attack:** If you use an abilitech with the Combo property as a major action with one hand, you can use a second abilitech with Combo, with the other hand.

- **Sylladex Ejection:** Make an attack roll, but instead of a stat mod and proficiency, add the skill bonus instead. It has the following attack profile:

- - *30 ft. range, single-target, ranged weapon attack, 1d4 damage, launches one item.*
  - Sylladex ejection counts as a thrown weapon attack for the purposes of synergy with Pillars and Paths, alchemy, etc.

- **Discern:** You quickly make an observation about a creature or object you can see. Choose a piece of info you wish to learn (such as a creature's hidden anatomy, stats, and other details at the SM's discretion) and make an Investigation or Perception check against the target. If the check beats the DC, you learn about it and can target it or otherwise interact with it.
  - In a strife, if you have no hidden anatomy left to Discern on a creature, you can choose to Discern them on a higher level, checking against their DC + 5. If your check beats that higher DC, you have advantage on damage dice against that creature for 1 round.
  - This can also be used to against psionic illusions and other optical or sensory phenomena in a strife, though this will likely be used by enemies against the player's illusions and the like.
  - There are a variety of other skills that can be used against creatures, depending on their type.
    - Animal Handling can be used against Underlings.
    - Medicine can be used against Biological creatures.
    - Engineering can be used against Mechanical creatures.
    - Occult can be used against Psionic creatures.

- **Inventory Usage:** You can take out or put in an item into your sylladex.
  - Putting armor/clothes on and off fall under here as well.
  - Switching between different specibi falls under here as well.
    - Switching between different weapons of the same specibi or changing the number of hands used on a versatile specibus, however, is a free action
    - You can switch out any configuration of specibi in your hands for any other configuration of specibi as one minor action.
      - For example, if you have Swordkind and Shieldkind equipped, you may switch to Pistolkind and Saddlekind as a single minor action.

- **Abilities:** There are plenty of Steps and classpect abilities that may require a minor action.

- **Aim:** Gain one d3 Aim die for one attack roll you make this turn, or grant an ally one d3 Aim die to the next attack roll made until the start of your next turn. Maybe you used some legerdemain, or pushed your mind, or deceived your enemy,

- **Avert:** Impose one d3 Block die to the next attack roll made against you until the start of your next turn, or one d3 Block die to the next attack roll made against an ally until the

start of their next turn. Maybe you shrugged off the damage, or intimidated your enemy, or dodged it.

- **Assail:** Add a stat mod of your choice to a damage roll you make this turn, or add it to the next damage roll an ally makes until the start of your next turn. Maybe you pushed your muscles or your mind harder.
    - If an enemy creature Assails, it adds its damage mod listed in its stat block.
    - If a minion assails, it generally uses the player's stat of choice unless specified otherwise.

- **Distract:** You momentarily obscure your own position to gain an advantage. Choose a creature you can attack this turn, then make an opposed check, your Stealth against their Perception. If you succeed, your next attack roll against them this turn has +2 crit range.
    - If your target cannot draw line of sight to you (such as heavy obscuration), you have advantage on your check.
    - If your target would ordinarily have disadvantage to see you (such as light obscuration), they have disadvantage on their Perception check.

Movement

You start each round with speed equal to your base speed. You spend one foot of speed to move one foot. You have a speed of 30 feet unless specified otherwise. You can break up movement between actions as you please.

- **Alternate Movement:** If you have different movement modes, you can alternate between them as you wish, but the distance traveled can never exceed the maximum speed of your current mode. Actions that raise your speed, such as Dash, also raise this maximum.
    - *Developer's Note (3/12/20): Realistically we've done our best to make sure this never happens, for simplicity's sake.*

- **Dreamself Flight:** Dreamselves are capable of flight, with all the freedom it entails. Your dreamself's fly speed is equal to your base speed.

- **Difficult Terrain:** Moving through this takes up an additional foot of speed per foot moved.

- **Being Prone:** Dropping Prone is free. Getting up from being Prone costs half your base speed. Moving costs an additional foot of speed per foot moved while Prone.

- **Moving Around Other Creatures:** You can move through non-hostile space freely. You can't move through hostile creatures' spaces. In either case, you can move through

creatures' spaces if they're at least two size categories larger than you (typically Huge), and you can end your turn in said spaces.

Reactions

You have one reaction per round. This reaction replenishes at the start of your turn.

- **Readied Action:** As described in Major Actions above, you can use one when the trigger is met.

- **Block:** Certain strife specibi, powers and Steps let you Block, imposing a Block die on an incoming attack roll.
  - *Developer's Note (6/7/20): The typical Block is one d4 die against one incoming attack roll that targets AC. If a Block granted by a Step is different from this, it will specify it in its description.*

- **Abilities:** There are some Steps and classpect abilities that use reactions.

Free Action

You have as many free actions per round as you wish, and you can do them at any time. Some may specify they can only be done on your turn.

- **Speech:** Talking is a free action. Within limit.

- **Object Interaction:** Trivial actions can be done freely. It is up to the SM whether a given activity is trivial enough.
  - Switching between different weapons in the same specibus is free.

- **Gambit Rounds:** Making gambit rolls for a given round is a free action for the rare case that a gambit might take place during a strife. In this case, gambit rounds and strife rounds are one and the same.

Others

Some actions don't fall into one of these categories.

- **Major and Minor Action:** Some actions need both a major and minor. This type of action is a separate category from major actions and minor actions.

- **Full-Round Action:** Some actions need a major, a minor, and ALL your speed. This type of action is a separate category from major actions and minor actions.

- **Channeled Action:** Some actions need longer than a full-round action to perform, such as channeling a psionic ability. In this case, unless otherwise specified, it requires a major action on subsequent turns to maintain the channel.

- **Scrutinize:** You study a target or object over 1 minute, learning most hidden features/anatomy about a target, their dispositions if they have any, and more information at the SM's discretion.
    - Additionally, if you remained undetected by your target for the entirety of the action, if you make a melee attack with a finesse specibus on the target and you are still undetected, it automatically hits with advantage on the damage roll.
    - Alternately, you gain advantage on the next healing roll you make on them.

- **Rapid Action:** These are actions unique to Adversaries, RPGStuck's equivalent to bosses, where the adversary can replicate a major or move action, albeit at half strength. One rapid action can be taken between any two creatures' turns in a strife, even if the adversary is one of them. Typically, adversaries will have rapid actions when facing multiple players; the Denizen is an adversary, but has no rapid actions.

==> Combat Miscellany

"Rules, rules, more rules, it's like listening to Terezi during a Law and Order rerun."

Hit Points and Stats

Hit Points (HP) determines how much damage your character can withstand before falling unconscious. You have a maximum hit point total; your hit points cannot exceed this, and your hit points are reduced whenever you take damage.

When you hit 0 HP, you fall unconscious. Depending on the circumstances, this may be trouble for your character, though almost all creatures in Sburb do not kill as a first reaction. More often, they will capture you, and you will have to break yourself out. Alternately, your SM may have other, more creative fates in store for you…

However, the Incipisphere is a dangerous place, and Homestuck is no stranger to death. ~~He might even offer you tea.~~ Be careful!

Developer's Note (3/20/20): Death saving throws are removed from the system. Typically, if the player is unconscious, and whatever felled them wants to kill them, the player is going to die when their attacker stomps them a few times for good measure, saving throws or not. With how rare and ponderous death is in RPGStuck, death has been stripped of its dependence on

chance; whereas before, the player might still die even with their attacker sparing them due to unlucky death saving throws, now the player is assumed alive unless the circumstances and/or narrative call for the player's death.

At level 1, you have maximum HP equal to 10 + Hit Die maximum + Constitution modifier. As you level up, your max HP increases, by Hit Dice average + Constitution modifier.

Occasionally, you might find your maximum hit points are reduced. Any max HP reduction is restored after a long rest. And occasionally, you might find your stat reduced instead of your hit points. You can heal 1 point of stat damage for each hit die you spend during a short rest, and all stat damage is healed after a long rest. If any of your stats are reduced to 0, you die instantly.

Temporary hit points can be gained from a variety of sources, and they represent a short term burst of health. Temporary hit points have a finite duration, and after that time expires any remaining temp HP vanish. Unless otherwise stated, temporary hit points last one hour.

Even if a character is at full hit points, they can still gain temp HP. Temp HP is tracked separately from normal HP, and if a character has temp HP, any damage they take first removes temp HP before removing normal HP if there is any damage left.

If a character already has temp HP and an effect grants them additional temp HP, **they do not stack**. If the new effect grants more temp HP than the creature already has, then the new temp HP completely replaces the old. Otherwise the new effect does not grant any temp HP.

Occasionally, a player may be able to spend HP as part of a Step or other effect. In this case, the spent HP is always considered to be true damage and bypass all methods of damage reduction.

Damage Dice

Your abilitechs, subpowers, and other ways of dealing damage have a listed damage value (I hope), with Q or P, a die in parentheses, and a stat mod to add (if any).

This die in the parentheses (e.g. the d6 in 2Qd6+DEX) can be increased, typically through Steps and other abilities you might learn as you play through your session. These will denote that the die size is being increased.

The range of dice sizes goes as such: **d2**, **d3**, **d4**, **d6**, **d8**, **d10**, **d12**, then **2d8**, **2d10**, **2d12**.
- If a damage die size needs to exceed 2d12, you instead add 2P or your Level, of your choice, to the damage roll instead.

- ○ For example, +2 die sizes to a d6 would become d10, for Qd10+DEX, +2 die sizes to a d10 would become 2d8, for 2Qd8+DEX.
  - ○ Whereas +1 die size to 2Qd12+STR would become 2Qd12+STR+2P or 2Qd12+STR+Level.
  - ○ And +2 die sizes to 2Qd12+STR would become 2Qd12+STR+Level+Level.
    - ■ Or 2Qd12+STR+Level+2P, whatever floats your boat.
  - ○ If a damage die size ever needs to reduce below d2, you instead subtract P from the damage roll instead.
- ● The range goes **2d2**, **2d3**, **2d4**, **2d6**, then **2d8**, **2d10**, **2d12** as normal, for some damage rolls whose damage dice don't fall in the scale above.
- ● Certain damage rolls have dice like 3Qd3, or 3Qd4. The range for these goes **3d2**, **3d3**, **3d4**, **3d6**, **3d8**, **3d10**, **3d12**. If it needs to exceed 3d12, add 2P or Level, of your choice, same as above.
- ● If the damage roll is listed as **P** or **Q** damage, you instead add +P or +Q (match the initial damage) to the damage dealt for each time you would raise the die size.
- ● Any die sizes bonuses only apply to the base damage roll, not any bonus damage added to the initial roll, unless the Step or other effect that adds the bonus specifies as such. Typically, they will specify that it counts as an abilitech and/or subpower.
  - ○ The Empower condition is also included in this delineation.

If you have advantage on the damage roll, you roll twice as many damage dice as you normally would, then take the highest number of dice as you would normally roll. Unlike d20s, multiple advantage on damage dice do not stack.

Aim and Block dice are dice that can further modify an attack roll. They represent a wide variety of circumstances and actions in a strife that increases (aim) or decreases (block) your odds of landing a hit.
- ● You have Shieldkind: the action is that you raise your shield to physically block an incoming swing.

Whenever making an attack roll, roll up all Aim dice, or all Block dice, and take the highest die. If you rolled Aim dice, add the die to the roll. If you rolled Block dice, subtract the die from the roll. If you have both, remove one of each until you only have one kind of dice left (or none!).
- ● You have Shieldkind: as a reaction, you impose a d4 Block die against an incoming attack. Your attacker reduces their attack roll by 1d4.

There are a plethora of ways to get aim dice for your attacks, the easiest being the Aim minor action. There are almost as many ways to throw block dice at your enemies' attacks, the most common being the Block reaction from the Shieldkind specibus. Pillars and Paths contains numerous ways to get both of these.

