

RWBY

Unofficial Tabletop RPG

created by
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ATTRIBUTES	
STRENGTH	
AGILITY	
ENDURANCE	
PERCEPTION	
WILLPOWER	
DISCIPLINE	

Character Name _____

Gender _____ Heritage _____ Age _____

Height _____ Hair _____ Eyes _____ Color _____ Player Name _____

DERIVED STATISTICS	
HEALTH	
AURA	
CAPACITY	

SKILLS	
STR + AGI	
STR + END	
STR + PER	
STR + WIL	
STR + DIS	
AGI + END	
AGI + PER	
AGI + WIL	
AGI + DIS	
END + PER	
END + WIL	
END + DIS	
PER + WIL	
PER + DIS	
WIL + DIS	

SEMBLANCE	
Name	_____
Description	_____

WEAPON	
Name	_____
Melee Variant	_____ Ranged Variant _____
Description	_____

MODIFICATIONS	
1.	_____

2.	_____

3.	_____

4.	_____

5.	_____

DUST	
Crystal	_____
Rounds	_____
Crystal	_____
Rounds	_____
Crystal	_____
Rounds	_____
Crystal	_____
Rounds	_____
Crystal	_____
Rounds	_____

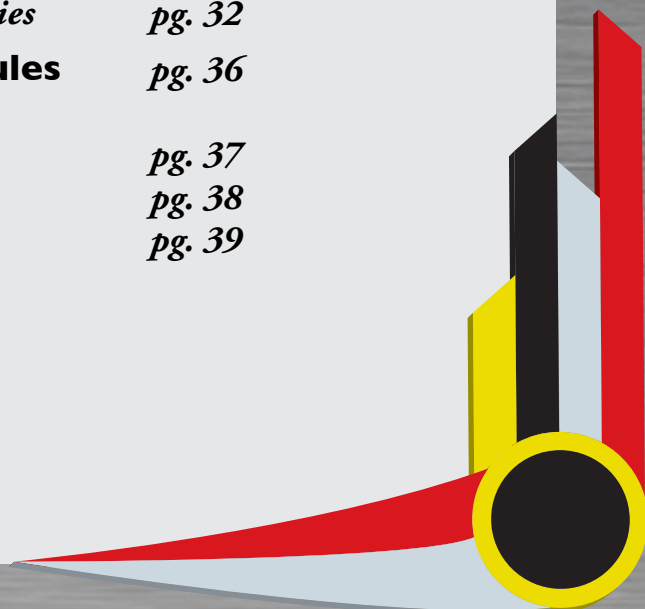
CHARACTER	

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Introduction

Remnant is a world where Man was brought to the brink of extinction. Driven back by the creatures of darkness known as Grimm, Man was nearly helpless. However, in time Man's ingenuity led to the development of Dust. Dust is nature's wrath in physical form, and with Dust, Man could bend the forces of nature, and by extension, the creatures of Grimm to his will. In the time since, great Huntsmen and Huntresses have been selected and trained to protect Man and all his kingdoms from the creatures of Grimm, who are always ready to strike and the first sign of weakness, and destroy Man forever.

RWBY (Pronounced "Ruby") is an American anime created by Monty Oum and produced by Rooster Teeth Productions. Its unique style, both art and animation has inspired many dedicated fans to produce their own art, fiction, and stories set in this universe. The Unofficial RWBY Role Playing Game is an attempt to emulate the action packed feel, and over the top antics of RWBY and Remnant as a whole. The Unofficial RWBY RPG uses the "RoC System" of dice and mechanics to bring Remnant to the classic pen-and-paper table top genre.

Like almost every "Tabletop" game that has come before it, the RoC System is a social experience. It is fueled mostly by imagination, with a little bit of randomness in the form of dice to keep things interesting. There is no winning or score or time limit, cooperation is key. The game is meant to be played with a handful of friends gathered around a table, playing the role of amazing characters, both heroes and villains as they explore an unknown, and often dangerous world. The RoC System is optimized for 4 players and 1 Game Master (GM), but groups as small as 2 to as many as 6 players is reasonable. Players assume the roles of Huntsmen and Huntresses in training that will become the first and last line of defense of Remnant. Each Character is unique, with their own strengths

and weaknesses, abilities and backgrounds. They come from every kingdom of Remnant and enjoy a certain fame among the masses.

GMs shoulder the weight of every enemy, obstacle and non-player character (NPC). The GM is the ultimate window into Remnant, part storyteller, referee, general, and actor. It requires the ability to plan epic adventures and improvise when the plan falls apart. The GM works both with and against players simultaneously, giving them obstacles to overcome, but never their enemy. It is a great responsibility to take on the role of GM, but no game would be possible without one.



The Most Important Rule

The GM has the ultimate power over the game, a GM can overrule anything in this book to better suit the needs of their group. Nothing in this book is presented as the ultimate list of every possibility imaginable, it merely provides a backdrop for more to be built upon. Especially when it comes to Character Creation, stifling creativity and barring certain ideas should always be avoided. Ultimately the goal of this game, like any game, is to have fun.

The Basics

To play the RoC System, players will firstly need some pencils, papers and dice. Most dice, such as those found in common household board games are six sided cubes, called a d6. When referring to different varieties of dice, the term “#d#” will be used a great deal, the “#” stands for the number of dice, and the second “d#” refers to the number of sides on the die. The RoC System uses two kinds of dice, six-sided (d6) and ten-sided (d10), often times many of each at once. Dice can usually be found in hobby shops or online. There are also many digital options in the way of number generators if all else fails. The minimum requirements are 2d10 and 1d6, but this will quickly become inadequate. Other useful tools are calculators, maps and character tokens. The RoC System does not require the use of a battle grid as in many other tabletops, but it is recommended.

Every player except the GM begins with 2d10. The GM never needs to roll any dice. These first two dice should be marked, or be a different color than any other dice, as they are unique to that player, called their “Natural Dice”. When a Character attempts an action, they will roll a Skill Check. A Skill Check is any action that is above normal everyday activity, be it performing acrobatics, avoiding hazards, or attacking enemies. Skill Checks start by rolling 2d10 and adding the two numbers together. Next the relevant two Base

Attributes are added to the result, what kinds of actions fall under which attributes will be covered in the Attributes Section. Any time when both die have a result of 10, it is called a “Natural 20”.

A Natural 20, also called a critical success, is regarded as an automatic success on a given check and usually means it has been passed with flying colors. However, the same applies for two results of 1, called a “Natural 2” or Critical Failure. A Natural 2 automatically fails and could complicate things drastically. It is almost always better to roll higher than it is to roll lower. Only the player’s first two “Natural” dice can Critically Succeed or Fail. As the game continues, the players pool of dice will increase, increasing to 3d10 and 4d10 and so on, but the two “Natural Dice” remain unique.

Damage is separate from Skill Checks. Specifically when rolling attacks, a player rolls as skill check for accuracy to determine if they hit the opponent, and if they succeed, they may roll damage. Damage always starts as 1d6, and further modified from there. Damage is not always increased by an attribute, but other sources may contribute to it.

Skill Checks are presented to players as a specific skill, and the attributes that contribute to it. GMs do not need to present the threshold of a check to players if all the information is not available to them, such as making a leap of faith in the dark. This represents the attributes to be added to the dice, and the number the result must exceed to be a success. Sometimes skill checks are preceded by the word “Advantage” or “Disadvantage”, denoting when each modifier would apply. Attack rolls are not denoted this way as the exact attributes used vary greatly depending on the Character. All skill checks come in increments of 5, starting at 15.

Advantage & Disadvantage

Advantage and Disadvantage are terms to describe further modifiers to the players dice. Advantage describes anything that would give the Character the upper hand. High ground, Ambush, and Cover are all examples of Advantage. When Advantage is applied, a player rolls their dice, and before success or failure is determined, can roll their lowest die and take the better result. Anytime the character is at a disadvantage, such darkness or being attacked by unknown assailants, Disadvantage is applied. Disadvantage is equal and opposite of advantage, the players take their highest die and re-roll it, taking the worse result. Advantage and Disadvantage are used to note slight variables. Some variables are significant enough to merit an entirely new tier of check.

Example: A character rolls an acrobatics check, they have a AGI of 4 and an STR of 1. They roll 2d10 then add AGI and STR. The die roll a 5 and a 2, and that character's result is $(5)+(2)+(4)+(1)=12$. However, if this character has advantage, they take the 2 and re-roll it. It comes up a 8, and that character's new result is $(5)+(8)+(4)+(1)=18$

The Rule of Cool

The Unofficial RWBY Tabletop does its best to emulate the "feel" of the RWBY series. One of RWBY's great claims is its over the top action style and extremely complex animations. A concept usually introduced as a "House Rule" for tabletop games is the Rule of Cool, referred to here as "RoC". Basically, if the GM is impressed by a player's creativity, or simply the spectacle of an action, normal hindrances are ignored, and sometimes even bonuses are added. The RoC System uses the Rule of Cool as a fundamental building block integrated into every facet.

Ultimately, what is and is not "Cool" is at GM judgment. Every GM is different, some being quite generous, others more fickle. Most will fall somewhere in the middle. Players have no concrete way to generate RoC, and instead must rely on their own creative processes rather than an in game mechanic.

RoC comes into play as an additional d10 added to the table. This die is added to every player to add to every roll. RoC dice are for the entire party, if one player succeeds at their attempted action and impress their GM, every member of the party gains a d10. For every addition d10 available on skill checks, players also gain an additional d6 for all damage rolls.

To generate RoC a player must firstly impress their GM with a cool idea, then succeed on the Skill checks required for the Cool idea. Players also automatically generate RoC upon rolling a Natural 20. When Roc is generated, it does not come into play until the next immediate turn phase, unless the RoC was generated by a Natural 20, in which case the extra d10 is added immediately to the attempted roll and all subsequent rolls on the player's turn. RoC remains for every player until either the end of the encounter, a natural 2 is rolled, or if the player's actions stagnate. Earning a low level of cool then sitting on it can cause it to decrease. Players earn and loose cool as a team.

It is impossible to note every possible way to generate RoC, as it is reliant entirely on GM judgment. GMs are suggested to read into their players own tastes and find a balance. However, simple ideas can be used as starting points for RoC to be inspired.

Examples:

- Using teamwork effectively
- Using enemies against each other
- Clever Role-play
- Lateral Thinking
- Third Dimensional Movement
- Taking actions according to character desires even if they include detrimental consequences for the player.

RoC can stack infinitely, adding an additional d10 to the pool, however, with each additional level the stakes are raised and must push the limits even further to gain that extra boost in damage, power, and skill. Generally no more than one or two levels of RoC can be generated in a given encounter, but extremely long encounters with particularly creative players may breach that barrier. The soft cap for RoC is +3d10, and anything beyond that requires performing the truly amazing to the downright impossible.

Playing the Game

Players need to dedicate a great deal of time to their character. They will be inside the head of this Huntsman or Huntress, and should know their personality, history, likes and dislikes. Everything down to their favorite color is important. Players are suggested to build their characters with each other at the same time, to try and synergize their abilities and avoid overlap.

A key theme in RWBY is the concepts of color. Most characters' names are: a color, means a color, sounds like a color, or evokes the image of a color.

Characters are defined in a number of ways. Their physical description, their attributes, their Semblance and their Weapon. Each of which should be developed with the others in mind.

Remnant is home to millions of people across four major kingdoms, Vale, Vacuo, Mistral and Atlas, known collectively as "Remnants". Remnants are divided into two groups that live mostly peacefully

with each other: Humans and Faunas. Faunas are human in every way with one key difference, they exhibit one physical trait of a mammalian animal, usually in the form of a tail, ears or horns. Faunas are equal to humans in every way under the law, but suffer from prejudice everywhere based on their Heritage. Faunas have excellent night vision, and are not subject to disadvantage rolls in the dark, but often face prejudice when interacting with certain individuals.

Ultimately, this system is designed to allow players to build whatever they want, however they want. Every archetype and play style is viable, every attribute equally effective as the rest, simply in their own way. The game is only as complicated as a player wishes it to be. While Dust and Semblance are significantly more complicated to use than the Character's Signature weapon, they also present unique capabilities otherwise unavailable. When a player decides to play a caster archetype, who relies heavily on Semblance and Dust, they are making an agreement with their GM to familiarize themselves with the functions of the mechanics to utilize the full potential of their kit.

Characters under the RoC system are extremely powerful. They are superheroes, capable of amazing feats on a regular basis. They are difficult to hurt and also are good at most anything they set their mind to. The RoC system is not meant as a realistic simulation of life, but as a casual romp through a world of monsters as heroes.

Base Attributes

Base Attributes are the primary definitions of a Character. By looking at their attributes it can easily be discerned what they are good at and what they struggle with. Players Rank their six attributes: 5, 4, 3, 2, 1, 0. The attribute represented by 5 being their most adept. Every Character receives this full array. These numerical rankings are the number that is added to skill checks. Every Character is good at some things, but none are good at everything.

Strength (STR):

Represents the Character's ability to manipulate the world through physical effort. STR is primarily used in melee attack rolls for accuracy and damage. Any checks that involve the Character trying to physically overpower an obstacle use STR.

Agility (AGI):

Represents the Character's ability to move quickly or precisely. AGI is primarily used for ranged weapon accuracy. Checks that require sudden and rapid movement; or fine, precision movements use AGI.

Endurance (END):

Represents the Character's stamina and durability. END primarily determines Health. Checks that involve withstanding a hazard or maintaining effort over a long period of time use END.

Perception (PER):

Represents the senses, and the strength of their Aura. PER primarily determines the strength of the Character's Aura, and is used in all defense checks. Checks that require a keen eye or the ability to pick up on hidden clues use PER.

Willpower (WIL):

Represents the Character's ability to influence the world with their mind, and also contributes to the Character's Aura, but does not directly correlate with its strength. WIL is used mostly for Semblance checks, and can also be used for more mundane influence, such as lying or bribing.