- You have Shieldkind, Defensive Stance, Bonus Block, and Spirit of Mars: you can impose a d8 Block die against up to two incoming attacks.

The highest an Aim or Block die can go is a d10. If they would go higher, the roll gains +1 per additional die step instead.

Other Hit Bonuses/Maluses

Per the Core Rules chapter, anything that adds to or subtracts from an attack roll that isn't Proficiency or stat modifier is considered a hit bonus or malus, depending on whether it adds or subtracts. For example, flat hit bonuses from Pillars and Paths are bonuses, while partial cover acts as a malus.

There is one exception to this, in the +4 or -4 granted from stacking advantage or disadvantage. The bonus/malus from that advantage/disadvantage stack uniquely do not count; they can neither be increased through certain Steps nor ignored through certain abilities.

Critical Hits, Percentages, Nat 20s, Nat 1s

A **critical hit** represents a particularly devastating attack that inflicts significantly more damage beyond the norm. Normally, critical hits are made when rolling a 20 on a d20 when making an attack roll.

When you score a critical hit, you either roll twice the normal number of dice on your damage roll and double any modifiers, or make the damage roll as normal, then double the result.
- You score a critical hit on an attack that deals 2d10+STR damage. You instead roll 4d10+2*STR for damage, or roll 2d10+STR and double the result.
  - _Developer's Note (11/9/2020): The outcomes are the same, but some players take a visceral pleasure in rolling as many dice as possible, some do not._

In terms of percentages, critical hits deal 100% bonus damage. If you have multiple percentages for bonus damage, they are additive and applied after all modifiers.
- You critically hit on a headshot (50% bonus damage) with the 100% damage bonus from Trace. It deals 250% bonus damage: on a damage roll of 10, this becomes 35. Very potent, indeed.
- If an effect says any damage is halved, if the damage has a bonus percentage, reduce the bonus damage first. A critical hit on an attack that deals half damage would consequently still deal 50% bonus damage.
- If a damaging attack lands where it has no bonus damage percentages and it would still be halved twice, it is considered to deal no damage but still counts as a damaging attack in all other regards. An attack cannot go below zero damage in this way.
  - _Developer's Note (2023-06-18): Note that there's nothing saying you can't stack several half damage effects altogether since damage doesn't go below zero, for the purposes of frontloading all damage penalties. Making the percentages_

consistent also means critical hits are more effective than before on halved damage abilities, which is… a feature, not a bug, we swear.

There exists a crit range effect; a bonus to crit range decreases the roll required to score a critical hit.
- You have +2 to crit range. You now score critical hits on a d20 attack roll of 18-20 instead of only 20.

Whenever you roll a 20 on a d20 while making an attack roll, this is called a **nat 20**. A nat 20, in addition to being a critical hit, automatically hits its target(s) regardless of the target's AC or resistance.
- *Developer's Note (2022-11-25): In practice, there are very few cases where the player could roll a 20 on a d20 and still miss the target. This is primarily a holdover from DnD that nobody's ever seen fit to excise, and for good reason. We love our crits.*

Whenever you roll a 1 on a d20 while making an attack roll, this is called a **nat 1** or a **critfail**. A nat 1 is definitely not a critical hit, and always misses its target(s) regardless of the target's AC or resistance.
- *Developer's Note (2022-11-25): Unlike nat 20s, there can be some cases where a player can roll a 1 on their d20 and still hit their target. However, the visceral horror associated with rolling a 1 isn't something we're keen to dissuade. The only ones who should roll dice are those prepared to accept a 1.*

Developer's Note (2022-11-25): Nat 20s and nat 1s technically only apply to attack rolls, and not to skill checks. This does not, however, stop some SMs from using them for those anyway, particularly for nat 1s on skill checks representing a spectacular and hopefully hilarious form of failure. The developers have no formal opinion on this, go nuts or not as your group desires.

Called Shots and Anatomy

You can make called shots, where you attempt to target specific parts of a target's anatomy, in exchange for having to roll against a higher AC/resistance and lowered crit range.

Before making an attack roll against a target, you may declare that you will make a called shot against some specific part of that target. If this attack still lands, then you also trigger whatever effects occur whenever that part is hit.

If the part has hit points of its own, separate from the target's overall hit points, it can also be grappled, but the target can add that part's bonus to AC/resistance to any checks to avoid having it grappled. If these hit points are depleted, the part is destroyed and any leftover damage spills over to the target's overall hit points.

There several types of common anatomical parts that can be targeted, given in the format of **Part (X) (+Y)**. X is how many of that part they have (if only one, this is omitted). Y is the bonus to the target's defenses and a penalty to the attack's crit range, minimum 20.

- You have a crit range of +2 (crit on a d20 attack roll of 18-20), and your target's AC is 14. You choose to go for the **Head (+4)**. The AC is now 18, and your crit range is now -2 (minimum 20 meaning you're back to crits only on nat 20s).

Common Called Shot Targets

- **Head (+4)**: Attacks against the head deal 50% bonus damage.

- **Wings (+4):** Creatures with wings lose flight for 1 round if their wings are hit or grappled.
  - Alternately, it may have hit points and permanently remove flight from the target if destroyed, such as the Wolf-Chancellor's jetpack.

- **Arm (+2):** If the target is grappling someone with this arm when it is damaged, the grappler must immediately make a grappling check against the attack roll to maintain it, otherwise the grapple is released. If the target isn't grappling anyone, they have disadvantage to attempt a grapple for 1 round.
  - Some creatures, like the Basilisk, have a Tail that serves the same purpose.
  - And others, like the Landshark, have Jaws for the same purpose.

- **Leg (+2):** Attacks against the leg that inflict any effect besides damage also inflict Cripple (10) for 1 round. Since Cripple stacks with itself, a crippling strike against the legs can seriously slow someone.
  - Some creatures, like Basilisks, have four or more legs. In these cases, at least half the target's legs must be targeted and affected. See below for details.

- **Tool (+2 to +6):** Some creatures, like carapacians, carry around weapons, shields, psionic focii, or other types of tools. These have hit points, so they can be destroyed or grappled. Additionally, forced movement effects knock tools out of their wielder's hands for the given distance.

The following types of attacks cannot make called shots:
- Attacks that automatically hit.
- Area of effect attacks.
- Attacks that still deal damage or other effects on a miss.
- Attacks that use skill checks to hit.

There are also secret called shots. To make a called shot on a secret, you first need to locate it on that target using **Discern** or **Scrutinize** on them, ideally before the strife begins. The difficulty of this check is based on the target's DC.

The ability to make a called shot on one target does not carry over to the next; it's easy to know that every Basilisk has a shatterpoint on its hide, or every Carapacian Bishop has a psi focus on them, but no two Basilisks are guaranteed to have one in the same spot. Secret called shots represent some type of vulnerability that is common to all creatures of its type, but unique to the individual.

Some types of anatomy, such as legs on quadrupeds, require that multiple copies be hit at once to cause an effect. When it comes to targeting multiple called shots at once on a target, it depends on the method used. Area of effects cannot make called shots, so only abilities that make multiple attacks can be used. More specifically, you must use an ability that lets you target the same target multiple times, then target a different copy with each of them.
- *Developer's Note (2022-12-11): In practice, most players won't have the tools to make this happen. Turns out all those legs aren't just for show. They'll have to cripple them the old fashioned way.*

Common Secret Called Shots Types
- **Psi Core (+2)**: Attacks against the psi core deal 50% bonus damage, just like headshots, and are easier to pull off, but only psionic attacks can target them. Typically, only psionic creatures will have them.

- **Artery (+4):** This represents what it sounds like. The DC for spotting this is higher than normal, and it has hit points. If this is destroyed, the target gains a permanent DoT that can only be removed by being psionically healed or two Medicine checks.
  - This also represents fuel lines on many mechanical carapacian constructs. In this case, swap out healing and Medicine with repairs and Engineering.
    - *Developer's Note (10/29/2020): Or specify psionic healing and swap Medicine with Occult for psionic creatures. This variant isn't in the bestiary as of this writing, but the possibility exists, if your SM is of that bent.*
  - If they do somehow cauterize their bleeding wounds shut, just hit them there again to resume the bloodletting.

- **Opening (+0):** This represents some weakness within the creature's strife techniques that you use against them. Attacks against this have +2 to hit.

- **Shatterpoint (+0):** This represents some weak, brittle spot on a creature, and is no harder to hit than a normal, uncalled attack. Attacks against this part have +2 crit range, and critical hits Daze the target for 1 round.

- **Vitals (+2):** This represents some soft, vulnerable part of a creature. It can be grappled, despite not having hit points, and creatures whose vitals are damaged or grappled are Dazed for 1 round or as long as the grapple lasts.

- **Tools (+2 to +6):** No different than their more visible counterparts above, though psionic focii tend to be more secret than not.

Grappling with Grappling

Grappling is a major action with at least one free hand that attempts to seize the target with an opposed check, your Athletics versus the target's Athletics/Acrobatics.

For ease of terminology, **you** will be used to refer to the one initiating and holding the grapple, and **the target** to refer to the one being grappled and trying to escape.

Checks to initiate a grapple has disadvantage the target is a larger size category than you. You have disadvantage again (for double disadvantage) if the creature is three or more size categories larger. This is typically Gargantuan size for a Medium player.

Conversely, you have disadvantage to grapple a target and their mount if you aren't two or more size categories larger than either of them. This is also typically Gargantuan size, as most player mounts are Large.

If a creature you are currently grappling has any held/worn items, or has anatomy/features with hit points, you may attempt to grapple that specific item/anatomy, seizing it on a success.

Your speed is ordinarily halved while grappling one or more creatures, but any forms of movement that do not rely on your speed (such as moving through a minor action) are unaffected.
- If you teleport while grappling a target, the target moves with you.

Your target cannot normally move by any means, including through means other than a move action, <u>of their own volition</u>. If they (or anyone else) successfully inflicts forced movement on you, you let go of the grapple, unless either you have a Step or other effect that lets you bring them with you, or you are still within grappling range from your new location.
- However, they can move if the movement is teleportation, in which case they escape your grapple as part of the movement.

Many creatures who grapple can have their grappling appendage directly struck to attempt to break the grapple. <u>If a given limb/anatomy is strikable in this way, it will specify itself as such on its stat block.</u> If a creature is using multiple appendages/limbs, all of those limbs must be simultaneously hit to qualify.
- Switching arms in/out of grappling is a free action, though if the grappler ever has no arms on the grappled target, the grapple is broken.

If you and the target are both flying and in a grapple, neither side can fall unless:
- The grapple ends.
- Both sides are made to fall (such as an effect that knocks them Prone).
- If the target is made to fall, you can voluntarily release the grapple, fall with them, or pass an Athletics check (against the attack roll that caused the effect, or DC if no roll is given) to keep them afloat. Failing this check causes you to fall with them.

- If you are made to fall, the target goes with you.

If you are grappling multiple targets, everyone is dragged with you. Each target's grapple is tracked separately; if some ability affects a target, it does not affect the other grappled targets, while if something affects you, it affects your grapple in relation to all your targets.
- If you voluntarily give up a grapple, you can choose which to give up.
- If involuntary, you give up all grapples.

If you want to move a grappled target into another space within range, you must expend speed equal to how far you moved them. This counts as forced movement for the target but cannot be used to deal fall damage.
- If you have multiple targets grappled, you can move each target for however much speed you expended.

If you are grappling a target at a range beyond the 5 ft. melee range, track how far they are from you when you first grappled them.
- You grapple a target at 10 feet. When you move, they move with you, remaining 10 feet away in relation to you.

If you can grapple by other means (such as a minion grappling on your behalf or psionic means), assume it uses the same skills to check unless the other means specifically states otherwise.

Bestiary Intro

You'll be facing off against all sorts of opponents in your time in the Incipisphere, from underlings of all shapes, sizes, and dental health, to carapacians and their assortment of imposing war machines. You'll want to go to the [Bestiary](#) for the full details, but here's a very brief overview of what you might want to know.

Hordes and Swarms
Hordes represent one of two things: a cluster of creatures that act as a singular being in combat, or a creature that degrades rapidly as it takes damage.

Hordes deal significantly lower damage with each attack, though they land an additional hit for every 5 by which their attack roll exceeds your defenses. Furthermore, they have a special trait, Horde Strength, that grants them +10 to hit, and their hit point totals are far higher than other creatures of their level.

However, they also have a unique Horde Anatomy:
- Whenever making an attack with multiple targets (such as Swordkind's Cleave), each of those attacks may target the Horde.
- Alternately, if making an area of effect attack, it hits the Horde once per 5 ft. square the Horde occupies in that area.

- ○ If making an attack that hits everything within a certain radius, line, etc, it hits the Horde once per 5 ft. square in reach.
- ○ If the Horde itself is Medium and only occupies one 5 ft. square at all, any area of effect attacks hit it three times instead.
- Or if making an attack that makes one attack per target in range, it hits the Horde once per 5 ft. square the Horde occupies.
  - ○ If the Horde itself is Medium and only occupies one 5 ft. square at all, it may be treated as three targets for this purpose.

Furthemore, Horde Strength decreases to +5 at two-thirds of the Horde's HP, and disappears entirely at one-third HP. Combined with their vulnerability from Horde Anatomy, Hordes are glass cannons who can dish out the pain (unless their target has Aegis) but are uniquely fragile in return.

Combat Rating (CR)

Not all monsters of the same tier are made equal. Monsters are classified by their tier and their CR. A breakdown of the CRs:
- CR 1: Imps, for example.
- CR 2: Ogres, Basilisks, etc.
- CR 3: Minibosses (especially powerful enemies).
- CR 4: Adversaries (like Denizens, the Black King, etc).

A player in any given tier will want to start off with CR 1, moving onto CR 2 as they get the hang of things. As they alchemize gear of their current tier, they'll be ready for CR 3, though they'll want all of it ready before tackling CR 4.

When designing an encounter, just add the CR of all its participants:
- Encounter has two CR 1 Imps? It's a CR 2 encounter.
- Throwing a CR 2 Ogre and a CR 1 Imp? It's a CR 3 encounter.
- Three CR 2 Ogres? It's a CR 6 encounter and you should probably ask yourself if there's a more stylish way your player might be destroyed.

A monster from one tier higher counts as twice its CR, while a monster one tier lower counts as half its CR.
- Do you hate your player? They're Tier 1? Throw eight Tier 0 CR 1 imps at them, this would be a CR 4 encounter.
- Do you also hate your player? They're Tier 2? A single Tier 3 CR 2 Acheron would also be a CR 4 encounter for them.

Damage (base) and Mods

Just as you've likely noticed attacks that Daze or Cripple do less damage than basic attacks, the same applies for the other side. A Basilisk's Bite may do more damage than their Tail Whip, but it also grapples on hit.

Every monster in RPGStuck has a base damage and a damage mod. While the majority of damage rolls for a given attack are given, monsters may have abilities that require them to subtract or add damage mods. For example, any monster can Assail to add an extra damage mod, same as players.

However, the Weakened condition can force monsters to reduce their damage by their mod. Just as the Aegis condition is more effective against weak but numerous attacks, inflicting Weakened can heavily penalize singular, high-damage attacks.

Terms and Things to Know
All monsters can perform the same range of actions available to players in the Primer, with certain changes:
- **Assail** always adds the monster's damage mod, instead of a stat mod.
  - *Developer's Note (11/02/2020): Every monster has a minor action and can Assail. Or Aim to edge out a hit. Better get your Dazes ready!*
- Certain attacks have the **multiattack (X)** tag. An attack with this makes X attack rolls instead, resolving each one separately.
- They might have the **Cooldown (X)** tag. An attack with this must wait X rounds without being used before it can be used again.
- *Developer's Note (10/30/2020): If more get added or found to not be easily grasped, they'll be added here as time goes on.*

Light and Darkness

Anticipating danger, spotting hidden objects, and strife tend to assume that there is bright light and everyone can see. This is not always true, as the night can attest; darkness is a potent inhibition.

A given area might be lightly or heavily obscured.
- Light obscuration, such as dim light, fog, or gunsmoke, imposes disadvantage on any sight-based Perception checks.
- Heavy obscuration, such as darkness, makes any creatures within it effectively unable to be seen.

As a rule of thumb, if the target can still be seen or their outline can be made out, it counts as light obscuration. If the target is wholly obscured and cannot be seen, heavy obscuration.

An area can have bright light, dim light, or darkness.
- Bright light is the norm; Most lands, Prospit, and locations that bask in Skaia's light are considered to be in bright light. Torches, lanterns, a blast of pyrokinetic fire or flash of electrokinetic lightning can also provide bright light.

- Dim light creates light obscuration. The alleyways of Derse are often dimly lit for that violet noir aesthetic.
- Darkness creates heavy obscuration. Dark, dank dungeons and vaults deep within the Lands and Veil, areas of magical darkness, and the Furthest Ring are shrouded in darkness.

When you <u>attack a target that you cannot see</u>, as a rule of thumb, <u>you have disadvantage on the attack roll</u>, whether you are guessing their location or targeting a creature you have perceived using other senses like echolocation or psi sight. Obviously, if the attack is not targeted at your intended target's actual location, you will miss the attack and your SM will tell you such, but they will not tell you if you guessed their location correctly or not.

Stealth Shenanigans

Being sneaky has benefits like having the initiative and engaging on your terms. Also not being perceived, which is nice.

In general, if you want to be stealthy and sneak around, make sure nobody has **line of sight** on you. This can typically be done through heavy obscuration such as **darkness** (see <u>Light and Darkness</u> later in this section) or **full cover** (see <u>Environmental Factors</u> also in this section), though other examples like **psionic illusions** and notably **invisibility** also work.

Stealth checks are called for to abstract the various details that come around with sneaking around. The sound of footsteps, breathing, clothes, and all these other details are condensed into a Stealth check when someone or something is around to hear, see, or otherwise sense you. A success means you are stealthy enough to remain undetected, while a failure means you are not and have been detected in some way.

<u>Developer's Note (2022-10-23):</u> We'll likely add more to this section as the stealth rework goes live, given its perennially finicky nature.

Special Types of Movement

There are other ways to get around in Sburb besides stomping the pavement.

Generally, alternate forms of movement take an additional foot of speed spent per foot moved. For example, while **climbing** or **swimming**, all distance takes twice the effort to travel, meaning that climbing 5 feet up a hill takes up 10 feet of movement.

When **jumping**, assuming a 10 foot running start beforehand, a character can jump a horizontal distance a number of feet equal to their Strength stat and a vertical distance equal to 3+STR feet. If there is no charge beforehand, they halve any distance jumped. All movement used this way uses a regular amount of movement. At their discretion, the SM might ask the player for an Athletics check to jump a greater distance than permitted under these rules.

Flying typically does not have any special restrictions. A character's fly/flight speed in their dreamself is equal to their base speed.

When **teleporting** from place to place, there are two requirements. First, you must be able to see where you are teleporting. Secondly, the place you are teleporting to must be unoccupied.

Moving while **mounted** uses the mount's speed instead of the rider's. Mounting and dismounting takes half the rider's currently used speed (typically, mounting takes the rider's speed, dismounting takes the mount's speed).

Environmental Factors

Far be it from the varied landscapes of the Incipisphere to only have blank, featureless rooms.

While under **cover**, a creature has increased defences.
- You have **half cover** for +2 AC/Reflex if an intervening object between an attacker and yourself covers at least half your body from them.
- You have **three-fourths cover** for +4 AC/Reflex if an intervening object between an attacker and yourself covers at least three-fourths of your body from them.
- You have **full cover** to be untargetable and out of sight if you are completely shielded from them, such as a wall that they can't actually see you through.

A creature can hold its breath for 1+CON minutes, and can survive for CON (min 1) rounds if out of breath. At the start of its next turn after the aforementioned number of rounds has passed, they drop to 0 hit points regardless of prior hit points. If they still cannot breathe after this, they will likely die momentarily after.

At the end of a fall, a creature takes 1d6 damage per 10 feet it fell. If they are forcibly moved and impact with a hard surface, they take P damage (or T if a monster inflicts it) per 5 feet they had left to move.
- For example, if a T3 Titachnid would push a creature back 35 feet but the creature hits a wall after 10 feet, the 25 feet of movement it was unable to move deals 15 damage.
- If a player then slammed the Titachnid for 30 feet and it hit a wall after 20 feet, the 10 feet of movement left would deal 2P damage.

If a creature is forcibly moved into another creature instead, use the same attack roll or check for the first creature on the second, splitting the damage taken evenly between the two if the second would take on a hit, failed check, etc. If it would not be hit or otherwise affected, the first creature still stops their movement adjacent to the second creature, but only the first creature takes the full damage.

- If a player Shoved an Imp into a second Imp, and the first Imp would take 2P damage, the second Imp may make an opposed check against your initial Shove check. If it fails, both Imps each take P damage. If it passes, only the first Imp takes 2P damage.
- If the second creature cannot be moved through, it is automatically hit.
- If two creatures are pushed into each other with the same ability, such as Fncysntakind, they automatically hit each other as well. Pool the damage both parties would take and evenly split the damage taken.
    - If more than two parties would simultaneously collide, pool the damage all parties involved would take and evenly distribute the damage among them.
    - If multiple parties crash into another creature but the multiple parties only share contact with the center creature, only the individual pairs of those multiple parties and the center creature take damage.
        - For example, if four Imps are pushed into a Giclops from cardinal directions, and each Imp would normally take 2P damage, each Imp's impact into the Giclops splits it into P damage for the Imp and P for the Giclops, for a total of P damage for each Imp and four instances of P damage for total 4P for the Giclops.
            - _Developer's Note (2023-02-15):_ _We don't expect this to happen often, but the community wanted to be able to do slapstick like this._

Mounted Combat

Sometimes, you have to be the rider.

You may ride an adjacent, willing creature of at least one size category larger than you (a Medium rider may ride a Large creature) by spending half your speed to get on. Such creatures typically require Animal Handling checks and one free hand to control it, though this is ultimately up to your SM.

While mounted the rider uses the mount's movement speed in place of their own, including base speed. If the mount is knocked Prone, the rider falls Prone adjacent to it; they can use a reaction to negate becoming Prone. If the rider is knocked Prone or hit with forced movement, they are also dismounted. If the rider is knocked Unconscious, if there are no allies present, the mount will typically attempt to abscond.

Mounts share the same initiative as its rider; the mounted creature can still use actions on its turn (if it has any), besides movement.

Saddlekind has its own, additional rules, like forgoing the Animal Handling checks and allowing two-handed melee and special weapons to be used with one hand in exchange for a hit malus. Consult the saddlekind specibus for more information.

Minions

And sometimes you have… whatever the heck Lil Cal is.

Some specibi and specializations can give you creatures and objects that fight under your control, while certain psionic powers can summon creatures to similar effect. In these cases and more, where you can control these other creatures and objects, these creatures/objects are collectively referred to as minions.

Minions from specibi, such as Saddlekind, count as allies while they are present and on the field, for the purposes of Steps and other effects that benefit allies. However, whenever you use any abilitechs with these specibi, it counts as you and not an ally, as you are the one actually acting through the minion; these minions are just a tool in your hands in this case, no different than a sword or a needle or a gun.