Discipline (DIS):

Represents the Character's study and experience. DIS is primarily used to determine Capacity and Complexity of a Character's weapon. DIS is used for all Dust checks to bend the substance to the Character's desires. Checks that require a clear mind and controlled thoughts are DIS checks.

Skill Checks

Skill Checks are a combination of two base attributes, using their ranking as a modifier to add to the character's d10 rolls. Every named check given here is the epitome of the attributes associated with it, the attributes are the important part of every skill check, not the name. There are infinite skill checks that can be attempted, and these are designed to give an idea of the relevant abilities to make them possible.

Defining Common Skill Checks

STR+AGI

Jump- Movement that primarily involves jumping and controlled decent.

STR+END

Lift- Moving and manipulating heavy objects.

STR+PER

Grapple- Wrestling with enemies and knowing when and where to apply force.

STR+WIL

Intimidate-Influencing someone through a show of force.

STR+DIS

Break- Targeted strikes against the weak spots of an object.

AGI+END

Climb- moving carefully over long periods.

AGI+PER

Reflex- Noticing a threat and avoiding it in time.

AGI+WIL

Pickpocket- Making someone look away while acting out of sight.

AGI+DIS

Stealth- Moving quickly while maintaining control over unnecessary movements and sounds.

END+PER

Resistance- Understanding a hazard and positioning to minimize damage.

END+WIL

Performance- Attempting to influence someone over a long period of physical activity.

END+DIS

Fortitude- Maintaining control of the body and mind when being poisoned.

PER+WIL

Influence- attempting to manipulate others with words, whether they be true or false.

PER+DIS

Detection- awareness of surroundings and ability to pick up on subtle hints.

WIL+DIS

Wealth- The amount of Lien carried on hand to purchase or bribe.

Some checks can be attempted again on failure, some however cannot until a change that would allow a retry. Most physical checks, like acrobatics can be retried on failure, but something like Detection checks cannot be retried, at least not until a change occurs, such as new terrain, additional sets of eyes, or even simply waiting.

Derived Statistics

Derived Statistics are determined using the Base Attributes. They are fixed pools that slowly decrease as various actions are taken. Each Derived Statistic has a unique effect when its value reaches 0.

Health

END+5

Health is the amount of physical damage a Character can withstand before succumbing to their wounds.

When Health reaches 0, the Character is knocked unconscious and left at the mercy of their enemies.

Health is only recovered through medical attention.

Aura

PER+WIL+5

Aura is the physical manifestation of the soul. Every human and Faunas generates an Aura, however Huntsman and Huntresses have been trained in its use specifically. Aura is an extra layer of protection for its user, and is depleted when attacks cannot be avoided. A Character can also attempt to influence the world around them with their Aura in the form of a Semblance.

When Aura reaches 0, PER cannot be added to defensive rolls and Semblance uses cannot be attempted.

Aura is fully recharged by not performing any strenuous action for 1 hour.

Aura Checks

Aura Checks are how Characters tap into their aura to overcome obstacles. All Aura checks are rolled one attribute at a time. The first attribute rolled is the “Primary” attribute, the second being the “Secondary” attribute. When making an aura check, the Primary attribute is rolled against the difficulty threshold, and if it succeeds the check ends there. If the Primary stat is not sufficient, the Character’s Aura is reduced by one and the Secondary attribute is added, effects from this point forward vary between Active and Defensive Aura checks.

The exact function and effect of Aura checks depend on whether it is an active or defensive checks. Active Aura checks are used when the Character attempts to use their Semblance or heal allies’ wounds. These use WIL checks as the Primary attribute, and the secondary attribute depends on the action attempted. Defensive Aura

checks are used any time the character would come to harm. The Primary attribute for these rolls depend on how the Character plans to overcome a hazard, the secondary attribute being PER to determine the resiliency of the character's Aura. Active Aura checks are explained more in depth in the Semblance section, Defensive aura checks are explained further in the defensive rolls section.

Capacity

DIS+I

Capacity is the amount of ammunition and dust a Huntsman's or Huntress' weapon can hold before needing to reload. Using Ranged attacks or Dust depletes Capacity. Characters are considered to have an infinite amount of ammunition on their person, but a finite amount of ammunition in a given magazine. If a Character possesses Dust, only one form is declared per reload. A Character may choose to use mundane ammunition as normal instead of the currently equipped dust. When Capacity reaches 0, the character cannot use ranged attacks or Dust. Capacity is completely filled every time the character spends an action to reload.

Defensive Rolls

Any time the Characters come to a hazard that can do them harm, whether it be an entity actively trying to attack them or simply a part of the world that carries no particular malice. In such scenarios characters roll a Defense Aura Check. Defense checks are one of five different rolls, and which attribute is rolled is dependent on how the character chooses to overcome the obstacle.

Parry- STR

Preempting the strike, and redirecting the damage elsewhere.

Dodge- AGI

Moving out of the way as quickly as possible.

Resist-END

Reliance on the durability of the body to absorb any ill effects

Semblance- WIL

Utilizing Semblance to avoid damage, but how exactly the Semblance is used is left to the player. The Character must have at least 1 point of Aura to make this check.

Dust- DIS

Utilizing currently selected Dust to avoid damage, but how exactly that dust is used is left to the player. The Character consumes 1 Capacity to make this check.

The primary attribute roll is compared against the difficulty threshold of the hazard. If the roll exceeds the hazard's threshold then the hazard is avoided and no damage is dealt. If however, the primary attribute is not sufficient, PER is added on top of it. If the new result is enough to beat the hazard, then the character's Aura takes 1 point of damage. If the new result is not enough to beat the threshold then the hazard does its full damage to Aura. When Aura is depleted, Characters may not add PER to their defense checks, and either avoid attacks on success of the primary attribute roll or take full damage on failure. Any status effects applied on successful strikes last a number of turns equal to the damage.

Characters who avoid attacks entirely may make a simple reaction. A simple reaction is any action that does not normally require a roll, such as basic movement, reloading, or manipulating simple objects.

Characters who avoid an attack by 5 or more may make a counter attack as their reaction. They may also choose to perform any sufficiently complex task that requires a roll or a simple action. Characters may at any time choose to do nothing with their reaction.

Example 1

A Character is attacked by a Ursa. The Ursa's attack value is 20/3. The Character rolls a 21 with AGI alone and avoids the Ursa easily, and gets a "Non-Attack Reaction", using it to move 15ft away from the Ursa.

Example 2

A Character is attacked by a Ursa. The Ursa's attack value is 20/3. The Character rolls 17 for AGI alone and is hit by the Ursa. However, the Character's PER is 4, bringing the new total to 21, allowing their Aura to Mitigate the attack. The Aura takes 1 point of damage. Ursas also have the ability Bear Hug, and the character is staggered next turn.

Example 3

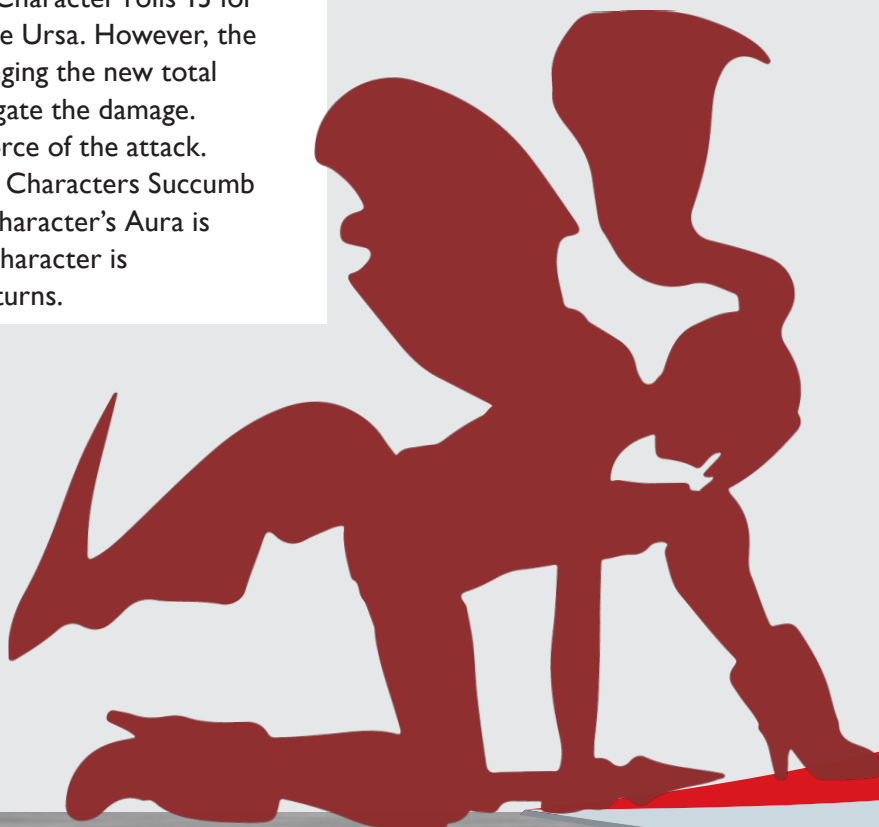
A Character is attacked by a Ursa. The Ursa's attack value is 20/3. The Character rolls 13 for AGI alone and is hit by the Ursa. However, the Character's PER is 4, bringing the new total to 17, not enough to mitigate the damage. The Aura takes the full force of the attack. Ursas do 3 damage when Characters Succumb to their attacks, so the Character's Aura is decreased by 3, and the character is staggered for the next 3 turns.

Semblance

Semblance is the active manifestation of the Character's soul. Every Huntsman and Huntress has a Semblance that is unique to them. Characters first describe how they want to use their Semblance, and the desired effect is assigned a difficulty threshold by the GM based on complexity of the task, number of affected targets and area of effect. If the Character wants to attempt the given roll, they make an Active Aura Check.

Active Aura checks begin as a standalone WIL check. If WIL is sufficient to activate the ability selected, then the ability is used and no aura is consumed. If the stand alone WIL check is not sufficient, Aura is reduced by 1 and the secondary attribute is added to the total. If the new total surpasses the abilities' requirement, then the Semblances is successfully used. If the new total is not sufficient, the Semblance attempt fails and nothing happens.

Semblances last 1 turn, plus one bonus turn for every 5 over the abilities required check.



When a Character decides how they wish to utilize their Semblance, the GM determines what the secondary attribute to be used will be. This varies from use to use, but some Semblances can favor a particular attribute. For example, if a Character wishes to push a heavy object using telekinesis, the GM would likely have the Character add STR or END after a failed WIL check. However if the Character were trying to assemble a complicated object in midair, manipulating each part individually, the secondary attribute would more likely be DIS instead.

Example Semblances

The following are common Semblances that are straight forward and easily adapted to most character concepts. This is not a list of every semblance, these are simply suggestions. Semblances can be literally anything, so long as it follows a singular concept. Anything that reasonably falls within that Semblance's realm can be attempted with an Aura check.

Speed

Character can move at blinding speeds, to the point where they simply suddenly disappear/reappear, create whirlwinds, or move across the surface of water, or even "fly", but only when moving forward.

Glyphs

The Character can create Glyphs around them, and has absolute control over the space within.

Shadow Clone

A semi-solid afterimage of the Character is left behind, to distract enemies or shield allies.

Berserk

The physical capabilities of the Character are increased significantly, at the cost of survivability.

Telekinesis

The Character can move objects with their mind

Phase

The Character can dissolve their body into an incorporeal substance passing around tight spaces, and eventually through solid objects. At very high levels, a Character can even maintain their Phase for long periods, becoming invisible or immune to many hazards.

Possession

This Semblance allows the Character to enter into an unattended object or simple minded (non-Grimm) animal, gaining a certain awareness of their target's physical or mental state. Characters can even take over constructs with many moving parts and retain a certain level of control even when in a possession state. As character's with this ability get more powerful, they can take control of more complex creatures and objects.

Gravity

The Character can manipulate the mass of objects, increasing and decreasing their effective weight.

Link

The Character can establish a personal link with a single target by touch, allowing the transmission of thought, physical prowess, Aura and under incredible circumstances, Semblance.

Teleport

By connecting two points in space, the Character can instantly transport themselves or others short distances. Attempting to teleport into solid objects results in auto failure.

Summon

The Character can call short lived phantasms and homunculi that vaguely resemble a living creature or robot into existence. These phantasms can perform simple tasks and at higher levels even distract and attack enemies.

Construct

By giving form to an otherwise shapeless object, a character can craft simple objects out of nothing. As Characters roll higher, the complexity of the objects increases starting from a simple coiled rope to a Bullhead appearing out of nowhere.

Transform

The Character can modify parts of their own body to temporarily give themselves bestial or even demonic traits

Illusions

The Character can manipulate what other entities around them can see or hear, and can even remove any trace of something that is actually there.

Weapon Design

Every Character begins with a weapon. Most Huntsmen and Huntresses forge their own weapons, some inherit them from family. Huntsmen and Huntresses spend almost their entire lives training with their signature weapon, to the point where it is no longer a tool but an extension of themselves. When using anything besides their signature weapon, including being unarmed, a character's damage is cut in half, rounding down.

Every weapon begins its design as a single melee weapon and built in ranged component. All damage is equalized at 1d6 regardless of base weapon type, all ranged weapons have a fixed range of 100ft.

There are three variants of melee weapons and three variants of ranged weapons. The chosen variant is decided at the beginning of weapon design and cannot be changed. None of these classifications are clearly defined distinctions, with many specific weapons relying more on how the weapon is wielded rather than what it is. Each variant relies on different base attributes to determine accuracy.

Melee Variants

Aggressive- STR+END

These weapons are designed to be wielded in two hands, even if the character does not do so. Most bludgeoning weapons, such as hammers, and shields fall under this variant, as do overly large claymores and scythes. Unarmed attacks and worn weapons such as gauntlets or boots are Aggressive weapons..

Precise- STR+AGI

Small weapons, wielded in one hand, and usually exceptionally small or thin. Daggers, Rapiers or claw like weapons usually fall under this variant.

Elegant- STR+DIS

Most Melee weapons fall under the Elegant variant. Elegant weapons are any variety that use specialized training to use. Straight swords, whip like weapons and staves rely more on careful training than physical prowess. Weapons with capacity for Dust are almost universally Elegant, but are not limited to this single variant.

Ranged Variants

Heavy- AGI+END

Heavy weapons are large or unwieldy, requiring a great deal of strength of wield effectively. Heavy machine guns, shotguns, explosive launchers, and bows are all heavy weapons.

Accurate- AGI+PER

Accurate ranged weapons are best used when carefully aimed. Pistols, assault rifles, and sniper rifles, fall squarely in this category. Most conventional firearms are accurate weapons.

Energy- AGI+WIL

Energy Weapons deliver damage through bolts of pure energy. These bolts are directed with force of will, bending and writhing toward the target, but cannot reach that which is wielder cannot see.



Modifications

DIS represents the time and effort the character has put into their weapon and training. For every point in DIS, a character may add a level of complexity to their weapon in the form of a weapon modification. While many modifications are added to the weapon, some apply directly to the character. Players and GMs are encouraged to create or change Weapon Modifications to generate a unique character. For example, a character wants to use two weapons but does not want the extra attacks associated with it, they do not need to spend the extra DIS to gain a modification they do not want. Players need to explain how their weapon design works to their GM. For instance, Additional weapon can be taken multiple times, but is the on the Player to explain how 3 or more weapons are wielded. Some Modifications are Infinitely Stacking, and can be taken as many times as desired, the effects combining additively.

Additional Weapon

Effect: Gain an additional attack.

Description: During any turn that a character makes at least a single attack action, they may make a single bonus attack. These bonus attacks add STR to Melee attacks, and AGI to ranged attacks, but no secondary attributes. Bonus attacks add no attributes to damage.

Special: This modification may be taken any number of times, each level grants an additional free attack.

Advanced Sights

Effect: Make ranged attacks at any distance.

Description: Either telescopic or advanced computing software makes the ranged attacks of the weapon effective at any range. If the target can be seen, it can be attacked.

Aerodynamic

Effect: Characters can throw their weapon a distance in feet equal to double their attack roll. Characters may also use their melee weapon variant's accuracy attributes for thrown weapon attacks.

Description: The Character's weapon is carefully balanced like a javelin or otherwise designed to fly much further than normal. It also allows for more unorthodox throwing styles.

Blunted

Effect: Non-lethal strikes deal full damage.

Description: By carefully targeting non-vital parts of the target, a character does not take a damage penalty on Non-Lethal strikes.

Dust Infused Clothing

Effect: A Character may select 1 color of Dust they already possess. This specific type of Dust may be used even when the Character is without their weapon. The character may apply the Crystal Dust effect of their chosen color on any unarmed melee attacks at the cost of 1 Capacity. Characters may make Energy (AGI+WIL) ranged attacks while unarmed, but it must always be the Dust Round effect, costing 2 capacity and dealing half damage. Dust Phials may be used as normal when unarmed.

Description: An archaic means of utilizing Dust, the Character has woven a color of the substance into their clothing, providing benefits of the substance even when unarmed.

Special: Characters with Mixed Capacity may take Dust Infused Clothing multiple times, selecting a different color of Dust they possess.

Extended Magazine

Effect: Increase Capacity by 5

Description: The Character's magazine capacity is significantly increased through either less massive ammunition or oversized loading mechanisms. **Special:** This modification may be taken any number of times, each level grants an additional 5 capacity.

Hands Free

Effect: Weapon can be used without holding it.

Description: The weapon can be used while the Character's hands would be otherwise occupied. Usually, but not always, the weapon must be attached to the Character in some way.

Hooked

Effect: Effectively grab objects, terrain or enemies with weapon.

Description: The weapon is shaped in such a way that it can effectively hold various things. Weapons such a scythes and whips can be considered "Hooked".

Martial Arts

Effect: Unarmed strikes deal full Damage

Description: Through rigorous training without their weapon, a Character is adept at doing damage with their bare hands. The normal damage penalty for unarmed strikes does not apply, additionally, an unarmed strike can be of any weapon variant, but this variant cannot be changed.

Mixed Capacity

Effect: Declare an additional form of Dust

Description: During every reload, the Character declares two forms of dust they possess instead of one. All Capacity uses with Mixed Capacity can be either of the two declared forms, but never both at the same time.

Special: This modification may be taken any number of times, each level grants an additional dust that may be declared every action.

Mobility

Effect: When using their entire turn on movement, a Character can travel 75ft instead of 50.

Description: The Character's weapon includes a means of movement with a small personal vehicle, such as skateboard. This form is only usable by one person at a time.

Reach

Effect: Extended melee range

Description: The weapon is extremely long and the Character does not need to be adjacent to their target. Almost all pole arms, and even some simple swords have reach. Weapons at the end of whip-like structures have reach as well.

Tower Shield

Effect: Use Resistance, END+PER to block attacks for nearby allies

Description: A weapon that includes a shield of some kind can be made so massive that it can deflect damage for adjacent allies. Failed checks result in damage being dealt to the Character wielding the Tower Shield.

Dust

Dust is "A naturally occurring energy propellant that can be triggered by the aura of humans and faunas" Dust is energy in physical form, each represents a different fundamental force of nature. Dust is found in four base elements, which can be combined to make 10 common varieties.

In Remnant, every facet of everyday life is powered by Dust. Yellow Dust can be found running trains, Orange and Red Dust running automobiles, with Green and Violet Dust in Airships.

Dust comes in ten common colors and three forms for each color. Each color represents an aspect of nature that can be tapped into, and each form is the method through which that element can be controlled.

Huntsmen and Huntresses encounter Dust most often in one of three forms: Crystals, Rounds and Phials.

Crystals and Rounds impart their elemental aspect into targets they strike. Crystals are imbedded into melee weapons. Rounds are elemental ammunition, fired from a character's ranged weapon.

Phials are Dust in a raw, primal state.

Phials of Dust are cast into the air and attune the immediate area to the Dust's color element. Phials of Dust are significantly more complicated to understand, but for characters willing to put in the effort, are significantly more versatile than rounds and crystals.

When using Phials, characters select what aspect of the Dust they wish to control, and using a DIS roll as a base, the GM decides how those effects are manifested in the world. The second attribute associated with the Dust check depends on the color of the specific Dust.

Characters may use Dust Phials to make direct attacks against selected targets with appropriate DIS rolls depending on Color, but these attacks are automatically considered third level Dust checks. The various levels of Dust checks are explained below.

Characters may choose one color of Dust in place of a weapon mod, and have all three forms of that dust available to them. Every time the character reloads, one of the three forms are declared, and only that form can be utilized until the next reload, unless Mixed Capacity is taken. Characters may have as many colors of Dust as they have levels in DIS.

Color

Crystals: Cost 1 Cap to use.

Effects apply on successful melee attacks.

Rounds: Cost 2 Cap to use.

Effects apply on successful ranged attacks.

Phials: Attribute given is secondary attribute rolled with DIS checks using Phials.

Characters select one of the three levels depending on what aspect of the Dust's element they want to manipulate. These are not the only options available, just a illustration of the power curve.

1. First level costs 1 Cap and uses 1 action of the turn budget.
2. Second level costs 2 Cap and 2 actions of the turn budget.
3. Third level costs 3 Cap and 3 actions of the turn budget.

Red-Fire

Incendiary Crystals- Ignite target

Explosive Rounds- Deal 1 point of damage to every adjacent enemy to target

Phials- END

Hot to the touch. Handle with care.

1. Heat- Subject increases temperature significantly.
2. Ignite- Flammable material bursts into flame.
3. Detonate- Object explodes.

Orange-Lightning

Arc Crystals- Deal 1 point of damage to every adjacent enemy to target

Stun Rounds- Target is Frozen

Phials- WIL

Glows slightly in the dark.

Keep away from electronics.

1. Magnetize- Object becomes magnetically charged, wipe electronics.
2. Charge- electrical systems are powered up/down or overloaded.
3. Arc- an instant flash of raw electricity from one subject to another

Yellow-Earth

Fissure Crystals- Reduce target's movement speed by 10ft

Armor Piercing Rounds- Ignore 1 layer of inanimate material, or over-penetrates a single robotic enemy.

Phials- STR

Basically dirt. Effective fertilizer.

1. Move- The ground or similar solid object shifts and swells to a new shape.
2. Glass- Create simple solid objects made of thick glass.
3. Shatter- Target object disintegrates.

Green-Wind

Featherweight Crystals- Increase capacity movement to 10ft.

Blowback Rounds- Target pushed 5ft back

Phials- AGI

Almost weightless. Disappears quickly if not contained in some way.

1. Gust- Generate strong directional winds
2. Whirlwind- Create erratic local weather patterns
3. Shockwave- Generate sudden explosive pressure wave

Blue-Water

Clouded Crystals- Blind target

Anti-Personnel Rounds- Ignore 1 layer of organic material, or over-penetrate a single human enemy

Phials- AGI

Grains roll over each other like liquid.
WARNING: DO NOT ATTEMPT TO SWALLOW.

1. Douse- Object is spontaneously covered in water and soaked through
2. Fog- Fill the air with fog or steam, obscuring vision.
3. Wither- Dehydrate subject draining almost all the water out of it.

Violet-Force

Kinetic Crystals- Push target 5ft back

Throw Rounds- Capacity movement can be made in any direction when used in conjunction with a ranged attack, including toward the target.

Phials- STR

Extremely heavy. Bounces surprisingly well.

1. Lift- Decrease target's mass
2. Throw- Suddenly accelerate given target
3. Smash- Immediately increase target's mass

Brown-Acid

Bleed Crystals- Target takes 1 additional point of damage on all future strikes.

Rust Rounds- Ignite target

Phials- END

Unprotected handling causes minor burns. Often foolishly used as food spice in Vacuo.

1. Corrode- Weaken material
2. Poison- weaken living entities
3. Dissolve- Target slowly liquefies

Pink-Sonic

Scream Crystals- Confuse Target

Echo Rounds- Sound of ranged attacks come from impact, not source

Phials- PER

Hums gently at all times. Voices are not real.

1. Whisper- Generate small sounds
2. Silence- Bars generation of sound from any source
3. Crack- Deafen targets, break fragile objects

White-Ice

Freeze Crystals- Target is Frozen

Chill Rounds- Target movement speed decreased by 10ft.

Phials- WIL

Extremely cool to the touch. Can't dance.

1. Chill- Subject decreases its temperature significantly
2. Freeze- Solidify liquid material or make solid object brittle
3. Crystallize - Encase subject in ice

Black-Light

Beacon Crystals- Target is marked and its position becomes known.

Flare Rounds- Blind target

Phials- PER

Unnaturally dark, absorbs all light. Invisible when not observed.

1. Glow- Cause object to glow slightly
2. Flash- Suddenly brighten local area
3. Blackout- All light is snuffed out in immediate area.

Characters cannot “trade” dust with each other or NPCs. Each weapon is designed to use only the selected colors of Dust, and additional Dust colors can only be used if the Characters are presented to opportunity to redesign their weapons or the GM offers an additional Dust type as a story reward.

Dust Phials have a maximum range equal to the DIS roll used for the Dust..

Dust Phials cannot be used when a character is without their weapon.

Dust Shards

Dust “Shards” are a naturally occurring form of Dust that can be found and used by Huntsmen and Huntresses. Dust Shards are most commonly found in Red, Yellow, Green and Blue colors, but all types are possible. Characters may use Dust Shards identical effects to the more refined versions, temporarily imbuing melee weapons and ammunition on contact with Crystal and Round effect respectively, or being a short lived focusing agent with similar effects to Phials. All Dust Shards come at a maximum of 5 capacity, upon consuming all the Capacity of a Shard, it becomes inert and useless. Shards may be used by any character regardless of their existing Dust selections. Characters may not take Dust Shards as part of weapon design.

Dust Infused Semblances

Characters can choose to influence their Semblance with the elemental effects of Dust. However, given the nature of Semblances, these infusions have no concrete effect, and vary wildly from instance to instance.

To infuse their Semblance with Dust, Characters must have the desired Color of Dust equipped in its Phial Form. If a Character has multiple Phials equipped at once through the use of Mixed Capacity or multiple Dust Infused Clothing, only one may be selected.

Infusing a Semblance with Dust Consumes at 5 capacity. The effect fails if the Character has insufficient capacity.

Examples:

Speed Semblance + Orange Dust = A wall of lightning is created for a short period of time that extends along the path the Character moved while using their Semblance.

Clone Semblance + Pink Dust = Clones make a loud “Bang” when they disappear

Summon Semblance + Red Dust = All summoned creatures are wreathed in flame, dealing damage to any who make contact.

Ultimately the effect is dictated by the GM.



Mastering the Game

Game Mastering is a daunting, but very important job. Without the Game Master, no game would be possible. GM's are the ultimate law of the game, they are the window into Remnant for their player, set the conflict, play every villain, and every friend. It is a huge undertaking, but ultimately rewarding.

The most important thing to remember about Game Mastering in general, is that everyone is there to have fun, GMs and Players alike. If the game is fun, and has people asking "when is the next game?", then the Game Master has succeeded. Even though the GM sets obstacles in the path of their players, the GM is never their enemy.

Game Masters have ultimate control over the game and the rules. A great deal of these rules rely on a Game Master's digression, especially RoC, the cornerstone of the Unofficial RWBY Tabletop RPG.

Story

Cooperatively telling a story is one of the major hooks to playing a tabletop role-playing game. It is the GM's responsibility to present the story, and the player's responsibility to drive it forward. The story can be anything from a simple as extermination of Grimm to a complex political game involving the council, backroom deals and mysterious benefactors. GMs should have a story in mind when first building a team of players, and also be prepared for players to take an entirely different path than expected.

Adventure Hooks

Adventure hooks are means to draw players into a story, hint at danger and subsequent reward. Some adventure hooks ask a question, some are rumors, some are designated missions.