Minions from other sources, such as the Companion specialization or psionic powers, always count as allies, even if you command them to act a certain way; these minions are their own, independent creatures. They never benefit from your own Steps or other benefits unless they explicitly extend to your allies or minions.

Resting

A short rest is up to an hour of calm, non-intensive activities (napping, reading, sitting around, playing videogames). You may spend and roll hit dice (rolling hit dice also assumes any modifiers, such as Constitution, are added), then heal for that many hit points. You also regenerate as many lesser slots as hit dice you spent. You spend an amount of time equal to the hit dice spent in proportion to your total hit dice.

At full HP and resources, a player can expect to go through two, three, or more strifes before wanting to think about a short rest. Uncontrollable factors such as a lucky streak on the dice or the sadistic dicebots screwing them over, can influence this, as well as controllable factors such as the player strifing defensively, taking HP-restoring steps, etc.

A long rest is 8 hours or longer. Typically, the player will sleep and be in their dreamself during this time. If this is interrupted by an hour's interruption or longer, the rest cannot confer any benefit. At the end of a long rest, the player regains all lost hit dice, hit points, and slots. Players can only benefit from one long rest per 24 hours and must have at least 1 hit point to gain the benefits of the rest.

==> Skillplay

"Oh no, my PRANKSTER'S GAMBIT meter is falling! And so is that pie-shaped—"
"Skill issue"

Skill Checks

A skill check is a roll the player makes when they want to perform some simple action whose outcome is uncertain: you roll a d20, then add the skill's associated stat mod and skill points to the roll. If you are not in a strife, you might also have Stakes and Flaws This roll is then applied against a difficulty class, or **DC**.

If you beat the DC, you pass the skill check. If you don't, you fail the check and suffer some consequence; you are assumed to still perform that action, but modified by the consequence in question. The consequence may be as minor as incurring cuts and bruises as you do it, or major, like failing to do the action. (failure and partial failure are the most common consequences).

Alternatively, if there is an actively opposing force, an opposed skill check can be made, where instead of a DC, the player rolls to beat an opponent's roll. Ties are won by the player.

Difficulty Class
Difficulty class describes, well, the difficulty of a given check.
- **DC 10:** Easy. Just about anyone has a decent shot, and skilled players will usually succeed. Incredibly skilled players will eventually auto-pass these.

- **DC 15:** Medium. A skilled player will find this about average. An unskilled player will find it a challenge. This is the average difficulty.

- **DC 20:** Hard. Even skilled players will find this a challenge, and the most skilled are still not guaranteed success.

- **DC 25:** Extreme. Skilled players must fall back on assistance, or bring supernatural powers to bear, to have any hope in succeeding. The incredibly skilled only have a decent shot at best.

Stakes and Flaws
Stakes and Flaws dice are d6s that can further modify a skill check. They represent a wide variety of tools, talents, circumstances, approaches, and the like that increases (Stakes) or decreases (Flaws) your odds of success.

Whenever making a skill check outside of a strife, roll up all Stakes dice, or all Flaws dice, and take the highest die. If you rolled Stakes dice, add the die to the check. If you rolled Flaws dice, subtract the die from the check. If you have both, remove one of each until you only have one kind of dice left (or none!).

Commonly, you can get Stakes dice from Decors, which reward you for utilizing your skills in a particular manner.

Roleplay and alchemy are the other common methods; in general, you receive one Stakes die for something that helps you in some way. Two dice if it was incredibly helpful. More specific examples can be found in the later sections of this chapter.

List of Skills
Players have the following skills:
- **Athletics (Strength)** describes your training in arduous physical activities, such as climbing a rocky cliff, quickly ascending a steep slope, and so on, and is used in grappling.

- **Endurance (Constitution)** describes your health, your ability to stave off ill effects and push yourself beyond normal physical limits, whether it be for the moment or over longer streaks, such as resisting the urge to throw up, shrugging off some debilitating effect, pushing onwards through harsh weather, or holding your breath for long periods of time. Just as Sanity describes mental resilience, Endurance describes physical resilience.

- **Acrobatics (Dexterity)** describes your deft body movement capability, and covers attempts to stay on one's feet, as well as maneuvers that require agility more than strength. It includes activities like escaping a grapple, performing flips and dives, and keeping one's balance.
- **Sleight of Hand (Dexterity)** describes your fine finger control and your ability to perform small actions without others noticing, such as switching two player cards, pickpocketing someone, or hiding a dagger up your sleeve.
- **Stealth (Dexterity)** describes your ability to conceal yourself and pass by unnoticed.

- **Engineering (Intelligence)** encompasses technological background and efficacy in building, constructing, and working with technological devices. This could be synthesizing chemicals, rewiring an electronic alarm, programming a computer, building a complex rope and pulley system, or designing an architectural structure.
- **Investigation (Intelligence)** describes how well you are able to piece together clues, make inferences, and logically deduce things. Investigation checks could be made to figure out how to disarm a trap mechanism, infer that public dormitory style housing could mean a fairly regimented society, and so on.
- **Occult (Intelligence)** describes your knowledge about psionics and magic, as well as other mysterious and hidden knowledge.

- **Animal Handling (Wisdom)** describes your ability to interact with animals, and how well you can calm them, teach them, and direct them to do what you wish them to do.

- **Insight (Wisdom)** describes your ability to read people and situations to uncover true intentions. Insight involves listening and reading body language, and is often used to determine if someone is lying, or to predict someone's next move or ulterior motivations.
- **Medicine (Wisdom)** describes your ability to diagnose and effectively treat wounds. It also describes your grasp of the underlying knowledge behind the biology and chemistry of the body, as well tangential knowledge, from epidemiology, to diets and poisons, to weaknesses in the human body.
- **Perception (Wisdom)** describes your awareness of your surroundings. This encompasses things such as noticing hidden creatures or objects, finding traps, or eavesdropping.
- **Sanity (Wisdom)** describes your mental fortitude and ability to resist harmful influences and retain your sense of self in the midst of traumatic circumstances. Just as Endurance describes physical resilience, sanity describes mental resilience.
- **Survival (Wisdom)** describes your ability to survive in the wild, including finding safe food, navigation, making effective shelters, tracking creatures, avoiding natural hazards, and predicting weather.

- **Deception (Charisma)** describes your ability to convince others a falsehood is true. This could be outright lying, feinting in combat, visually disguising yourself, or mimicking another creature.
- **Intimidation (Charisma)** describes your ability to scare others and present yourself as more threatening. This could be attempting to threaten someone, attracting attention in combat, scaring others away, or other hostile actions.
- **Performance (Charisma)** describes your ability to put on a public display, either through some form of speech, musical performance, dance, acting, romance, or other entertainment.
- **Persuasion (Charisma)** describes your ability to influence people in good faith without deception. This includes using logical arguments to convince someone, etiquette to help someone be more friendly to you, or make cordial requests. It may also be used for small talk, schmoozing, or flirting.

Gambits and Challenges

A gambit is a type of encounter where you attempt to perform/achieve some complex or significant task/goal where a single check won't cut it. The keywords are complexity and gravity; a task must have one or both of these to be worth a gambit.

In a gambit, you roll up to three skill checks, against a DC that correlates to the difficulty of the task at hand. If a check beats the DC by higher numbers, you can get more than one success. You get EXP for passing a gambit. This EXP is determined by the player's tier and the gambit's DC.

For every 5 over the DC, the check counts as an additional success. However, for every 5 under the DC, the check instead removes a success. This can bottom out to give you negative

successes, if the dicebot really hates you. <u>You do not suffer consequences for a failed check in a gambit</u>; any consequences are handed out after all the checks are made.

Between each check, the narrative continues. Your action takes effect, and the encounter evolves accordingly, before rolling the next check.

Once all the checks are made (or you accrue five successes), resolve the gambit. If you have five successes, you fully pass the gambit and do what you set out to do. If you don't, you suffer a consequence, its severity growing with how many successes you were short, down to total failure if you have no successes. If you somehow have negative successes at the end of the gambit, you take another consequence on top.

You're allowed to <u>push</u> a gambit by going for a fourth check. However, you roll this check at disadvantage, and you must abide by its results. Pushing a gambit is a desperation move.

Gambits, In-Depth

- *<u>Developer's Note (1/17/21):</u> While this section was not written by a member of the development team responsible for writing up documents, it has nonetheless proven helpful enough in its current state to merit being put into the Primer.*

WHAT ARE GAMBITS?

>A Gambit is called when there is a difficult task ahead not immediately accomplished by combat. sneaking through areas, debating, puzzling and chase scenes are some examples of Gambits.

>Gambits can happen DURING combat, Gambit actions are FREE actions. and don't interfere with the mechanical aspects of combat.

>Gambits use an unique resource to measure success, (similar yet separate to HP in combat) called a Gambit BAR. there are 2 types of Gambits.

REGULAR GAMBIT

>The Gambit bar starts full at the beginning of the **GAMBIT ENCOUNTER**
>It's considered the opponent's decor bar
>The Gambit bar has 5 pips by default.
>It can go BEYOND 5 pips.

The goal of a regular Gambit is for the player to completely deplete this bar through their usage of skills (Gambit CHECKS)

OPPOSED GAMBIT

>opposed Gambits contain 2 bars, one for the player, and one for the opponent
>Each bar has either 5 pips, or the highest skill mod of each participant (only the highest counts.)
>Both Gambit bars start at full
>DM decides who starts (coinflip for fairness?)

The goal of an opposed Gambit is to reduce your opponent's Gambit bar to ZERO, while maintaining yours above that.

HOW TO USE GAMBITS?

Gambits are primarily Roleplay governed by a set of STAKES and FLAWS that grant mechanical bonus or malus to your Gambit check in the form of D6s

Stakes are bonuses, they represent your specific talents, the opponent's weakness and available tools, as well as the circumstances surrounding the current Gambit.

Decors, backstory and more will increase your chances of success.

Flaws are negative and they can be your character's specific weaknesses, an opponent's particular strength or lack of proper resources to act at full potential, as well as the circumstances surrounding the Gambit
They can reduce your chances of success.

The number of dice for stakes and flaws increase with the complexity and strength of each particular benefit or frailty.

IT SHOULD BE NOTED, THAT THE PRIMARY FORM TO ACQUIRE STAKES DICE IS THROUGH DECOR.

THE GAMBIT CHECK:

A Gambit check works similarly to a skill check, whoever, when making a Gambit roll, the player rolls all of their Gambit dice, and adds (or subtracts) the result of the highest scoring dice to their check as such.

1d20+(skill the player wants to use for the Gambit)+Gambit dice

If a player has both stakes and flaws available, one of each must be removed until only 1 Gambit dice (or none) remain

as seen on the left, the player had only 2 stakes, and three flaws. so two stakes cancel 2 flaws, and 1 flaw remains.

GAMBIT RESOLUTION:

For regular Gambits, we check if the player's **Gambit check** beat the DC for the situation, if the player succeeds, they subtract 1 pip from the Gambit bar

For every 5 points over the DC, the player subtracts an additional pip (see image)

For every 5 points under the DC, the Gambit bar heals 1 pip, with overhealing being possible here.
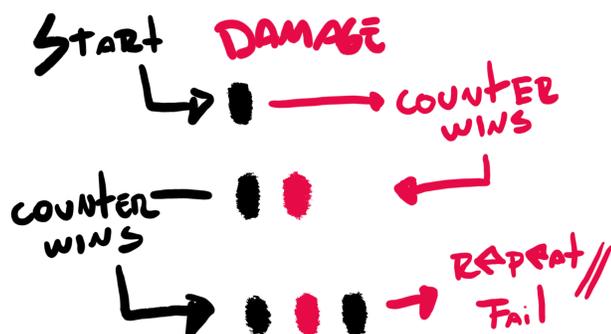
Once damage // Healing has been dealt, a new round for the Gambit starts.

The DCs are as follows:
Easy (DC 10)
Medium (DC 15)
Hard (DC 20)
Extreme (DC 25)

for opposing Gambits, the player to start the round goes for their **Gambit check**, and regardless of the result, adds 1 damage to the **DAMAGE POOL**.

the opponent, then **counters** by

beating the opponent's Gambit check (setting the new bar) and adding one damage to the pool

...or **concedes,** taking the damage and not adding to this pool

This back and forth continues until **either participant fails/concedes** and takes damage, and from there, a new round is started.

ADDITIONAL NOTES:

Gambits can end when:
The player decides to end it (or both participants on an opposed) or when the Gambit bar reaches ZERO.

while combat turns take up to 6 seconds, **Gambit rounds have no time restriction** and can be performed in a long term fashion depending on the actions carried out

GAMBITS ARE TIRING, AFTER 3 ROUNDS HAVE ELAPSED, PARTICIPANTS GAIN DISADVANTAGE TO THEIR CHECKS (round 4). IT ENDS AFTER THE FOURTH ROUND NO MATTER WHAT.

An empty Gambit bar means a complete success

A partially empty bar indicates moderate success or small complications.

A completely full bar indicates that the situation hasn't managed to either get better or worse.

An overflowing bar indicates the player has made their current situation worse.
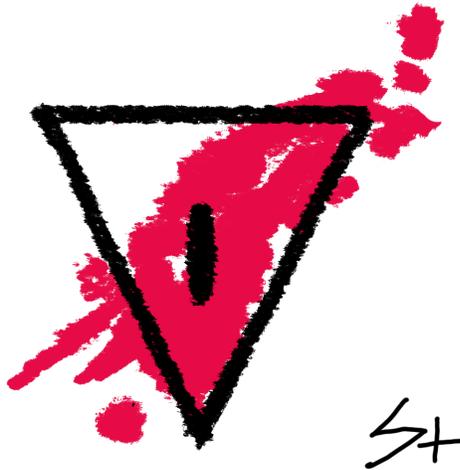
Opposed Gambits

If there is an active, opposing force, it is an opposed gambit instead. In this, you roll off against an opponent in three rounds of checks instead, trying to get five successes before they do.

In each round, one side makes a skill check, called the opening. Then the other side has the choice of conceding the round, or upping the ante with a counter and making a skill check back. If a counter beats its preceding check, it goes back to the other side to concede or counter, like a hot potato.

When one side fails to beat the check, or concedes, the other side accrues as many successes as checks were made during that round. Then the side that lost begins the next round.

- *Developer's Note (6/17/20): In this way, opposed gambits are like a game of poker, you either fold or raise. You're not allowed to call, you either raise the Stakes or you quit.*

You can push an opposed gambit for a fourth round, but all checks in the round are made at disadvantage. So can the other side, if they wish.

When all the rounds are played (or one side accrues five successes), resolve the gambit. If you have five successes, you win, and do what you set out to do. If your opponent got five successes, you fail and take a consequence on top.

If neither side got all five, compare them. If you have more than your opponent, you suffer a consequence (but not failure) as you achieve your goal. If your opponent has more than you, you fail to do it. If there is a tie, the two of you immediately make an opposed skill check as a tiebreaker, with the winner getting a success. Then resolve accordingly.

Challenges

A gambit's checks can compensate for or undo each other. This works in social and stealth challenges, where a misstep can unravel your work, or a lucky break can redeem it.

But not all tasks work this way, where your performance in one thing you do can retroactively rewrite the progress of another.

If you have to sail the seas, climb a cliff, unlock the gates, and charm the angry monks to obtain a hidden treasure, failing to unlock the gates doesn't undo the progress you made by sailing and climbing. Furthermore, each of these things would probably be their own skill checks.

This is called a challenge, where you complete several checks in succession until you achieve your goal. You get EXP for completing a challenge. The EXP is determined by the player's tier and the average DC of the challenge's checks.

Example of Play
Let's look at an example. The player is a troll looking to drive an arms dealer out of town for selling faulty ammo. The DC is 10, and it's going to be a regular gambit.

The troll grills the dealer about their wares and curious misfires, before pointing a gunblade in their face. This will be one Stakes die. They make a skill check and get 18. They roll their d6 Stakes die and get a 6. So their total is 24.

This is 14 above the DC of 10. They get three successes. If the player had gotten 25, that'd be 15 over the DC, for four successes.

The dealer tries making excuses, and accidentally insults the troll. They respond by pulling the trigger as a bluff, using one of the same faulty rounds the dealer sold them. This was deemed badass enough for two Stakes dice. They make another skill check and get 13. They roll their two Stakes dice and take the highest. 2 and 5, so they take the 5. Their total is 18.

This is 8 above the DC. They gain an additional two successes, which brings them to the five they need to pass the gambit. The dealer trips over themselves throwing back the money, a bit more on top, and promptly flees the town, leaving the troll with XP and the dealer's money.

Consequences

Consequences come in two types: complications, and failure. We'll be going over this briefly and giving examples in later sections of this chapter to give you an idea, while detailed discussions of consequences can be found in the SMA.
- *Developer's Note (7/14/20): Or rather, will be. The Session Master's Assistant is always undergoing reconstruction. Such is the life of a playtest.*

Complications are something that impedes you or sets you back in some way, but not so far as to undo your success. This can include <u>harm</u>, <u>resource</u>, <u>price</u>, and <u>surprise</u>.

- Harm is straightforward, it is bodily harm, injury to body or mind, hit point damage. If you jump and fail to stick the landing, you're going to be hurt.

- Resource involves what you have used. Something you spent took more than you expected. You spent time looking for your wedding ring, but it took you far longer than you would've liked.

- Price asks you to spend something you did not already use, or suffer a worse consequence. If you fail to appease the spirits, you'll have to spend a lesser slot to banish them, or a revenant will cross over and hurt you.

- Surprise represents results that you did not anticipate. You infiltrated a private party despite failing the check, but you were quickly trapped in boring conversation with a foul-odored consort.

Failure is what it sounds like, you don't succeed at the task for which you made the skill check.

- Partial failure is also what it sounds like. You tried to persuade a merchant to give you the quest macguffin for free, but they will only give you a discount.

But let's go deeper. What happens because they fail?

- Worse position means you are losing control of the situation, and doing this again is harder. You failed to pick the lock, now it's jammed into the wrong position and unlocking it will be harder to do.

- Roadblock bars the way between you and your goal, a new obstacle to be resolved before you can continue. You failed to sneak out of the house, you must deal with your parents before you can try again.

- You lose the opportunity, and the situation evolves such that you cannot try it again. You must find a new approach. You only got a sneer, a rude gesture, and a lifetime ban from the jewelry shop with the quest macguffin you need, now you may need to use the five finger discount.

Failing Forward
Shutting a player out without an alternative option is a surefire way to kill any momentum they had. Players will inevitably fail their checks if RNG has anything to say about it, they *will* suffer the consequences of their failures eventually. <u>The narrative should not depend on the player passing their checks in order to progress.</u>

Consequences are presented in RPGStuck in such a way that there can always be another way forward, despite their bad luck. Failing a check can be more interesting than passing it, depending on the SM's creativity.

The SM should be a fan of the players. This isn't to say that everything should be handed to them on a silver platter, but there should be a way forward that the players can easily grasp, in their threads and in the session as a whole.

The Social Network

Social interaction is one of the fundamental pillars of roleplaying. And indeed civilized life itself, but this is a tabletop game, you're here to read about social skill checks and gambits where social encounters are concerned.

As even a casual reader of Homestuck will be aware (if such a thing exists), conversations and speeches and other words for gabbing away with words beige and purple form a massive part of Sburb, and the same is true in RPGStuck.

Social Checks
A check is used when there is uncertainty about the outcome of an action. A social check, therefore, is used when there's uncertainty about the outcome of a social interaction, how the other side will react in response to something you said.

The typical skills used in a social check is the triad of <u>Deception</u>, <u>Intimidation</u>, and <u>Persuasion</u>. These are different approaches, whether you lie, bully, or charm to get your way. <u>Performance</u> is also a way to sway others. Occasionally, the SM may decide actions speak louder than words and let you check some other skill; this is uncommon and is purely at SM discretion.

On the other side, <u>Insight</u> is used to discern someone's intentions. If you try to deceive someone, and they are actively anticipating it, this would see an opposed check, Deception versus Insight, to see if the target of your deception falls for it. You might also do this if you suspect the NPC is lying to you and want to get a read on them.

Insight is <u>not</u> used to resist, say, Persuasion. Insight gives you, well, an insight, into someone's words and actions. It has no bearing on changing someone's mind by itself. In that vein, <u>the SM does not make checks for NPCs to interact with you</u>, the player. You have autonomy in this regard, where your character cannot be made to believe something solely because the dice said so, you must do it of your own volition.

Examples
Let's look over some samples to get a feel for this. Your mileage may vary, depending on your SM and the way they like to run their sessions.

- **Example Checks:**
  - **Regular:** Ask a consort to do you a favor, scaring a child into brushing their teeth.
  - **Opposed:** Convince a cop your story is valid and that carapacian's is not, explain to your mother the magazines are not what it looks like.
- **Example Gambits:**
  - **Regular:** Persuade a horrorterror to grant you a boon, intimidate an arms dealer into refunding and fleeing town, play the lead role in a stage performance.
  - **Opposed:** Compete on Alternia's Got Talent, debate the merits of monarchism in front of a crowd.
- **Example DCs:**
  - **DC 10:** Convincing a child to go to somewhere they don't want to, or lying to said child that you did not eat their snacks when you totally did.
    - Alternately, a total bonus of +0, for opposed checks.
  - **DC 15:** Lying to a detective, or performing for snooty art critics. Convincing an underling to leave you alone.
    - Alternately, a total bonus of +5, for opposed checks.
  - **DC 20:** Convincing a cop to let you out of a misdemeanor, instilling fear into a jaded warrior, or convincing an underling to do you a favor.
    - Alternately, a total bonus of +10, for opposed checks.
  - **DC 25:** The DC 20 situations, but noticeably more severe. Say, convincing an irate denizen to do you a favor.
    - Alternately, a total bonus of +15, for opposed checks.
- **Example Stakes and Flaws:**
  - **1 Stakes Die:** Chocolates and flowers, promises of wealth or power, a budding reputation. *A gift. Playing to one's traits. A favorable air.*
  - **2 Stakes Dice:** Blackmail, a gunblade in their face. *Something with gravity, or urgency.*
  - **1 Flaws Die:** Social stigma, a rotten stench, pronouncing GIF incorrectly. *An unfavorable air. Something that invites scorn. A social faux pas.*
  - **2 Flaws Dice:** Misanthropic personality, vicious rumors about you, an order from above. *Intractable disposition. A severely unfavorable air. An outside influence.*

Tie-Ins

Decors are often the go-to for Stakes dice. More specifically, the Persona and Direction groups.

Snooping around for some sort of hook on an NPC could serve as leverage. Witty repartee might impress them. Enlisting another NPC's aid is another. Social gambits are the most common, and fittingly, there is no end to the ways one might get Stakes. Or Flaws.

Alchemy geared towards social encounters typically boils down to information gathering. A way to read someone's mood, or glean surface thoughts akin to psionics. A device that reads personality traits and provides psych profiles.

Speaking of which, psionics, especially Dominating and Empathic Mind Controls, can greatly expand the dimensions for a social gambit, when one might be required at all. Remember, gambits are to resolve uncertainty: brief bouts of total mind control might bypass this, depending on the context.

Stealth is something just about everyone understands: don't get caught! To expound on that, it's about acting without drawing attention, moving beneath notice. An alternate way to go about this is obfuscation; if you can't hide what you're doing, mislead any onlookers as to your actual intent and goals.