- A Blue Dust mine has exploded for no apparent reason.
- A huge surge of Grimm have been recorded on the walls of Vale.
- The Vitol festival is a month away.
- Juniors Club is rumored to be selling arms to the White Fang
- A teacher at Beacon is missing.
- An Atlesian airship has crashed in the desert and no one is on board.
- Elder Grimm have all but disappeared.
- A string of robberies have been taking all the Dust from local stores, and leaving all the money.
- A submarine with markings of the White Fang washes up on shore, its hull torn asunder.
- Someone is selling an exotic form of dust that is being used as a very dangerous recreational drug.
- A White Fang hideout is rumored to be somewhere in the south east.

Crafting Skill Checks

A single obstacle can be overcome in any number of ways. How a character attempts to bypass it determines the skill check used. For example, a team of Characters is presented with a locked door. Breaking down the door is a STR+END check, picking the lock is a AGI+PER check and trying to break the lock or hinges is a STR+DIS, while trying to shoot them would be a AGI+DIS. When a task can reasonably be accomplished by more than two attributes, it is a judgment call on the GM to decide which two attributes contribute the most to the given skill.

Skill Thresholds

GMs apply the logic of the world and quantify it as tiers of difficulty for players to roll against. Thresholds come in increments of 5. The exact difficulty of a threshold can be withheld from a player if they do not have adequate information, such as making a leap of faith in the dark. Sometimes, players may perceive a given task at a higher or lower threshold than is actually true, if

the information they have on the obstacle is inaccurate, such as leaping onto illusionary terrain..

At its most basic level, difficulty thresholds on skill checks can be determined with a simple “15+5 per complexity” system. In essence this means that taking the most basic concept of the skill and associate it with a difficulty of 15. For every level that character’s attempt to modify that skill, add 5 to the given check.

For example, a character who wants to hide from an unaware enemy is a 15 Stealth Check. If that enemy is on active watch or the character wants to move while sneaking, the check is 20 for one modifier, or 25 for both.

In cases where multiple modifiers do not adequately describe the task at hand, a simple “easy-medium-hard,” scale will suffice. Without RoC, 15 is easy, 20 is medium, and 25 is hard. 30 is the gate between abilities that can be achieved through normal human endeavor, and hiding when actively being watched, lifting a vehicle to its side with bare hands, or leaping over a 30ft chasm.

15: Simple

Training and skill not required to succeed.

20: Average

Difficult for the unskilled, but expected for professionals.

25: Challenging

Even with a great deal of skill, success is not guaranteed.

30: Amazing

Can be accomplished with a lifetime of training, natural talent, and luck.

35: Superhuman

No matter how much a normal human tries, Superhuman checks are impossible.

40: Legendary

Stories are told, songs are sang, and heroes are made with Legendary checks.

Some checks can be determined with a simple formula. This is most common on checks

associated with distance like Acrobatics or Dust checks. Ultimately, this method works best for any check with a gradient of outcomes, rather than a binary pass-fail.

Examples

Acrobatics checks equal a distance in feet to the die roll.

Falling Resistance require rolling 1/2 the distance fell to avoid damage.

Heat or Chill aspects of Red and White phials respectively, heat or cool an object but a number of degrees equal to the die roll times 10.

Skill Name (Relevant Attributes)

Description

20: Can be reliably achieved by someone well trained in both relevant attributes (+9)

30: Just beyond the grasp of the most adept people in the world, requires at least 1 level of RoC

40+: The epitome of the skill, where the game reaches “Anime” levels of prowess. Requires multiple levels of RoC and a highly skilled base character.

Jump (STR+AGI)

Move through the air from one place to another

20: Standing jump on the ground into low tree branches.

30: Leap onto a small building

40+: From the ground, jump onto a low flying aircraft

Lift (STR+END)

Physically manipulate heavy objects in a meaningful way

20: Hold a Person overhead

30: Kick a Car a significant distance

40+: Push a parked Bullhead Gunship aside

Grapple (STR+PER)

Gain physical control of a resisting entity.

20: Wrestle a Beowolf to the ground

30: Hold onto a thrashing King Taijitu

40+: Keep a Nevermore grounded by simply holding its tail

Intimidate (STR+WIL)

Scare subject through appearance or action

20: Make local police back down from investigation

30: Force Junior to give up some valuable information

40+: Stare down a Beowolf

Break (STR+DIS)

Targeted strike on weak part of an object

20: Kick down a sturdy wooden door.

30: Bend Iron bars of an archaic prison cell

40+: Open Hermetically sealed door by applying pressure to specific places in sequence.

Climb (AGI+END)

Usually vertical movement primarily utilizing a Character's hands.

20: Climb the side of a cliff with small, natural handholds

30: Hang for a long time by the finger tips

40+: Effortlessly ascend a structure that crumbles to the slightest touch

Dodge (AGI+PER)

Move in a very specific pathway, usually to avoid damage

20: Avoid a falling rockslide

30: Cross a flooding river over floating debris

40+: Avoid the Sweeping Tusks of an Elder Goliath

Sleight of Hand (AGI+WIL)

Using misdirection to hide an object in hand or take an object unnoticed.

20: Perform a professional card trick

30: Lift a personal possession from a Master Thief

40+: Steal the power pack for a Atlesian Knight while engaged in combat.

Stealth (AGI+DIS)

Moving carefully or minimizing profile when standing still.

20: Move at full speed on a platform only a few inches wide

30: Disappear into shadows when being actively watched

40+: Hide while being physically held onto.

Resistance (END+PER)

Withstanding unavoidable hazards unscathed

20: Resist attacks from a large group of Thugs

30: Falling boulder breaks on contact

40+: Completely ignore the effects of a teargas grenade

Performance (END+WIL)

The ability to influence others through speech, mannerisms or song for long periods of time.

20: Perform song that merits applause

30: Replace a public figure without notice

40+: Fall into character of someone's close personal friend without detection

Mental Fortitude (WIL+PER)

Resist mental hazards

20: Lie through potent truth serum

30: See through powerful illusions

40+: Keeping an enemy telepath from reading surface thoughts

Influence (WIL+DIS)

Convince others of something they do not believe

20: "I wouldn't try holding onto my weapon too tight, it's rigged to explode for anyone but me"

30: "I'm the best man, I'm not on the list because I was here before you"

40+: "Grimm are harmless, trust me"

Detection (PER+DIS)

Notice the unseen, avoid being mislead

20: Notice a pack of Beowolves more than 100ft away

30: See through an elaborate disguise

40+: Detect an invisible entity

Wealth (WIL+DIS)

Buying power in a given moment

20: Buy entry into Juniors club

30: Purchase tickets to an exclusive gathering

40+: Bribe an inner council member.

Crafting Semblance Rolls

Semblances present a unique challenge to GMs, given that their variety is truly infinite. Many Semblances will be player created, and encompass a wide array of possible abilities that fall within its sphere of influence.

Crafting a Semblance roll follows the same “15, +5 per level of complexity” as any other skill check. Some complexities are simple increases such as increased range or multiple selected targets but more exotic complexities are more common, and more numerous but can follow a similar path. Take, for example, Telekinesis.

A character wants to telekinetically take a stone from one place and gently move it to another location relatively close by. This is about as pure as the Semblance can become so it is associated with a level of 15.

If the character wanted to instead throw the stone at speed, it would be an additional level of complexity, bringing the total to 20. If the character wanted to throw the stone a great distance, it would be 25, or if the stone were a boulder of significant weight, the check could increase to 30. Any of these modifiers add 5, and do not need to be added in any order.

GMs have the ultimate power. Some will have very hard semblances, some will have very easy semblances. One GM determines the ability to levitate with Telekinesis is a 20, another thinks it merits a 25. Neither is wrong, but the key is consistency.

Characters who want to use the Semblance to directly attack an enemy, the threshold is always at least equal to the enemy's defense.

Example scaling of the Telekinesis semblance:

- 15: Move simple objects short distances
- 20: Violently throw light object
- 25: Levitate
- 30: Construct extremely complex object by moving dozens of pieces simultaneously
- 35: Fly at great speed
- 40: Move massive object, actively resisting, such as stopping a runaway train.

Elemental Semblances

A simple way to generate a Semblance is to use one of the existing elements that Dust normally gives Characters influence over. The key difference in using a Semblance to control an element rather than Dust, is that Semblance is usually much more powerful and can be used without holding their weapon. Dust however uses a renewable resource, but requires that the character be holding a weapon and devote a much higher DIS attribute to get the same returns.

Attribute Enhancers

Some of the most straightforward Semblances are Attribute enhancers. Attribute Enhancing Semblances focus on a single attribute that defines the character (besides WIL). Semblance Checks allow the character to attempt a Skill Check normally defined by that Attribute as an Active Aura Check, utilizing WIL as the primary and their focused attribute as the secondary. Skill checks attempted in this way should be one threshold easier to achieve than the normal Skill Check. In all other ways, this functions as a normal active Aura check.

Example:

A character with the Super Strength attribute enhancing Semblance wants to lift an enormous boulder and throw it aside with her Semblance. The check would normally be a 25 STR+END check, but the GM assigns it a threshold of 20 because she is using her semblance.

The character then rolls (11) and adds her WIL score (+4). Her total is 15, so she loses 1 Aura, and adds her STR(+5), bringing the total to 20.

Flavor Text and Functionally Identical

Two important rules of thumb for any GM are the concepts of “Flavor Text” and “Functionally Identical”. Specifically during character creation, these concepts can allow players to craft their play to their desires without affecting the game. Flavor text is any descriptors that are there to simply add flare to an action or a character, and should always be free. Describing in detail how the sheath of the sword folds out into a shield or the character possessing a fully function prosthetic arm do not significantly influence play, and are excellent examples of Flavor Text. A character who wants to wield a high rate of fire minigun and have it reflected in the mechanics may choose to make a weapon functionally identical times having additional weapon multiple times instead of building an entirely new weapon modification.

To use an example this system has already implemented the concept, is the functionality of Stun Rounds. The Flavor Text of Stun Rounds are that the target is paralyzed and cannot move on its own, however the functional description of the effect is Frozen, identical to Freeze Crystals, rather than generating an entirely new status effect of “Paralyzed”. The flavor text of these two Dust forms is wildly different, but are functionally identical. The two concepts are very similar, but are both designed to give players much higher agency over their characters without increasing the workload on the GM.

Combat

Huntsman and Huntresses come in conflict with Grimm by the very nature of their profession. Being combat ready is not just the norm, but it is expected. It is a rare to see pacifists seek this line of work.

In the RoC System, all obstacles Characters must overcome are set values, including enemy defenses, attacks and damages. As with every skill check in the game, Enemy attack and defense thresholds come in increments of 5.

With RoC, Characters will “outgrow” most adversaries. As numbers are rolled higher against enemies, it becomes easier to dispatch them. Against defenses this is demonstrated with passively dealing more damage at higher rolls as well as imparting detrimental status effects to enemies. Against attacks, players avoid weaker entities with ease and will have more opportunities to destroy them.

Turn Phases

Combat is held in a series of phases. Characters conduct their turn during the phase corresponding to their PER score. Characters with higher PER scores act before character's with low PER scores. Characters with the same PER occupy the same phase, and can act individually or simultaneously. Acting individually is functionally identical to normal turn order, only the participants may chose to swap places at any time. Acting simultaneously requires weaving actions between two or more characters until their respective action budgets have been filled. Characters may also hold their turn until they see fit to act in a different turn phase. If a Character holds their turn for the full round until their phase again, their held action is lost and their new turn begins. Enemies always act between phases, but characters holding their action may interrupt an enemy “between” the Phases. Enemies can hold their turn as well, but this is mostly limited to intelligent entities.

Action Budget

Players are not given a hard number of actions in a turn. Instead they have an “Action Budget”.

The Action Budget is used all at once by players describing their actions for a turn. The limit on the number of actions is generally 3. This number can fluctuate based on the complexity of the tasks, level of RoC, or any number of situational modifiers, but 3 is usually appropriate.

Players who declare “I hit it with my axe” for their turn, only perform a single action, the remainder are lost, meanwhile, players who declare, “I run along the branches, dive on top of the Beowolf and stab him in the back,” has almost entirely filled their action budget, losing any remainder. GMs decide when a player has exceeded their action budget for the turn, cutting the string of skill checks short.

Some checks require less effort than others, and some do not count against the action budget. Other actions consume more than one action in the budget, such as attacks, or careful movement. Talking and general communication do not usually count against the action budget.

Once the Player has finished describing their actions, the GM dictates what skills to roll, and what level difficulty the rolls will be. Players do not get to change their minds once the actions have been rolled unless the GM presents them the option. Failing Skill checks mid action changes the nature of the turn spent, but the general momentum of the turn is maintained.

Presented are three scenarios, one where every skill check is a success, and one where some fail, and one where all fail.

Example 1

Player: “I run along the branches, dive on top of the Beowolf and stab him in the back.”

GM: “Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap.”

Player Rolls

Player: 22 Balance, 17 Acrobatics.

GM: “You run at full speed through the trees and land squarely on the Beowolf’s back, Roll advantage STR attack for taking it by surprise”

Example 2

Player: “I run along the branches, dive on top of the Beowolf and stab him in the back.”

GM: “Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap.”

Player Rolls

Player: 17 Balance, 22 Acrobatics

GM: “Your foot slips as you move towards the Beowolf, falling slightly out of the tree. You scramble back to get your balance. The Beowolf is now aware of you, losing any advantage your sneak attack would provide. Would you still like to attack, or stay in your tree?”

Example 3

Player: “I run along the branches, dive on top of the Beowolf and stab him in the back.”

GM: “Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap.”

Player Rolls

Player: 17 Balance, 13 Acrobatics

GM: “Your foot slips as you move towards the Beowolf, falling entirely out of the tree. You fall on your back and scramble to your feet. The Beowolf is now aware of you, and your turn ends.”

Combat Maneuvers

Various actions that are combat specific.

Attacks and Semblances

Characters may perform 1 attack or Semblance use per action, but not more than 2 such actions per turn. An “attack” is any action where the only intended result is direct damage to an entity. Semblances and Attacks pull from the same pool of two actions per turn.

Movement

Movement is 15ft per action, but if the Character spends their whole budget running, the character can move 50ft.

Reload

Reloading Capacity is 1 action. When reloading a Character may declare 1 form of dust they possess.

Unarmed Attacks

Unarmed attacks are STR+END rolls that deal half damage.

Capacity Movement

By consuming one capacity, a Character can immediately move 5 ft in any direction, including upward. This effect can be added to any or all action including attacks. Adding the effect to an attack results in moving away from the target.

Suppressing Fire

Consume a point of capacity to suppress an enemy in cover. Designate a specific enemy or piece of cover, and automatically roll attack against them if they move into a targetable position.

Non-Lethal Attacks

Enemies can be knocked unconscious by bringing their Health to 0 exactly with lethal attacks. Non-Lethal attacks can be used to bring the targets Health to 0 without overkill, losing any remainder. To perform a Non-Lethal attack, a character may take disadvantage on the attack and cut all damage in half, and any bonus damage for beating defenses is lost.

Additional Weapon Attacks

Additional Weapon allows Characters who spends any part of their turn making any normal attack, may make an additional attack using a single relevant attribute. Additional Melee attacks only roll STR, and additional Ranged attacks only roll AGI.

Charge Attacks

Charge Attacks allows Characters who spend their entire turn on a single devastating strike, up to 5 points of their remaining Capacity is consumed and added directly to the damage roll.

Execute

Consume full action budget to Instantly kill a helpless target.

Grapple

Characters roll a STR+PER Grapple check against an adjacent opponent. Human sized opponents are held in place, while massive opponents are held onto, with higher levels of RoC being able to treat enemies as smaller than they actually are. Characters with Hooked weapons may roll their main attack attributes instead of STR+PER, and any reach the weapon has also applies.

Aura Healing

Characters may spend a point of Aura and a full action budget to increase an allies Health by 1 through touch. This awakens unconscious Characters, and also removes any status effects. This effect cannot be used to increase Aura, and Characters cannot use this on themselves. Characters may attempt to perform this feat over distances, using a WIL+PER Aura check equal to the number of feet away their target is. Characters can also perform this feat rapidly, and must roll WIL+PER 20 for it to only consume 2 actions of the turn, and WIL+PER 25 for it to consume 1, and WIL+PER 30 to consume no time at all. The two modifiers of distance and time are added together if used at the same time.

Throwing a Weapon

Roll STR+AGI to attack a target at range. This attack is considered a melee attack, so STR is added to damage. Weapon is dropped at target's feet. The maximum distance to the target cannot exceed the character's accuracy roll in feet. Characters with the Aerodynamic mod can double this range limitation.

Targeted Strikes

Declare a specific body part of the intended target. the creatures defenses are increased by the selected amount. Missing this threshold results in a miss, even if the strike would hit the target's standard defense. Successfully hitting this threshold results in a status effect on target depending on selected body part. Base damage and damage from RoC are applied, but passive bonus damage from bypassing defense is not.

Modifier	Status	Common Body Part
+5	Stagger	Legs (Primary means of movement)
+5	Cripple	Arms (Primary means of attack)
+10	Cleave	Torso (Vital Defenses)
+10	Stun	Head (Control Center)

Status Effects

Status effects are anything that hinders the target in some way beyond damage. Most Status effects are applied by targeting an enemies weak points, or through the use of Dust.

When Characters are affected by Status effects, the effect lasts a number of turns equal to the amount of damage received from the hazard or attack that caused the status effect. Any status effects applied without a direct damaging effect last 1 turn.

Blinded

As Crippled, but lasts 1 turn.

Cleaved

Decrease defenses by 5.

Confused

Cannot use a single, active special ability for 1 turn.

Crippled

Decrease Attacks by 5/1

Frozen

Cannot make any movement for 1 turn.
Can still attack.

Helpless

Cannot make any actions at all, subject to Execution. Unconscious characters are Helpless.

Ignited

As Cleaved, but lasts 1 turn.

Stunned

As Helpless, but lasts for 1 turn.

Staggered

Lose 1 action next turn.



Grimmoire

Grimm are the greatest persistent threat to humanity and faunas, and are the primary targets of Huntsmen and Huntresses. They are bestial in nature, but observation has proved that they feed not out of necessity, but out of desire. They are attracted to negative energy: anger, sadness and greed. When Grimm are killed they evaporate, leaving no trace behind. Grimm are also considered both living and inanimate material for the purposes of Armor-Piercing and Anti-Personal dust rounds.

Basic Enemies may make up to two actions in a turn. These may be a movement, an attack or an active special ability. Passive special abilities are unaffected by Confusion.

Basic Enemy movement is 25ft per action, unless otherwise noted.

Enemies are less creatures and more obstacles. Every aspect of them is a fixed number that players roll against. All Enemies do fixed damage, they either hit or they don't. In the tables below, under "attacks" will be a split number. The first number indicates what players must roll for their Defense check to pass unscathed, the second is how much damage the attack does. Ties are always won by players.

Basic Enemies have an effective Turn Order on $\frac{1}{2}$ numbers, so that they never act at the same time as players. When large numbers of enemies are in play at once, the initiative number only determines when the first group can act.

For each level of RoC higher than a Basic Enemy that the characters are, it is appropriate to increase the total enemies for the encounter by 1 group. Enemies within a group are spread evenly throughout the turn order, and every time a new group is added, they stack on top of the previous group, even if the size of the groups are 1. When two enemies of the same type attack the same target at the same time, they are treated as a single entity which has an attack equal to +5 of the base creatures.

Players rolling attacks against Basic Enemies are awarded bonuses upon defeating the monster's defenses by a given threshold. All bonuses for defeating a Basic Enemy's defenses stack.



Defense Thresholds

+5	Bonus Damage
+10	Maximize Damage
+15	Instantly Kill Target
+20	Kill Multiple Targets

Bonus damage varies by enemy type, this is added on top of the natural damage from the base 1d6 and any RoC bonus damage.

Maximize damage treats all damage dice that would be rolled, including Bonus Dice from defeating a defense by 5, automatically as a 6. Instantly killing a target immediately reduces its Health to 0.

Killing Multiple targets immediately reduces the health all enemies adjacent to the target that have a defense equal to or lower than the target's defense to 0.

Basic Enemies

Name

Description

Health: How much damage can be taken before dying.

First Turn: Any groups of this variety of Grimm cannot act before this point on the first turn. Afterward they are divided evenly into the turn order between players.

Special Abilities: Some special abilities apply passively, others can be used like a movement or attack.

Attack: Threshold characters must beat with a Defensive Aura check to escape unscathed. Melee attacks can only be made to adjacent characters, ranged attacks can be made to attack anyone within 100ft. Enemies will not use Ranged attacks in melee range. The source of the damage is noted in each attack.

Defenses: Threshold characters must beat to begin dealing damage.

Bonus Damage: Extra damage for defeating a creatures defenses by 5 or more.

Group: How many of a given variety are encountered at a given time.

Fodder (0 RoC)

Untrained foot soldiers, obsolete defense androids, or young and unintelligent grimm, the differences between each is negligible compared to the strength of a Huntsman.

Health: 10

First Turn: 2½

Special Abilities: None.

Attack:

Melee: 15/2-Varies

Defense: 15

Bonus Damage: +1d6

Group: 4

Thug (0 RoC)

Common criminals living in urban environments, bandits on the outskirts of the kingdoms, and Faunas Freedom Fighters are not given formal training, and instead learn their skills through trial by fire. They are armed with a pistol and a sword.

Health: 15

First Turn: 3½

Special Abilities: Call Backup, Active. Usable only when a single Thug in the group remains. Another Group of Thugs appears in one turn.

Attack:

Melee: 15/3- Sword

Ranged: 20/3- Pistol

Defense: 15

Bonus Damage: +1d6

Group: 5

Beowolf (0 RoC)

The first Grimm nearly all Huntsmen encounter, Beowolf are weak bipedal canine creatures, about 6 feet tall. They are universally encountered in packs, of any number, ranging from groups of 4 to massive hordes that number in the dozens. Some Huntsmen have been known to kill many Beowolves at once with a single attack.

Health: 20

First Turn: 4½

Special Ability: Howl, Active. All Beowolves in the pack increase their attack and decrease their defense by 5 for 1 turn. Loses ability after being Stunned.

Attack:

Melee: 15/3-Bite

Defense: 20

Bonus Damage: +1d6

Group: 4

Atlesian Knight 200 (0 RoC)

Atlas' newest line of defense. The AK-200s are stronger, faster and more reliable than their predecessors, the AK-130.

Health: 35

First Turn: 2½

Special Abilities: Reconstruction. Unless Instantly Killed, reducing health to 0 only results in rendered Helpless instead of death. After 1 turn, reconstructs itself at 20 health.

Attack:

Melee: 20/3- Arm Blades

Ranged: 15/3- Rifle

Defense: 20

Bonus Damage: +1d6

Group: 2

Ursa (0 RoC)

Ursa are large, bear-like Grimm that stand at about 8 feet tall on their hind legs. Its claws and bite are fearsome, and Huntsmen not weary of their surroundings may find the raw strength too much to handle. Ursa should rarely be taken head on by inexperienced huntsmen. Usually found in pairs, head on attacks are usually left for the brave and foolish.

Health: 75

First Turn: 1½

Special Abilities: Bear Hug, Passive. Characters who are damaged by the Ursa's claws Staggered.

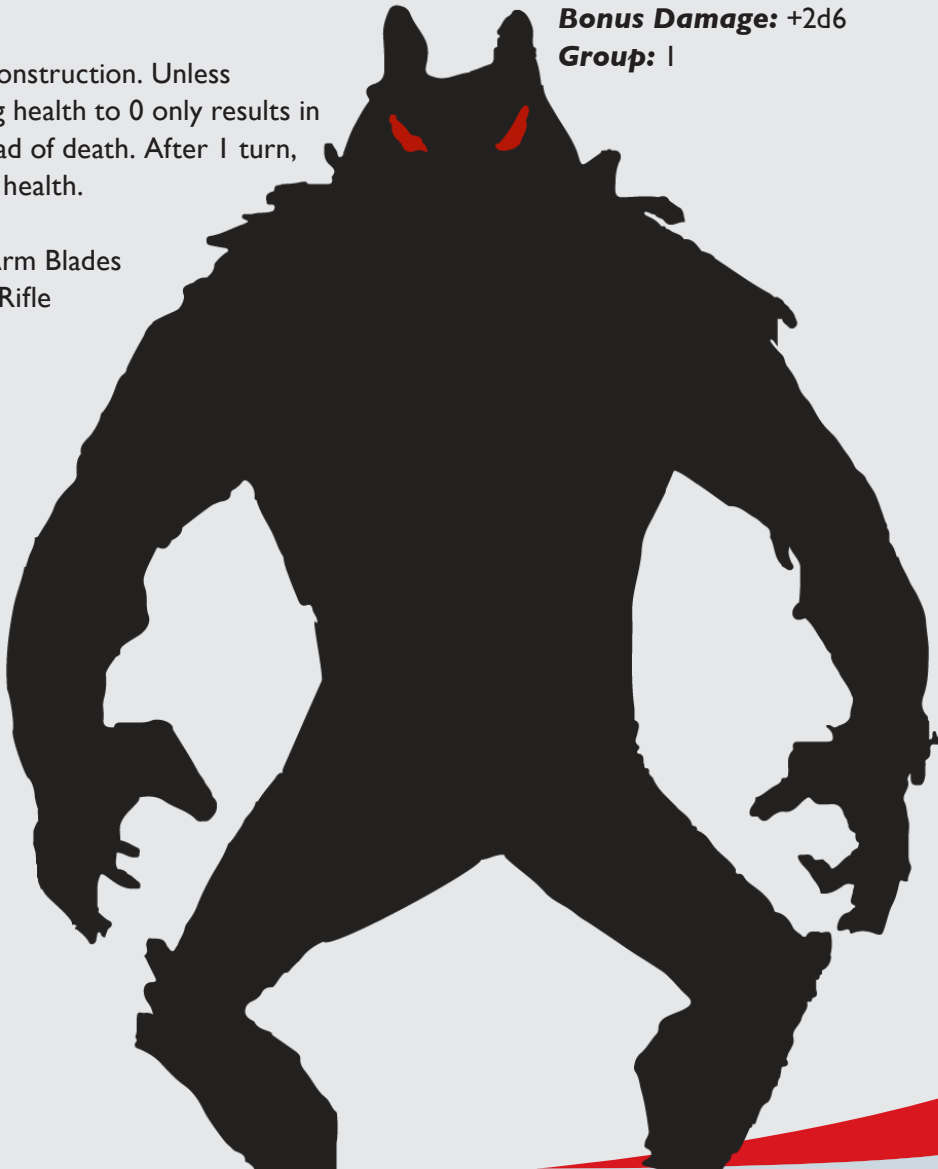
Attack:

Melee: 20/3- Claws

Defense: 20

Bonus Damage: +2d6

Group: 1



Marksman (1 RoC)

Highly trained and often working in pairs, the marksman is adept at keeping hidden. She wields a long rifle about 4ft long and can rely on a knife kept in the boot in case of close encounters. Using her high powered scope, a marksman can make ranged attacks up to 200ft away.

Health: 60

First Turn: 5½

Special Abilities: Active Camouflage, Active. Characters must roll Detection, PER+DIS 25 to determine the Marksman's location. The Marksman must reactivate this ability every time she makes a ranged attack.

Attack:

Melee: 20/4- Boot Knife

Ranged: 25/4- Sniper Rifle

Defense: 20

Bonus Damage: +1d6

Group: 2

Boarbatusk (1 RoC)

A solitary pig-like Grimm, the Boarbatusk is surprisingly fast, often catching unfamiliar Hunters aware. It stands about 4 ft tall at the shoulder, its wicked tusks nearly the length of its body. They are only ever found in pairs, making them prime targets for capture by tenacious Huntsmen.