Even the most casual player will wonder if they can steal that slice of cake, or the magic item in the shop, or the queen's secret magazines, without getting caught. Secrecy and misdirection are the bread and butter of the stealth game.

Stealth Checks
A check is used when there is uncertainty about the outcome of an action. A stealth check, therefore, is used when there's uncertainty about the outcome of a trick, or a subversion, whether the other side will be fooled by your misdirection.

The typical skill used in a stealth check is, well, Stealth, with Perception used to oppose it. Occasionally, Survival might be substituted where camouflage and blending into one's surroundings matters, and Investigation might be used in certain contexts, but both of these skill substitutions are rare.

There is also Sleight of Hand, which goes together with stealth in the age-old tradition of picking people's pockets. Social skills also go hand in hand where misdirection by silvered words and subtle hands intertwine.

There is also attack rolls, which are technically not a skill check, but might be used as part of a stealth gambit if it involves taking out enemies from stealth.

To Surpass Metal Gear
Or Assassin's Creed, since those two come to mind first.

There are situations where the player may be faced with multiple opponents, guards, etc, with the option/intent to methodically take them out while avoiding detection. In these cases, instead of possibly running a strife for every set of guards, consider a stealth gambit to abstract the affair.

A popular depiction of stealth gameplay in videogames is that the player sneaks up to an unaware enemy and can knock them out or kill them in a single hit. Replicating this purely

through strifes becomes very tedious, very quickly, depending on how many guards are around and what the map looks like, if one exists.

As a rule of thumb, consider which is more important; sneaking around, or the actual fight itself? If being a sneaky beaky matters more, use a gambit to abstract the player's progress, with every success representing the player taking out more and more guards, or how likely they are to get away scot-free.

Examples
Let's look over some samples to get a feel for this. Your mileage may vary, depending on your SM and the way they like to run their sessions.

- **Example Checks:**
    - **Regular:** Run by a hall monitor when they're not looking, blend into the crowd when the mean girls posse is around.
    - **Opposed:** Sneak by the neighbor's dog looking for someone to bark at, hide in the forest from an actual cannibal looking for you.
- **Example Gambits:**
    - **Regular:** Stealthily take out a group of guards one by one without raising the alarm, locate and neutralize a VIP without being caught.
    - **Opposed:** Evade armed guards searching for you after your prison break, sneak a long message to a third party while being watched.
- **Example DCs:**
    - **DC 10:** Sneaking through an abandoned warehouse or dense forest, hiding in a concert or rave.
        - Alternately, a total bonus of +0, for opposed checks.
    - **DC 15:** Hiding from motivated guards under the city catacombs, searching for a specific tool whose only distinguishing feature is a small strip of colored tape.
        - Alternately, a total bonus of +5, for opposed checks.
    - **DC 20:** Evading bloodhounds and trained paramilitary forces, looking for that one specific lego piece in a man-sized pile of lego pieces.
        - Alternately, a total bonus of +10, for opposed checks.
    - **DC 25:** Hiding from every major government of the world, finding Waldo, pointing out the fourth wall.
        - Alternately, a total bonus of +15, for opposed checks.
- **Example Stakes and Flaws:**
    - **1 Stakes Die:** Soundless sneakers, a brief distraction. *A helpful item. An opportunity.*
    - **2 Stakes Dice:** Certified ninja attire, a fireworks festival. *A very helpful item. An environmental factor.*
    - **1 Flaws Die:** Crunchy boots, loose tic tacs in your pocket, you don't actually know where the end is. *An unhelpful item. A reason to meander.*
    - **2 Flaws Dice:** Bells on the wrists and ankles, a phone not on vibrate, going it blind. *A very unhelpful item. An unknown quantity.*

Tie-Ins
Decors are often the go-to for Stakes dice. Every type of Decor has one or two suited towards this end.

The majority of Flaws will come from either inferior equipment, environmental factors, or unknowns. Accordingly, preparation can be as simple as scouting out the goal beforehand, getting rid of that rattling thing in your back pocket, and not going on a stealth mission in broad daylight.

Alchemy geared towards stealth encounters is focused on boosting one's stealth capabilities, as well as information gathering. Most Stakes dice will come from this or Decors. Clothes that absorb noise instead of generating it, a shiny distraction rock that always returns to your pocket, an accessory that briefly lets you become invisible.

The Mystic Paths

The existence of the supernatural is apparent in many ways: aliens, psionic powers, strange mystical powersets granted by a horribly designed game with an insistence for naming conventions.

If you are psionic, human or troll, you have access to new avenues of action in RPGStuck right off the bat. Assumptions are made about where your psionic powers came from, and what they can do. And eventually, all players will come to learn and wield the powers granted by their mythological role.

We'll be talking mainly about psionics here. In practice, it tends to be interchangeable with magic, and almost all of the advice for psionics also applies to classpects.

Supernatural Checks
A check is used when there is uncertainty about the outcome of an action. A supernatural check check, therefore, is used when there's uncertainty about the outcome of a supernatural action. Unlike social or stealth checks, it's not strictly about how the other side reacts, but a measure of the player's efforts.

The typical skill used in a supernatural check is your psionic skill, whether it be Occult, Sanity, Performance, or Athletics, depending on how your psionics manifest. We mention psionics first because you will have access to it right off the bat, whereas your classpect abilities will take longer to manifest.

The other side will often respond in kind. Caster-type opponents in RPGStuck tend to be high in Intelligence for Occult or Wisdom for Sanity. Sometimes, Endurance can come into play to resist, or Sanity if used in its capacity as a mental counterpart to Endurance.

The psionic skill may substitute for other skills in appropriate contexts. If you were searching for someone, you might use Perception, or Persuasion to sway someone. In both of those cases, you could justify using your psionic powers to achieve the same ends, but with Occult.

For SMs, know when to let the supernatural substitute for the mundane by the context of their powers. Telekines might justify using Occult in place of Acrobatics by using Lift to maneuver themselves, while Whisperers might switch out Persuasion for it when dealing with the undead. Trying to jury rig a power for something other than its intended purpose falls into this category as well. It should be appropriately difficult for, say, an Electrokine to restart someone's heart.

A Word about Space
No, not the aspect.

In a social encounter, you have as many ways to approach your goal as there are ways to string together words, and the encounter evolves as the conversation does.

In a stealth encounter, you have as many ways to approach your goal as there are avenues of approach, and the encounter evolves as you move to new areas with new obstacles.

In a supernatural encounter, you have as many ways to approach your goal as there are methods or rites or processes to get the result you want. But how does this encounter evolve? And how do you react to it?

It'll require some explanation on how your psionic powers work, exactly. To be fairly general, and to link it to something else already in the system, let's say there exist three ways to go about leveraging your psionic power. You can do it with power, control, or knowledge, where the manner in which you wield your power matters.

You might notice this corresponds with Passion, Artifice, and Erudition, from Decors and Demeanors. ...or does it correspond with Slayer, Sentinel, and Strategist, from Pillars and Paths?

Examples
Let's look over some samples to get a feel for this. Your mileage will most certainly, depending on your SM, the way they like to run their sessions, and how their session treats psionics.
- **Example Checks:**
  - **Regular:** Burn through a metal door as a Pyrokine, search for the source of a psychic phenomenon as an Antipsion.
  - **Opposed:** Resist a mind reading, resist a corrupting influence.
- **Example Gambits:**
  - **Regular:** Commune with the spirits of the dead.
  - **Opposed:** Hold a mind knife fight with a psion, bind a horrorterror to your will.

- **Example DCs:**
  - **DC 10:** Reading a dimwit's mind, juicing up an electric car, tracking the direction of a psionic disturbance.
    - Alternately, a total bonus of +0, for opposed checks.
  - **DC 15:** Creating a scale model of Istanbul with cryokinesis, compelling a ghost to speak with you, scanning a room for a specific individual.
    - Alternately, a total bonus of +5, for opposed checks.
  - **DC 20:** Interpreting an omen from a nightmare, compelling a spirit to do a simple task for you.
    - Alternately, a total bonus of +10, for opposed checks.
  - **DC 25:** Outwitting an all-knowing horrorterror, stacking a troll-sized house of cards with only one's mind, restarting a stopped heart with electrokinesis.
    - Alternately, a total bonus of +15, for opposed checks.
- **Example Stakes and Flaws:**
  - **1 Stakes Die:** A psionic focus, the proper preparation, psi in the air. *An implement. An adherence to the norm. A mystic influence.*
  - **2 Stakes Dice:** Lesser slots, a celestial alignment, a blood sacrifice, an ancient focus, a six hour rite preceding it. *Something scarce. An investment of self, or time.*
  - **1 Flaws Die:** A tainted focus, the wrong rites, psi in the air. *Mistaken tools, or rites. A mystic influence.*
  - **2 Flaws Dice:** An ancient curse, anti-psionic interference. *A greater, hostile power. Targeted interference.*

Tie-Ins

There are a few Decors for supernatural Stakes dice, but they won't be your main way of getting them.

Spending psionic slots is an easy, albeit costly, way to get more Stakes dice. Maybe your SM will allow you to push yourself instead, giving up hit points instead.

Alchemy geared towards supernatural encounters typically either expands what you can do with your psionic potential, or enhances it. For a Telekine, for example. A bracelet synced to a sword they can wield proficiently purely through their mind. A focus that lets them create solid barriers that bar passage. A ring that boosts the range they can throw objects.

You'll notice this is specific to the Telekinesis power. Each power has its own ways it can diverge from others, such that no two players' movesets will be alike, despite having the same power.

The Peanut Gallery

Pursuing a fleeing target. Researching and writing a term paper. Exploring a hundred mile swathe of jungle. Casing a military base. Treating third degree burns. Building IKEA furniture. All

these things don't quite fit into the previous three, but you may find yourself doing one or more of these at some point. These would obviously be done with checks and gambits. If you need to mix these as part of a greater goal, it's probably a challenge.

Let's go over this very broadly.

A check is used when there is uncertainty about the outcome of an action, or a gambit if the action is complex and/or significant.

If you're chasing someone, or athletically competing against another, you would use Athletics, or maybe Acrobatics, against the same. A game of football, wrestling, competitive tag. Opposed checks and gambits are common here.

Research, exploration, and investigation are all methods of information gathering at their core. Occult, Survival, and Investigation come to mind, but others might be fit in, depending on the situation. Checks and gambits aren't really opposed, given their solitary natures; there isn't really a way to oppose these in the context of opposed rolls.

Medicine and crafting use Medicine and often Engineering, though the latter could be substituted with Occult, depending on the context. For the same reasons as the information gathering above, these too tend not to have opposed checks or gambits.

This is not to say these are the only other ways skills could be used, but these are the most common. This is Sburb, unique cases are everywhere.

Stakes dice from roleplay and context is difficult to say without giving a three page list. Remember from the start of the chapter that in general, you receive one Stakes die for something that helps you in some way. Two dice if it was incredibly helpful. Consider this in terms of effect, time, and scale. If something lets them do it with increased effect, decreased time taken, or lets them do more of it, for example.

For alchemy, consider three questions: "Can I use this to do something I couldn't do before?", "Can I already do something, but this lets me do it better?", and "Can I already do something, but this lets me do it more easily?". Good alchemy says "Yes!" to at least one of these questions.

==> Echeladder

"Some ladders are climbed. Others are made of chaos."

Players gain **experience points (XP)** as they go through their adventures, tracked over the course of the session. At specific increments of XP they progress to the next level.