Health: 35

First Turn: 5½

Special Abilities: Rollout, Passive. Every action can be an attack and a movement at the same time. Cannot use this ability while Staggered.

Attack:

Melee: 20/3- Gore

Defense: 25

Bonus Damage: +1d6

Group: 2

Sentinel (1 RoC)

A security android of imposing stature. Broad shouldered with inhumanly long arms and short legs, the Sentinel stands almost 7ft tall. It holds a large mace in its hands and minigun attached to its right shoulder.

Health: 65

First Turn: ½

Special Abilities: Particle Shield, Active. Next ranged attack against the Sentinel automatically fails.

Attack:

Melee: 25/3- Mace

Ranged: 20/3- Shoulder Cannons

Defense: 25

Bonus Damage: +2d6

Group: 2

Creep (1 RoC)

A recently discovered Grimm, this bipedal subterranean monster has extremely powerful legs, tail and, jaw. However, it lacks arms altogether. Its existence was theorized many times before finally being revealed to the populace as a whole.

Health: 80

First Turn: 3½

Special Abilities: Burrow, Active. The Creep digs into the ground, and while burrowed cannot attack or be attacked through conventional means. Ground based attacks through certain semblances or Dust still function.

Attack:

Melee: 25/4-Tail Slam

Defense: 25

Bonus Damage: +2d6

Group: 3

Brute (2 RoC)

Tested veterans of battle, the Brute relishes combat. Well armored, he carries a pair of unorthodox weapons chosen more for their ability to cause pain rather than actual effectiveness. The Brute is very large for a human, and is often laughing in the face of bloodshed.

Health: 160

First Turn: 1½

Special Abilities: Fast healing, active.

The Brute can increase his health by 10 points

Attack:

Melee: 20/4- Chainsaw

Ranged: 25/4- Crossbow

Defense: 20

Bonus Damage: +2d6

Group: I

King Taijitu (2 RoC)

The King Taijitu is a strange snake-like monster. Huntsmen unfamiliar with it will find there to be far more to it than meets the eye. It is actually two creatures in one, a snake with a head at each end of its 30ft body. The Yin end is the black, and most active half of the Taijitu. The white Yang half of the Taijitu is a bit more reserved, relying on its deadly poisons instead of brute force.

Yin Taijitu

Health: 100

First Turn: 4½

Special Abilities: Constrict, Passive. Characters struck by the Yin Taijitu's body slam are Crippled.

A Yin Taijitu can only cripple one target at a time.

Attack:

Melee: 25/4-Body Slam

Defense: 30

Bonus Damage: +2d6

Group: I

Yang Taijitu

Health: 100

First Turn: 2½

Special Abilities: Poison, Passive. Characters struck by the Yang Taijitu's bite are Confused. Every subsequent round on the Yang Taijitu's turn, the character must make a Fortitude Check, END+DIS 30, or take an additional point of damage. These Checks continue for a number of rounds equal to the damage taken from the initial bite.

Attack:

Melee: 25/3-Bite

Defense: 30

Bonus Damage: +2d6

Group: I

Spider Droid (2 RoC)

Still a prototype not yet in full service, the Spider droid is a machine just under 10ft tall. It has two arms, and sits on a platform held aloft by four powerful hydraulic legs. A collection of 4 conductors sit on its back and move into position to activate its powerful Charge Beam.

Health: 140

First Turn: 2½

Special Abilities: Charge Beam, Active. By spending both of its actions, the Spider Droid can attack all characters within a 10ft by 100ft beam. This is treated as a 30/4 attack.

Attack:

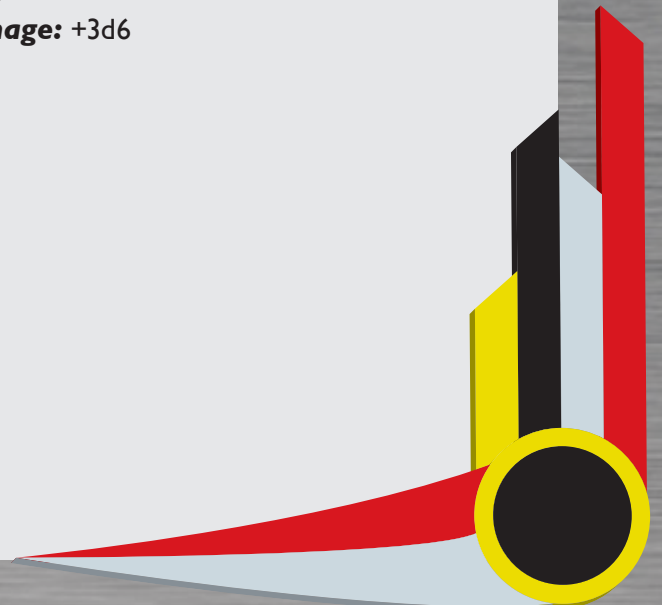
Melee: 30/4- Slam

Ranged: 25/4- Cannon

Defense: 30

Bonus Damage: +3d6

Group: 2



Deathstalker (2 RoC)

Normally found in pitch-dark caves, this colossal scorpion-like Grimm is about 60ft from head to tail, its body held about 10ft off the ground. The Deathstalker's amber glowing stinger has been known to attract treasure hunters by mistake.

Health: 170

First Turn: 1½

Special Abilities: Terrifying Visage, Passive.

Any Character who attacks a Deathstalker in melee must roll Mental Fortitude, PER+DIS 30, or be Stunned in fear. This check does not count against the Character's turn budget.

Attack:

Melee: 30/4-Stinger

Defense: 30

Bonus Damage: +3d6

Group: I

Atlesian Paladin (3 RoC)

The newest addition to Atlas' defense force, used when a more human touch is still required in an otherwise android dominated space. The Atlesian Paladin houses a single pilot, and stands over 15ft tall. It is surprisingly nimble for its size, and often ignores any obstacles placed in its way. The Atlesian Paladin is considered a robotic enemy despite having a pilot.

Health: 230

First Turn: 2½

Special Abilities: Thermal Sensors, Active. Automatically detect all hidden targets within 50ft.

Attack:

Melee: 30/5- Slam

Ranged: 35/5- Rockets

Defense: 35

Bonus Damage: +3d6

Group: I



Nevermore (3 RoC)

A huge avian Grimm, with a wingspan of over 50 feet. They are notoriously tough creatures, known to have no regard for colliding with solid objects. The Nevermore always attacks from the air, and is almost always found alone. Inexperienced Huntsmen need to be particularly creative to destroy this variety of Grimm. This Grimm's base movement speed is 100ft per action.

Health: 150

First Turn: 6½

Special Abilities: Feather Spears, Active.

Attack all available Characters with a 35/4 volley of rigid feathers. Cannot be used in a turn where it was Staggered.

Attack:

Melee: 30/5-Claw Strike

Defense: 35

Bonus Damage: +3d6

Group: I

Bullhead Gunship (3 RoC)

A modified civilian vehicle, the Bullhead gunship is capable of adept aerial maneuvers by rotating the engines that lie on the tips of its wings around in any direction. Each Gunship carries a single squadron of AK-200 androids for ground operations. The Bullhead Gunship is considered a robotic enemy despite having a pilot.

Health: 190

First Turn: 4½

Special Abilities: Deploy, Active. Usable only once, a single group of AK-200 androids is added to the encounter.

Attack:

Melee: 35/5- Ram

Ranged: 30/4- Machine guns

Defense: 35

Bonus Damage: +3d6

Group: 2

Goliath (3 RoC)

A truly awesome, elephantine Grimm. The oldest and most massive Grimm most Huntsmen ever have the misfortune to see. Goliaths are found in large herds, and are almost never alone. One of the more docile varieties, they have been seen on the edges of society, but never outwardly aggressive. It is suggested even highly trained Hunters avoid Goliaths at all costs.

Health: 200

First Turn: ½

Special Abilities: Stampede, Passive. Occupying the same space as a Goliath is treated as an attack of 35/4.

Attack:

Melee: Sweeping Tusks-35/5

Defense: 35

Bonus Damage: +4d6

Group: 6

Elder Grimm

Grimm can grow to become truly ancient behemoths. Elder Grimm have become larger than their “fully grown” brethren, and are significantly more intelligent. To make a Grimm an Elder, modify its abilities accordingly. The “Elder” template can be added multiple times.

Health: +30

First Turn: +1

Special Abilities: Any numerical values in the Special Abilities are increased by 5. Special attacks increase by +5/0.

Attack: +5/1

Defense: Increase base defenses by 5, and all bonus damage by +1d6.

Group: Unchanged

Minor Grimm

Minor Grimm are still growing. Somewhere in their life cycle between being a Minor Grimm and fully grown.

Health: -30 (Minimum 15)

First Turn: -1 (Minimum ½)

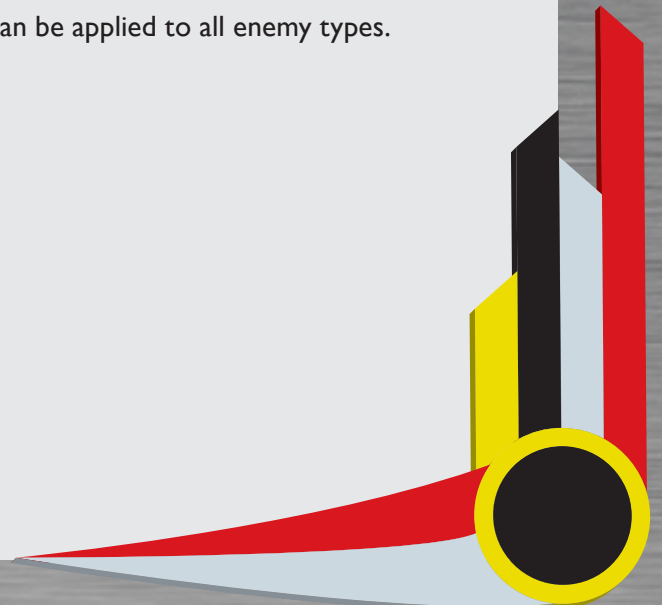
Special Abilities: Any numerical values in the Special Abilities are decreased by 5. Special attacks decrease by -5/0.

Attack: -5/1 (Minimum 15/3)

Defense: Decrease base defenses by 5, and all bonus damage by -1d6.

Group: Unchanged

Minor and Elder variants are not exclusive to Grimm and can be applied to all enemy types.



Advanced Enemies

Advanced enemies are used when Characters come in conflict with fellow Huntsmen and Huntresses or similarly trained entities.

They poses multiple attacks, variable defenses, and exotic special abilities. Advanced enemies can have multiple stages and act multiple times in a turn.

The Special defense value corresponds to any Semblance or Dust based attacks.

All Advanced Enemies are affected by Status Effects for 1 turn, and may spend 1 action to wipe away the effects.

Missing an Advanced Enemies Defenses by 5 or more causes them to make a counter attack against the attacking character.

Defeating an Advanced Enemies defenses by 5 or more result in a bonus 1d6 damage for every 5 points over the given defense threshold. Advanced enemies cannot be instantly killed through normal attacks as basic enemies.

All Advanced Enemies increase their attacks, defenses and any numerical special abilities by 5 every time Characters increase their RoC

Other than in the ways stated above, Advanced Enemies function as basic enemies regarding turn actions, movement and attack thresholds.

Abomination

A hulking humanoid figure over 7 feet tall.

Abomination is simple minded, his attention focused on the nearest available target. To make up for this, Abomination has grafted two Dust modified turrets onto his own massive shoulders to deal with targets that he usually ignores.

Stage I

Health: 100

First Turn: 1½

Defenses:

20+ Ranged

25+ Melee

20+ Special

Attacks:

20+/4: Fissure Turret. Nearby entities are pushed away from target

20+/4: Smash Turret. Target is violently knocked backward

15+/4: Fists

Special Abilities:

Charge: If no Characters are within melee distance of Abomination, he charges into the nearest Character, attacking them with Fists. If a Character is damaged by Fists, they are pinned to the nearest wall and dealt an additional 3 damage.

Turrets: Abomination gets two additional attacks from his shoulder mounted turrets on top of his normal turn. Turrets act on turn 3½. His twin shoulder mounted turrets will then detect targets inside and outside 50ft. Those outside 50ft, will be prioritized as targets by the turrets. The turrets will always attempt to target different players but if there is only one, both turrets will fire at that player alone. If there are no targets outside of 50ft they will fire at the singular target furthest away.

Ground & Pound: If a Character is damaged by both turrets, they are pinned to the nearest wall and dealt an additional 5 damage.

Stage 2

Abomination's Fissure Turret is destroyed. Abomination begins being swarmed by grotesque "Drones" that burst from the ground and crawl toward its feet.

Health: 100

First Turn: 3½

Defenses:

20+: Ranged

20+: Melee

20+: Special

Attacks:

20+/4: Smash Turret. Target is violently knocked backward

15+/4: Fists

Special Abilities:

Charge: If no Characters are within 50ft of Abomination, he charges into the nearest Character, attacking them with Fists. If a Character is damaged by Fists, they are pinned to the nearest wall and dealt an additional 3 damage.

Turrets: Abomination gets an additional attack from his shoulder mounted turret on top of his normal turn. Turret acts on turn 1½. His shoulder mounted turret will fire at a singular target furthest away.

Ground & Pound: If a "Marked" Hunter takes damage from the Smash turret, they are pinned to the nearest wall and dealt an additional 3 damage.

Summon: Every turn immediately following Turn Phase 0, Abomination summons unique enemies called "Drones", 50ft away from him.

Sacrifice: If a Drone makes it to Abominations side, he will ignore his normal target to attack it with his fists, drinking its fluids, and regaining 30 hp, this cannot increase his health beyond 100.