Whenever you gain a level, you move onto the next echeladder rung:
- Take your hit die average and add it to your hit dice column. Your current and max HP goes up by this. If your Constitution goes up, it retroactively increases all previous hit dice additions too.
- You gain a sum of boondollars (check the table in the next section).
- At levels 2, 5, 8, 11, 14, 17, and 20, you gain 2 stat points and 3 skill points you can distribute wherever you wish. No stat can be raised above 20, and no skill can be raised above its stat mod.
- At every even level, starting at 2, you gain one Step from Pillars and Paths.
  - *Developer's Note (4/5/2020): If you are a hybrid, or you have certain specs, you have multiple specibi or powers from which you learn additional abilitechs or subpowers. Whenever you gain a Step, you learn one abilitech or subpower from each specibus or power from which you are able to learn more.*
- At levels 3, 7, 9, 13, and 15, you gain one Decor.
  - At levels 3, 9, and 15, you gain a Stage, which lets you augment your skills further with Expertise (hone a single skill) or Polymath (gain extra skill points).
- At levels 5, 10, 15, and 20, your Proficiency bonus is increased by 1.
- At levels 5, 11, 17, and 19, you gain a Specialization.

Player Tier and Session Length
Player tier is a rough grouping of levels based on what tier alchemy the player can expect to have at any given level. This is typically used by SMs when assigning EXP, among other uses.

Players don't have a use for player tier per se, except when it comes to Session Length.

Session length represents the expected levels at which the session expects to start its endgame.

Character Experience Thresholds									
Level	XP need	XP total	Tier	BDs	Level	XP need	XP total	Tier	BDs
1	30	30	0	0	11	1595	5235	3	15950
2	100	130	1	800	12	1885	7120	3	18850
3	120	250	1	1200	13	2030	9150	3	21750
4	140	390	1	1600	14	2700	11850	4	24300

5	300	690	1/2	2400	15	2970	14820	4	29700
6	330	1020	2	3000	16	3510	18330	4	35100
7	360	1380	2	3600	17	3780	22110	4	40500
8	390	1770	2	4200	18	11200	33310	5	56000
9	420	2190	2	4800	19	14000	47310	5	84000
10	1450	3640	3	13050	20	n/a	n/a	5	112000

For example, if a session is advertised as being length 1, it expects players to get to level 4 by the time it begins to end. It's not exact, there are length 1 sessions that end at level 6, or a length 3 that ends at 12. It's a loose approximation.

That said, for players that like to plan their builds, session length helps frame how many Steps they should expect, and the like.

Classspects

Classspects are a perennially complex discussion as to who is which classspect (especially *why*) and what a player should expect from it. Given there are 144 classspect combinations (master classes, which are a whole nother conversation, are not included in this count), RPGStuck has opted to use a one size fits all approach.

The following is a basic set of classspect abilities and rules that ought to get you through your session. Your SM may add to it at their discretion (or replace it entirely with a system of their own making), but this is meant to be a baseline that can be adapted to just about any session's players.

You unlock these abilities at a narratively appropriate time at your SM's discretion, when it seems right that your character would start awakening to their latent powers.

Aspect Points
Aspect Points are a resource equal to the your Proficiency bonus by which you can leverage their aspect. They restore fully on a long rest. Your maximum AP increases by 1 per odd numbered gate completed (1st, 3rd, 5th, 7th).

God Tiered players are able to restore 1 AP on a short rest.

AP will typically be reworded to fit the player's aspect, e.g. Breath players will use Breath Points, Light players have Light Points, etc.

Abilities

Players with access to their classpect start with the following two abilities:

- **Empower:** When the player makes an attack roll or skill check, they may spend 1 AP to roll with advantage. If making an attack roll, they add two d8 Aim dice. If making a skill check, they add two d8 Stakes dice. This can be used retroactively on a roll.
  - The player should explain, in-character, how their aspect helps them.

- **Afflatus:** The player may spend 1 AP to ask a question about the scene, and the aspect answers back, in that aspect's unique way.

You may unlock more abilities as they progress through your session, at narratively appropriate times: the conclusion of odd-numbered gates (like max AP increases) would be appropriate, if nothing else comes to mind.

More information on this topic, as well as additional abilities you might gain in the future and what you gain after God Tiering, can be found in the [Session Master's Assistant](.).

XP/Boondollars Table

The second column describes the XP required for players to reach the <u>next</u> level, while boondollars describes the BDs gained for reaching that level.
- For example, a player that reaches level 6 would gain 3000 Boondollars, and would need 330 XP to reach level 7.

XP/Boondollar Chart			
Level	**Player's Tier**	**XP Needed for Next Level**	**Boondollars Gained**
1	0 (not sorry)	30	0
2	1	100	800
3	1	120	1200
4	1	140	1600
5	2	300	2400
6	2	330	3000
7	2	360	3600
8	2	390	4200
9	2	420	4800
10	3	1450	13050

11	3	1595	15950
12	3	1885	18850
13	3	2030	21750
14	4	2700	24300
15	4	2970	29700
16	4	3510	35100
17	4	3780	40500
18	5	11200	56000
19	5	14000	84000
20	5	n/a	112000

Specializations

At levels 1, 5, 11, and 17, you choose specializations! At level 19, you may choose any one specialization from the levels 5, 11, or 17 lists that you have not previously chosen.

Level 1 Specs
- **All-Rounder:** You begin play with either 4 additional skill points, or a second strife specibus of choice. You are also probably more well-adjusted than some of these other choices.
- **Phantom:** You begin play as a ghost!
    - You hover instead of walking (you ignore physical difficult terrain), know the Augur affinity from Whispers, and have night vision.
    - Once per round, you can become Intangible as listed in conditions (or turn tangible again) as a reaction.
    - You are a ghost and no longer require food, drink, air, or sleep. However, you may fall into a dreamlike trance that is functionally sleeping for the purposes of resting and dreamself access, though you only need 6 hours of this to count as a long rest.
    - Your initiative rolls have disadvantage, but your Hit Die rolls/averages/max have +1.
    - Your spectral nature makes you more sensitive to psychic phenomena; whenever this sensitivity would come into play, you add one Flaws or Stakes die to the check, as appropriate.
- **Synthetic:** You begin play as a robot!
    - You have a natural +1 defense bonus. This is a bonus to AC and resists.
    - Whenever Medicine would be used on or against you, Engineering must be used instead.

- ○ You are a robot and no longer require food, drink, or air. You still require sleep, in order to recharge your batteries and access your dreamself as normal.
  - ○ You cannot be psionically healed, nor do medicine, drugs, or other biological/chemical means have any effect on you.
- **Lucid Dreamer:** You begin play having already awakened on your dream moon before the events of the session. You have a fair understanding of the histories and social norms followed by carapacians, consorts, and other common inhabitants of the Incipisphere. You have one Stakes die to any non-strife checks made when dealing with them.
  - ○ Talk with your SM about the specifics, like what moon they're on, how long they've been awake, how being awake has changed them, and so on.
- **Heirloom:** You begin play with a special item!
  - ○ You start with an equippable item of choice that carries a scaling effect that persists through alchemy.
  - ○ *Developer's Note (2020-04-06):* Being one of the more versatile specs, Heirlooms are more prone to imbalance due to the many moving parts. As of this note's writing, consult with your SM before taking this spec.
- **Companion:** You begin play with a small friend!
  - ○ Your companion is a Tiny creature that shares your speed, your defenses plus six, and half your hit points. When reduced to 0 hit points, they are knocked out and return fully healed after a short rest.
  - ○ It moves during your turn, and can take one action of its own during your turn:
    - ■ Make an attack (using your stats) against AC for Pd1+1 damage.
    - ■ Use the Aim, Avert, or Assail actions, but it cannot use them on itself.

Level 5 Specs

- **Celerity:** When rolling for initiative at the start of a strife, if you are not surprised, you have advantage and +5 to the roll.
- **Weapon Proficiency:** Pick a strife specibus. You are now proficient with this strife specibus and immediately learn all its basic abilitechs. If you were already proficient with this, you instead learn one of its special abilitechs. Either way, you can then learn another special abilitech from this specibus whenever you learn a Step.
- **Path to Power:** Pick a psionic power. You immediately learn one subpower in this power. You then learn subpowers in this power as though you were a psion.
- **Lunge:** If you moved 20 feet or more towards a target before attacking them on the same turn, your damage roll against them has +2 die sizes.
- **Focus:** If there was no enemy within 10 feet of you at any point in the last round (6 seconds), you have +2 to your attack rolls.
- **Opportunism:** You gain the Opportunist milestone as described in Pillars and Paths. If you already have this, your Opportunist attacks additionally inflict Cripple (10) on the target.
- **Reckless Stance:** While in the Reckless Stance, as a free action you give advantage to all attack rolls from or against you, for 1 round.

Level 11 Specs
- **Resilience:** Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.
- **Inviolable:** Once per strife, as a free action to being hit, you may make an Endurance or Sanity check, of your choice. If your check beats the attack roll, the attacker is considered Weakened for that attack, and you treat it as if it only did damage and no other effects.
- **Prism:** When rolling hit dice, other than to determine your new maximum HP total, you add your PCM in addition to your Constitution modifier.
- **Meditation:** P/2 times per long rest, as a major action, make a skill check with your psionic casting skill or Endurance, of your choice. You then gain the roll as temporary hit points. This temp HP stacks with temp HP from other sources. Alternately, you may do this as part of a major action that also grants temp HP.
- **Nimble:** Once per round, you have Aegis, equal to STR or DEX, of your choice, against the first instance of damage you take.

Level 17 Specs
- **Cutting Edge:** You gain +2 crit range.
- **Superior Block:** Once per strife, when you impose Block dice on an attack and it still hits, you reduce the damage dealt by 50% as a free action.
- **Martial Training:** You gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances.
- **Shrouded:** Once per strife, as a free action but only on your turn, you go Invisible for 1 round or until you use a major action.
- **Second Strike:** Once per strife, if you would have advantage to hit with a damaging attack, you can forego this advantage to make a second attack after the first. If used, neither attack may benefit from advantage.

Path Overview

Pillars and Paths are one of the backbones of the leveling system, and a very comprehensive one at that. As a result, getting started can be a daunting process, so an overview of the Paths is in order.

Sentinel Paths Overview
- Bulwark and Immortal have your generalist defensive Steps.
- Dreadnought and Marauder are your generalist offensive Steps.
- Shieldbearer is tailor-made for Shieldkind users.
- Heavy Weapons Guy for the firearm users.
- Arcane Avenger and Tower are made for psions and hybrids.

- Skirmisher and Shadowdancer provides a mix of defense and mobility, the latter being rare in this pillar.
- Ivory, Tantras, and Champion, for those of you using Intelligence, Wisdom, and Charisma, respectively.
- Battlemind is the keystone for any psions or hybrids, regardless of other Steps they may have taken.
- Berserker is the keystone for the offensive sentinels with a variety of Steps dedicated towards putting out the hurt.
- Martial Spirit is the keystone for the team players who need to defend their allies. It can go with just about any Path.
- Hydra is the keystone for the reactive players who want to punish their enemies, with Steps making the most of the Opportunist milestone and debilitating foes.

Slayer Paths Overview
- Adherent is a grab bag for psi-focused hybrids and psions with all your needs.
- Renegade and Starhunter are grab bags for your generalist slayer Steps.
- Allegro and Desperado have your generalist ranged slayer Steps.
- Warden and Zweihander have your generalist melee slayer Steps.
- Anarcanist is the one stop shop for psionic slayers.
- Artillery will also serve ranged slayers, though a few Steps are more for martial slayers.
- Einhander is tailor-made for hybrids mixing specibi and psionics.
- Gun-Fu for dual weapon slayers who mix ranged and melee combat.
- Heavy Weapons Guy is specific to firearms users.
- Hurler for those with throwing specibi.
- Thousand Cuts for the slayers with specibi or psionics that attack multiple times per turn.
- Pirate, Subjugglator, and Wrestler are made for the grapplers.
- Carmine is a grab bag for your hit point spending Steps for the reckless.
- Serpent is for DoT-focused players who don't mind waiting the enemy out.
- Battlemaster is the keystone for the martials who want to get the most out of their specibi usage.
- Seraph is the keystone for the players who make multiple attacks per turn, granting a grab bag of tools to give them an edge.
- Tracer is the keystone for the single-target assassins, focused on tracing and eliminating targets one at a time.

Strategist Paths Overview
- Acrobat and Shadowdancer have Steps that provide and reward mobility in strife.
- Analyst, Sawbones, and Dancer, for those of you building Intelligence, Wisdom, or Charisma.
- Tactician and Vanguard are all about team support Steps.
- Operator and Skulker were made with the stealthy rogue archetype in mind, focused on Distract and alpha strikes.

- Abraxas, Aeon, Ancient, Infernal, and Outlaw provide toolkits with just about everything from allied support to controlling the enemy.
- Inquisitor provides a toolbox for alpha strikes and debuffing the enemy.
- Mystic and Tower are for psionic strategists, with a variety of new strife actions and effects.
- Broodmother and Host are for players using powers or specibi that grants them minions to use in a strife.
- Wrestler expands on grappling capabilities and gives it new actions.
- Harmony is the keystone for high Wisdom players, with Steps that build into each other.
- Mastermind is the keystone for high Intelligence players. A toolbox to fill out spare actions and ways to alter the flow of strife.
- Protagonist is the keystone for high Charisma players, with a bit of everything, from bonus damage to allied support that anyone might want.
- Thaumaturge is the keystone for any martial seeking to expand their strife actions and/or a supernatural flavor. Like all other strategist keystones, it comes with its own new moveset backed by a unique resource.

Each Step can hold its own, though there are certain combinations of Steps that work together to become incredibly effective in tandem. You are encouraged to play around with them to see what sort of builds you can come up with.

==> Psionics

"Certainly not magic, that's fake obviously."

Each psionic power is split into several subpowers, which is a specific, named use of that power, with varying costs and casting times. Knowing a subpower confers knowledge of all abilities listed in that subpower's name. The power itself sets the range, hands used, and any special properties, while the costs, damage dice, and individual effects are stated in the ability used.

Psionics uses a resource called **slots**. The number of slots the player has is dependent on their level and caste. Psionic powers can be cast without slots, freely, by spending **lesser slots**, or spending **greater slots**. Sometimes, time and attention may be the cost, requiring the player to **channel** the power instead.

Psionics uses a stat, and has a corresponding skill. This stat is chosen at character creation:
- Intelligence has Occult as its psionic skill.
- Wisdom has Sanity as its psionic skill.
- Charisma has Performance as its psionic skill.
- Strength has Athletics as its psionic skill, but psionic powers have their range halved.

Developer's note (3/10/20): Besides the name changes, the mechanics of psionic powers themselves haven't changed.
        Note (4/3/20): And the versatile stat options. That too.

Psions and hybrids gain two maximum lesser slots per three levels, while psions have a number of maximum greater slots equal to their Proficiency bonus.

When you use a power, you specify the subpower used. If the subpower has multiple actions listed, you also pick one of those actions to use. If the subpower is an attack, you use your psionic casting modifier (or **PCM**) for the stat mod, and it will specify if you roll against the target's AC or a resistance to successfully hit the target. The subpower will also specify its action cost, often being just a major action. If you expend a slot to use a subpower and it is unsuccessful, the slot is still expended.

If a subpower has a casting time beyond a full-round action, including *channeling*, it requires a major action to be used every turn to continue casting to completion, or the subpower fails with no effects. The power has no effect unless the cast is completed. Any slots used while casting are not expended until the cast is completed; if a channeled subpower has any costs besides time, these are not expended until the channeling is complete either.

A psionic power usually requires at least one free hand. Hand requirements are waived if the caster is using that hand to hold a **psionic focus,** an item chosen at character creation that the character uses to focus their powers. A psionic focus provides a means for a psionic character to upgrade their powers through alchemy. Your focus may be any object that makes thematic sense, except that it may not also be a weapon or armor.

All psionic powers which are not attacks require line of sight to their target, unless specified otherwise. Psionic attacks are subject to the same difficulties as normal attacks when they can't see their target.

Developer's Note (3/10/20): This part was taken straight from the 2e handbook, since again, all the rules still apply.

==> Conditions

"More terms and conditions than your average EULA."

As a rule of thumb, if a given condition can stack (carry multiple instances of that condition at once), it will be specified in the condition. Otherwise, it does not.

Aegis
• A creature with aegis reduces all damage taken by the score listed with the condition.
• The condition's damage reduction stacks with itself from other sources, but the duration of each aegis is tracked independently, unless specified otherwise.
• As it is a form of damage reduction, true damage ignores aegis.

Blind
• A blind creature can't see and automatically fails any skill check that requires sight.
• Blind creatures are impaired and exposed.

Crippled
• A crippled creature has its movement speed reduced by the score listed with the condition.
• If a crippled creature would have 0 speed, it is also Stuck.
• Unlike many other conditions, Cripple stacks with itself.

Dazed
• A dazed creature loses its minor action on its turn.
• Daze can stack twice. If a creature has two or more instances of Daze, it is also incapable of taking reactions while two or more instances persist.

Deafened
• A deafened creature can't hear and automatically fails any skill check that requires hearing.

Doomed
• A doomed creature takes increased damage equal to the score listed with the condition. They take this increased damage once per round per attacker, and the attacker can choose which damage instance to increase (if they have multiple).
• If the damage roll has any percentage bonus damage (such as a critical hit's +100% bonus), the value is added an additional time before applying the bonus.
• The condition does not stack unless specified otherwise. If a newly applied doom is higher in value (at maximum stacks, if it has any) than the current doom condition, the new one overwrites the old one.
• The condition is removed after a short rest.

DoT

• Standing for Damage over Time, a creature with a DoT takes damage at the start of each of their turns, for some duration. This damage and duration are listed in the effect's description.
• DoTs from the same ability and source do not stack unless specified; the highest damage DoT overwrites any others of its kind (e.g. for whatever reason, if two DoTs from the same player using the same ability have different values, the higher one overwrites the lesser one). However, the same DoT from two different players would stack, and applying the same DoT still refreshes its maximum duration on the target.
• DoTs from different sources or different abilities, however, may stack, and each DoT deals its damage separately.
• Some DoTs may have specific names attributed to them (e.g. Pyrokinesis' unique Flame DoT).

Empowered
• An empowered creature increases its damage done by the value of one damage mod, listed next to its base damage.
• If the creature is a player, they instead have +2 die size to all damage rolls (or +2P to all flat damage).

Exposed
• Attack rolls and skill checks against exposed creatures have advantage.

Faded
• A faded creature reduces their resistances by the score listed with the condition.
• The condition does not stack unless specified otherwise. If a newly applied fade is higher in value (at maximum stacks, if it has any) than the current fade condition, the new one overwrites the old one.
• The condition is removed after a short rest.

Fire
• Targets that are on fire have a DoT (1d4, true damage). If the fire works differently, it will specify as such in the description of the effect that applied it. This can also apply to names, such as Pyrokinesis' Flame DoT to distinguish it from ordinary fire.
• Targets on fire can spend a minor action to douse the fire with an easily accessible source of water or a major action to smother the fire through other means.
• If no duration is listed, then the fire lasts until put out.

Grappled
• A grappled creature is stuck.
• The condition ends if the grappler is incapacitated.
• The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as pushing or shoving someone away.

Impaired
• An impaired creature has disadvantage on attack rolls and skill checks.

Incapacitated
• An incapacitated creature is unable to act. They automatically fail any roll or check (use a 1 if necessary).

Intangible
• An intangible creature moves and sees through objects and terrain freely but are unable to interact with the world.
• Intangible creatures cannot make attacks or use psionic powers, but ignore physical attacks.

Invisible
• An invisible creature is impossible to see without the aid of psionics or some extrasensory ability. They cannot be seen.
• The creature might still be detected by the noise they make, the tracks they leave behind, their heat/psionic signature, etc, unless the ability by which they became Invisible also addresses them.
• Attack rolls and skill checks against the creature have disadvantage, and the creature's attack rolls and skill checks against others in a strife have advantage.

Lethal
• Ordinarily, a creature is out of the fight when they hit 0 hit points, whether they fall unconscious, die, or whatever else.
• A creature with lethal instead reaches this threshold when their HP reaches the score listed with the condition, or lower.
• Lethal stacks with itself from other sources.
• The condition is removed at the end of a strife. If received out of strife, it lasts 1 minute.

Prone
• A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. Standing up costs half of the creature's base speed.
• The creature has disadvantage on melee attacks.
• Melee attack rolls against the creature have advantage. All other attack rolls have disadvantage.
• Flying creatures that are knocked prone no longer fly, and fall.

Regen
• Standing for Regeneration, a creature with Regen regains hit points at the start of each of their turns, for some duration. The healing and duration are listed in the effect's description.
• Regen from the same ability and source do not stack unless specified; the highest healing Regen overwrites any others of its kind (e.g. for whatever reason, if two Regens from the same player using the same ability have different values, the higher one overwrites the lesser one). However, the same Regen from two different players would stack.

• Regen from different sources or different abilities, however, may stack; unlike its counterpart DoT, multiple Regens heal in one sum instance.
• If a creature has both DoT and Regen, the Regen applies first.

Rupture
• A ruptured creature takes increased damage equal to the score listed with the condition whenever they take damage.
• The condition's damage and duration do not stack unless specified otherwise. If a new rupture is applied to an existing rupture (and they don't stack), if the new damage and/or duration is higher than the current one, those higher value(s) overwrite the old one(s). If the new rupture does stack, add it to the current rupture and resolve duration as before.

Setback
• A creature with setback has a penalty to all its d20 rolls equal to the score listed.
• The condition does not stack with itself unless specified otherwise. If a new setback is applied to an existing setback (and they don't stack), if the new magnitude and/or duration is higher than the current one, those higher value(s) overwrite the old one(s). If the new setback does stack, add it to the current setback and resolve duration as before.
• The condition is removed at the end of a strife, unless it specifies a different duration. If received out of strife, it lasts 1 minute.

Stance
• A creature with a stance has additional effects conferred to it by its stance.
• A stance can be entered as a minor action or as part of rolling for initiative, and can be left as a free action. If the stance has any other stipulations related to entering, maintaining, and/or leaving it, it will specify so in its description.
• A creature can only have one stance active at any time.

Stasis
• A creature in stasis is frozen in place by some force (such as being frozen in time).
• The creature is unable to act and insensate.
• The creature is immune to damage and ignores any conditions; any conditions or other effects already on them are suspended, but not removed, while in stasis.

Stuck
• A ~~Home~~stuck creature's speed is fixed at 0 and cannot be increased by any means, nor can they move by means other than their move action.

Sundered
• A sundered creature reduces their armor class by the score listed with the condition.
• The condition does not stack unless specified otherwise. If a newly applied sunder is higher in value (at maximum stacks, if it has any) than the current sunder condition, the new one overwrites the old one.

• The condition is removed after a short rest.

Unconscious
• An unconscious creature falls prone, and is unable to act, insensate, and exposed.
• Any attacks against an unconscious creature automatically hit if made while adjacent to them. Other attacks and abilities might similarly bypass the need to roll, at the SM's discretion.

Warded
• A creature with ward reduces all damage taken by the score listed with the condition, and has +2 to Fortitude and Will.
• They can reduce damage taken in this way once per round, but can choose which damage instance to reduce.
• Unless specified, warded lasts indefinitely, and stacks with itself from other sources, though its +2 to Fortitude/Will only stacks twice, to +4.
• As it is a form of damage reduction, true damage ignores wards.

Weakened
• A weakened creature reduces its damage done by the value of one damage mod, listed next to its base damage.
• If the creature is a player, they instead have -4 die size to all damage rolls (or -4P to all flat damage).