Stage 3

Abomination's Smash Turret is destroyed, and he enters a blood rage.

Health: 100

First Turn: 5½

Defenses:

15+: Ranged

15+: Melee

15+: Special

Attacks:

25+/5: Fists

Special Abilities:

Unleashed: Abomination charges into the Character standing furthest away, attacking them with his Fists. If a Character takes any damage from this attack, they are pinned to the nearest wall.

Drone

A grotesque, semi-humanoid creature. Some of its limbs are withered, and it oozes a grey liquid as it limps towards Abomination. Always moves 20ft then attacks the ground at its feet with Fissure.

Health: 15

First Turn: 1½

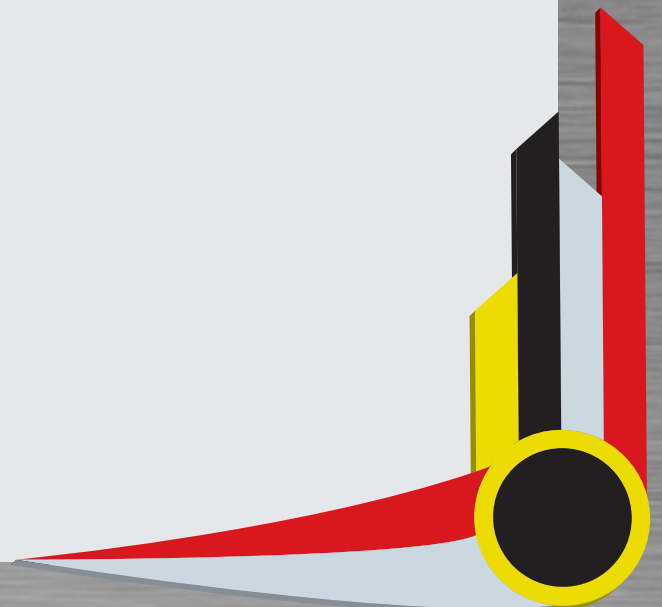
Special Ability: Targets hit with Fissure are "Marked" for Abomination's Ground and Pound for 1 turn.

Attacks:

20+/3: Fissure. Affects all targets within 30ft

Defenses: 15+

Bonus Damage: +1d6



Deadeye

Deadeye's ranged attacks are second to none. His Semblance is "Teleport". He teleports between 6 landmarks, "Church", "Hospital", "Dome", "School", "Library", and "Statue".

Deadeye wields an ancient looking, wood plated, anti-tank rifle. Deadeye can only make a single attack in a round, and instead of moving, uses his semblance to teleport to a different landmark.

Character movement in Deadeye's Nest is also different, rather than using conventional distance increments in feet, players instead declare which landmark they are standing below, and which landmark they are taking cover from. Characters cannot be targeted by Deadeye while he is in those two landmarks. Changing which landmark is being stood beneath takes 2 actions, while changing what landmark they are taking cover from is 1 action. Characters can move inside a landmark they are standing beneath for 1 action, and be standing in one of Deadeye's positions. Characters standing on one of Deadeye's positions can always be hit by Deadeye in any of his other posts, but Deadeye will use his bayonet if a character is standing in the same landmark as him.

Example

A character declares that they are standing beneath Church and taking cover from School. While Deadeye is in those two positions, the player cannot be targeted, however once he teleports to Library, the character is available for attacks.

Phase 1

Health: 150

First Turn: 3½

Defenses:

20+: Ranged

15+: Melee

25+: Special

Attacks:

20+/4: Whisper Rounds. Detection, PER+DIS 20 to determine direction of attack.

15+/3: Bayonet

Special Abilities:

Teleport: Every turn, between turn 0 and the top of the round, Deadeye Teleports to the next location. The order is: Church>Hospital>Dome>Statue>-School>Library

Phase 2

Health: 100

First Turn: 4½

Defenses:

20+: Ranged

15+: Melee

20+: Special

Attacks:

20+/4: Pin Rounds

15+/3: Bayonet

Special Abilities:

Pin Rounds: Targets hit by Pin Rounds lose a turn as they are pinned to their cover. Another Character may use STR+END 15+ to unpin. Characters may break themselves of a pin with a STR+END check of 20+.

Random Teleport: Roll a d6. 1-Church, 2-Hospital, 3-Dome, 4-Statue, 5 School, 6-Library

Phase 3

Health: 50

First Turn: 4½

Defenses:

20+: Ranged

10+: Melee

20+: Special

Attacks:

20+/4: Pin Rounds

10+/3: Bayonet

Special Abilities:

Pin Rounds: Targets hit by Pin Rounds lose a turn as they are pinned to their cover. Another Character may use STR+END 15 to unpin. Characters may break themselves of a pin with a STR+END check of 20+.

Random Teleport: Roll a d6. 1-Church, 2-Hospital, 3-Dome, 4-Statue, 5 School, 6-Library

Kill: If Deadeye has Pinned a target, instead of teleporting, Deadeye will fire a Kill round, automatically doing 5 damage to a Pinned Target.

Twins

The Malachite Twins work for Junior in his club. They are identical, but their fighting styles and clothing choices make them easily distinguishable. Their connection to each other is unbreakable, and borders on the surreal. Melanie is identified by her crimson red dress and clawed gauntlets, Miltiades wears a pure white dress and high boots with blades in the heels.

Melanie

Health: 200

First Turn: 2½

Defenses:

15+: Melee

20+: Ranged

25+: Special

Attacks:

15+/4 Claws

Special Abilities:

Bait and Switch: Every turn, Melanie switches places with Miltiades between turn 0 and the top of the round

Joint Strike: If Melanie deals damage to or receives damage from a Character, Miltiades' attacks and defenses increase by 5 against that same Character.

Never Alone: If Melanie is defeated while Miltiades is still up when they would normally perform a Bait and Switch, Melanie revives with 50 health.

Miltiades

Health: 200

First Turn: 3½

Defenses:

20+: Melee

15+: Ranged

25+: Special

Attacks:

15+/4 Heel Blades

Special Abilities:

Bait and Switch: Every turn, Miltiades switches places with Melanie between turn 0 and the top of the round

Joint Strike: If Miltiades deals damage to or receives damage from a Character, Melanie's attacks and defenses increase by 5 against that same Character.

Never Alone: If Miltiades is defeated while Melanie is still up when they would normally perform a Bait and Switch, Miltiades revives with 50 health



Supplementary Rules

The following section is an exploration of expanded rules that will not come up in regular play, and a more in-depth explanation of rules not fully described above. Some rules are extremely situational and only come in certain settings. Situational Rules are used to help craft rules a specific encounter calls for and are not necessary to memorize to effectively play the game, such as vehicles, stealth, and wealth checks.

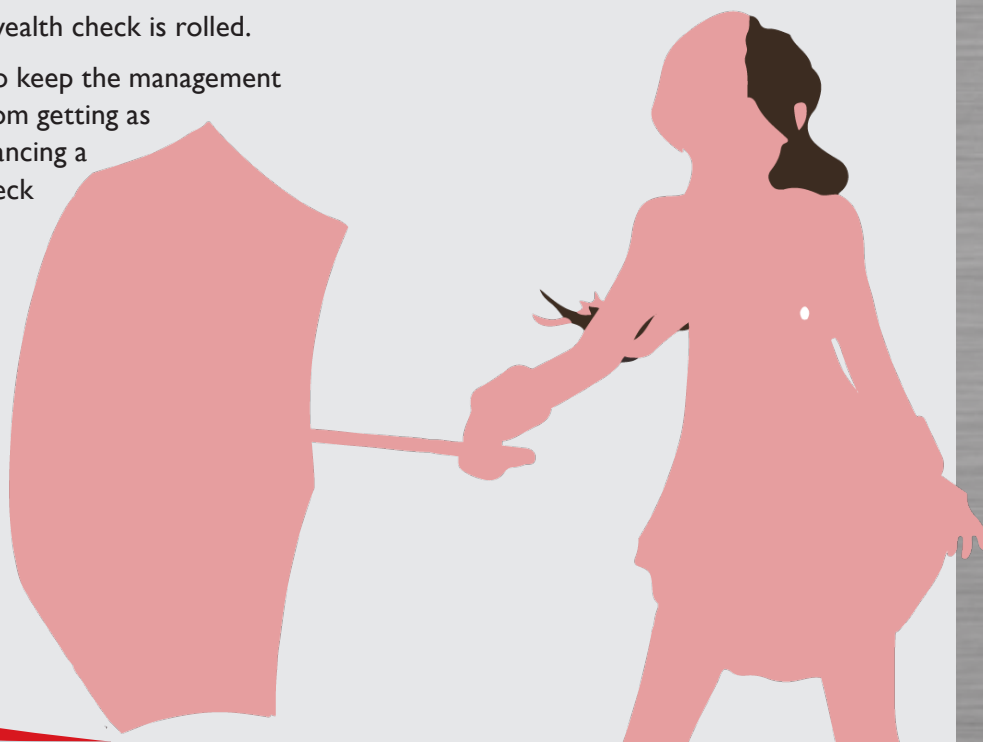
Wealth

Huntsmen and Huntresses are trained, employed, and paid by the Kingdom they live in. Their primary function is the protection of the Kingdom from the forces of Grimm, but many are often hired for scouting, law enforcement and diplomatic relations. Huntsmen and Huntresses enjoy a level of fame and status, and most of their worldly needs such as housing, transport, and sustenance are covered by the state. However sometimes, characters find themselves in need of certain goods and services not otherwise provided, in which case a wealth check is rolled.

Wealth checks are a way to keep the management of a character's finances from getting as complicated as actually balancing a checkbook. The wealth check

takes into account their commission from the state, and day-to-day expenses.

A measure of a character's wealth is in the form of a WIL+DIS bonus, the ability to influence others through experience and study. Any time a character wishes to make a purchase of goods, they roll this bonus against a threshold that the GM has set as to the difficulty to acquire those goods, as with any other check. Cost is not the only factor of this threshold, scarce and illegal goods have higher difficulties, and any time the characters have come across a windfall temporarily decreases it. Characters who exceed the threshold of a given purchase acquire the given item or service, and those who fail simply don't have the funding available at this time. Depending on the cost of the purchase, the amount of time needed to wait to before trying again varies. Purchases requiring a 15 need to only wait a day or so to check again, while 25 and over can take a significant amount of time. Barely exceeding a given check, represents using most of the funds available, and may increase subsequent checks until a suitable amount of time has passed.



Example Wealth Checks

- 15: Purchase of small luxury items like clothes or entertainment.
- 20: Bribing a bouncer at Junior's Club
- 25: Buy Junior's silence
- 30: Purchase tickets for an exclusive gathering
- 35: Purchase a personal vehicle with cash
- 40: Bribe a Central Council member of Remnant.

Vehicles

Most Characters will encounter vehicles at some point in their careers. Different vehicles have different attributes required to successfully pilot them, speed, health, and means of attack if any exist. Vehicles with integrated weapons do not take a damage penalty for not being a Characters signature weapon, but actions such as ramming do. Attempting an action that is above normal operation such as hard turns at full speed, ramps, or evasive maneuvers requires making a check.

Bumblebee Motorcycle

Remnant Motors is proud to unveil the CCX-Bumblebee. A sleek and agile bike that traverses the urban environments of Vale quickly and in style. Using a new mixture of Orange and Red dust, is able to push the bounds of the road to their limit, and turn heads the whole way. Comfortably seats two.

Pilot Check: STR+PER**Health:** 15**Speed:** 50ft/action**Attack**

Weapons held by Characters
at Disadvantage

Purchase: 35**Mount**

Horses are the most common mounts, but any quadrupedal animal can become a trained mount. Some citizens of Vacuo and those who live in the Wilds often ride mounts to get from point A to point B.

Pilot Check: STR+END**Health:** 10**Speed:** 30ft/Action**Attack**

Weapons Held

Purchase: 25+, Variable**Atlesian Paladin**

The newest addition to Atlas' defense force, used when a more human touch is still required in an otherwise android dominated space. The Atlesian Paladin houses a single pilot, and stands over 15ft tall. It is surprisingly nimble for its size, and often ignores any obstacles placed in its way. Given the nature of the Paladin, characters assume it's attributes rather than use their own, but must succeed a Pilot PER+DIS check of 30 to be able to use it. The paladin has no aura, and Characters usually cannot make Semblance or Dust checks while inside.

Pilot Check: PER+DIS without Paladin modifiers.**STR:** 8**AGI:** 0**END:** 9**PER:** As Character+5**WIL:** As Character**DIS:** As Character**Health:** 25**Speed:** 25ft/action**Attacks**

Hydraulic Arms: STR+END

Homing Missiles: PER+DIS+5

Purchase: -

Assets

Assets are a means for Characters to have a feeling of progression that lasts between sessions. Assets are presented to characters after a major combat encounter, generally after fighting a difficult Advanced Enemy. Assets are limited to one per character per encounter. Every Character may possess multiple assets, but only one can be used in a given encounter. Each time an Advanced Enemy is defeated, a single asset “drops”, generally following a common theme of the enemy defeated. Some assets have similar functions to weapon modifications or Dust, but have unique properties or mechanics that make them incompatible with standard character creation. Assets are not always objects, and can instead be a more abstract concept like favors.

Abomination: Sentry Turret.

Once in an encounter a single Character may place an automated sentry turret that acts on their turn. The Turret cannot move, but draws attention to itself as if it were a character. The Character who placed the Turret rolls its attack and defense checks, using its attributes rather than their own. The turret has no Aura, and can only roll the single given bonus to defense. When Turret is destroyed it cannot be used again until making a AGI+DIS repair check of 25.

Health: 5

Attack: Machine Gun, +7

Defense: Armor, +3

Deadeye: Whisper Rounds

Characters add Whisper Rounds to their available forms of Dust even if they do not currently have any Dust. Whisper Rounds make no discernable sound outside of a radius of 50ft around the shooter. Whisper Rounds are considered a form of Pink Dust.

Twins: DJ Helmet

A large and top heavy helmet worn by Junior's DJ. This helmet is about two feet across and resembles the head of a teddy bear. While wearing the helmet, Characters are completely unaffected by all sonic attacks and Pink Dust effects, but their PER is temporarily reduced to 0.

Example Assets:

- Thermal scope that can see through thin walls.
- Jump pack that allows movement in three dimensions freely.
- Exotic Dust crystal that holds affected targets in temporal stasis for 1 round.
- Deep diving gear for water breathing.
- Bumblebee motorcycle.
- Deployable hologram.
- Bullhead pilot on retainer.

Player Versus Player

Sometimes players want to test themselves against each other. The rules of combat are slightly different. First off, there are two ways to run player combat, Balanced and Unbalanced. In Balanced Combat, RoC is homogenized, and is the same for everyone, in Unbalanced Combat, each player (or team) has its own RoC score, and must compete to keep from falling behind.

A key change to both types is turn order is held in descending order of PER score, in the event of a tie use AGI, and if the result is still the same, the combatants roll off to determine who is first. Damage is also modified. Players never roll damage against each other. Instead, damage is set at 3 for melee attacks, and 2 for ranged attacks. Both of these damage numbers go up by 1 for each additional level of RoC, for example, a melee attack with 3 levels of RoC does 6 damage.

When players attack they roll the relevant offensive attribute, and the defending player makes a defense roll as normal, the higher number succeeding, with ties going to defender.

In Unbalanced Combat, Natural Rolls of 20 and 2 do not modify RoC.

Sanctioned matches are usually fought to 1 health, but there are other “official” rules such as, Aura Break (Aura reaches 0), First Blood (Health takes 1 point of Damage), and KO (Health reaches 0).

Monster Verses Monster

When two entities that would normally be controlled by the GM come in conflict, a simple format can be used to determine the winner. The two monsters have their health compared, the health of the weaker monster is deducted from both monsters’ health, killing the weaker monster. This effect happens over a number of turns equal to the weaker monster’s damage value.

Example

An Ursa and a Thug attack each other. The thug has 15 health, the Ursa has 75. The Ursa’s health becomes 60 in three turns (decreased by 5 damage a turn), and the thug is defeated.

Multiple monsters acting in sync are crafted into a singular entity by adding their health together, otherwise they function as above.

Variant Rules

Every rule in this book can be thrown out and replaced, every GM can build the game as they see fit. The following are simply guidelines on how to change the game and the possible consequences of those changes.

Adrenaline Rush

As a Variant to the standard mechanics of RoC, Adrenaline Rush gives players a greater degree of agency over the effects of RoC on their game. Under the Adrenaline Rush Variant, players receive the bonus 1d10 from a creative or cinematic solution immediately, applying it to their actions for the turn right away. If they succeed in these actions, the d10 remains in effect until the start of their next turn, but disappears if they do not achieve their goal with the bonus die. This effect stacks up to three times, each additional die expiring exactly one turn from when it was awarded regardless of additional RoC bonuses. This Variant makes RoC management a bit of a metagame on its own, with players being given a deadline of exactly 1 turn to accomplish anything at a given power level.

Sneak Attacks

Normally stealth gives advantage on attacks and other checks associated with being undetected, a small but effective boon that has tangible effects at all levels. The Sneak Attacks variant allows a single Melee attack a guaranteed hit rather than a chance to hit a more vital area.

Variant: Attacking an unaware target with a melee weapon does not grant advantage to the roll. Characters cannot miss an unaware target regardless of how low the attack roll, including on missed Targeted Strikes. Attack rolls of a Natural 2 still miss and critically fail. Only applies to the first melee attack while hidden to target.

Grimm RoC Boosts

When outclassed by a character's RoC, basic enemies use a Swarm mechanic of adding an additional group to their ranks and gaining power as that happens. This increases their effective attacks and total health, but remain easy to dispatch. Boosts present an alternative that keep combat simple, but slightly breaking the mold set by the skill thresholds.

Variant: Basic enemies do not increase their number when facing Characters of higher RoC. Instead all attacks and defenses are increased by +3 for every level of RoC that characters out class the Basic Enemy.

Advanced Enemies as Characters

Advanced enemies present unique challenges to players. They are set piece encounters and require a group effort to defeat. They follow a different set of rules from Basic Enemies to further detail their strengths and weaknesses. Running Advanced enemies as Characters and making their encounters function similar to PvP makes those encounters "special" as it is the only time that the GM uses dice. The downside of this variant is it increases GM prep time and slows down combat.

Variant: Advanced enemies are given new attributes using the same system as players. They cannot generate RoC on their own, but gain an extra die every time the players do. Combat is run as a PvP encounter. All attacks and defense actions made by the Advanced Enemy are rolled against Player actions, but damage from the Advanced Enemy remains unchanged.

Alternate Attribute Generation

The given system of ranking attributes from 5 to 0 starts all Characters at the same level, and forces every player to make tough decisions regarding their skills. However, a more random system can be put in place to make attributes more even and less extreme.

Variant: Roll 1d6-1 six times. This can give a completely randomized array between 0-5.

Variant: Roll 2d4-2 six times. This gives a possible array between 0-6, with more common 3's.

Variant: Ranking of 6 to 1. Players are more powerful in every aspect, for an even more over the top and heroic game.

Variant: Ranking of 4 to -1. Players are weaker in every aspect for a more difficult game. If DIS score is -1, character does not start with a ranged weapon.

Making Heritage Matter

Characters hail from all corners of Remnant. Depending on their personal history and heritage, characters can gain boons that are not normally represented.

Variant: Characters declare one of six heritages that they have. These boosts do not stack, even if a character associates with multiple in their personal history. Each heritage boosts a given attribute by 1 point. This does, however, incentivize players to build certain play styles into certain histories.

Atlas: Characters receive rigid military training, increasing their natural Strength by 1.

Vacuo: These Characters are rugged individualists, and are used to their native land's harsh climate, increasing their Endurance by 1.

Mistral: Mistral is known for its massive universities and libraries. Characters from Mistral are often very learned and naturally have a large breadth of knowledge, increasing their Discipline.

Vale: Vale lies in the center of the four kingdoms, and those who have lived their whole life in its borders are well versed in the ability to influence others, increasing their Willpower by 1.

Wilds: Two kinds of people are in the Wilds between the Kingdoms, the quick and the dead. Characters need to be quick because they are well within the food chain, increasing their Agility by 1.

Faunas: Characters with any Faunas blood have heightened senses regardless of the Kingdom they hail from. They have an acute sense of smell and their acclaimed night vision, increasing their Perception by 1. This replaces the night vision mechanic in the core game.

Exotic Weapon Modifications

Some players will want to craft characters that are simply not possible under the presented system.

A simple way to further customize characters is to allow them to spend a weapon modification on other abilities that are not specifically tied to the weapon. For example a character wishes to have an animal companion of some kind.

This companion is not able to attack enemies, but can scout or distract enemies in combat.

Similarly a character can devote their energy to make effective use of their Faunas biology.

For Example: A character with avian heritage could glide from great heights, an aquatic Faunas could have exceptional lung capacity or even gills.

Character Progression

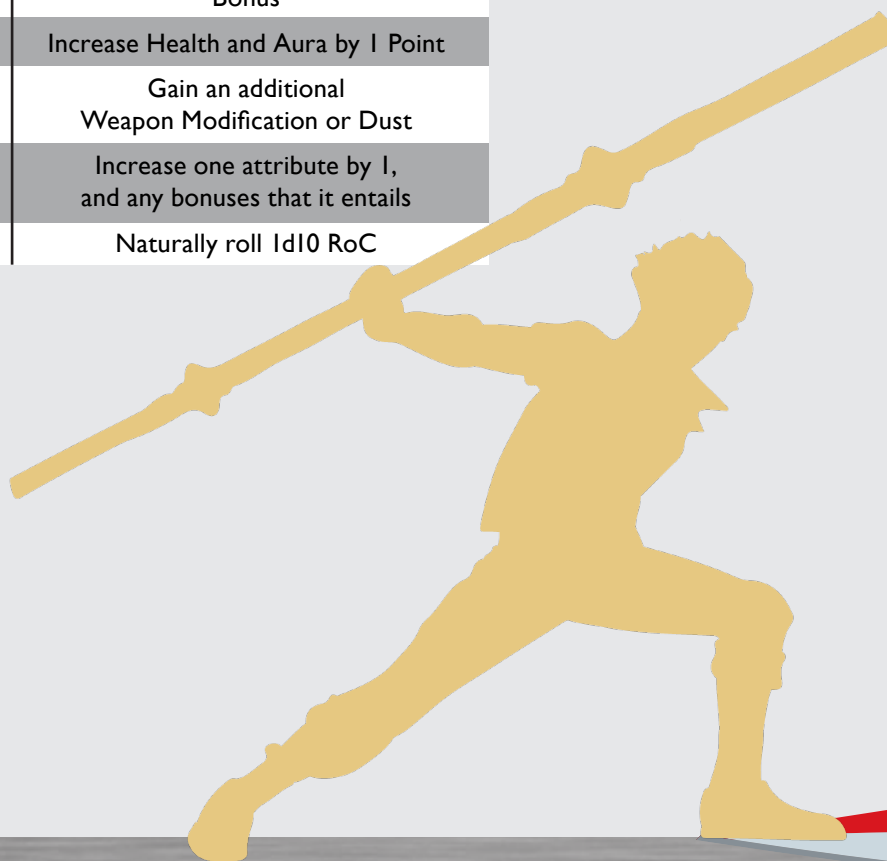
Characters in the base RoC system to not level up, as they are very powerful out of the gate, and the primary drive to overcome obstacles is creative thinking and generation of RoC.

However some players will be looking to play the long game and would want a means to represent their previous experiences.

Character Level	Bonus
2	Increase Health and Aura by 1 Point
3	Gain an additional Weapon Modification or Dust
4	Increase one attribute by 1, and any bonuses that it entails
5	Naturally roll 1d10 RoC

Beyond Remnant

The RoC system is meant to a recreation of elaborate action scenes and reward player creativity in a simple and easy to pick up manner. These concepts are not limited to Remnant and the world of RWBY. Characters could just as easily be super heroes inspired by comic books, or soldiers in power armor during an alien invasion, mech pilots on the frontier of space, or even the generic medieval fantasy that was the origin of tabletops in general. Any story a GM wants to tell, any land players wish to live in, Remnant is only the beginning of the worlds to be explored.



Credits

Lead Game Designer

Andrew Diederich

Graphic Designer

Brannon Wardwell

Assistant Game Designers

Clay Killebrew

Timothy Wheeler

Play Testers

Brett Wilcox

Alec Hopkins

Steven Garcia

Mickey Burton

Jeremy Hadley

Josh Partridge

Spencer Perry

Kayla Anderson

Becca "Z" Ben

Jacqueline Kestral

Mistborn Allomancer

Connor Burris

Michael Mickelson

Dylan Floodeen

Luis Martinez

Mia Ferrante

Illustrations Based Off of Work

by DeviantArtists

Dantherrien101

Giannizl

Abesario25

Special Thanks

Monty Oum

Rooster Teeth

The charisma solution

Team CORGI

The Rule of Cool

Gary Gygax

The Fate of Remnant

DemonResurrect427

r/rwbytabletop

FNDM



RWBY

Created by Monty Oum
Property of Rooster Teeth 2015

Credits



Glossary

Character: In game entity controlled by a single player

Game Master (GM): Person who acts as the primary storyteller of the game. They describe all actions of any entities that are not Player Characters (Non-player characters, monsters, ect.).

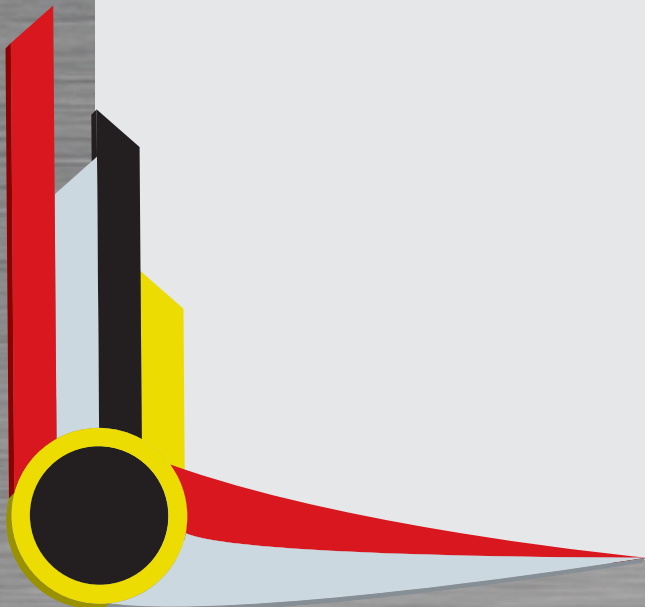
Player: Person who controls a single Character.

Weapon Type: Every Character weapon contains a Melee and Ranged component. Each of these components is called a weapon "Type."

Weapon Variant: Weapon Types determine what attributes are used for accuracy rolls. Melee weapon Variants are: Aggressive, Precise, and Elegant. Ranged weapon Variants are: Heavy, Accurate, and Energy.

Dust Form: Every Color of Dust has three Forms: Crystal, Vial, and Phial. Every time a Character with Dust reloads their weapon capacity, they may declare any one of the three forms.

Rule of Cool (RoC): RoC is awarded to players when they have a creative or cinematic solution to an obstacle.



ATTRIBUTES

STRENGTH
AGILITY
ENDURANCE
PERCEPTION
WILLPOWER
DISCIPLINE

Character Name _____

Gender _____

Heritage _____

Age _____

Height _____

Hair _____

Eyes _____

Color _____

Player Name _____

RWBY

Unofficial Tabletop RPG

DERIVED STATISTICS

HEALTH
AURA
CAPACITY

SKILLS

STR + AGI
STR + END
STR + PER
STR + WIL
STR + DIS
AGI + END
AGI + PER
AGI + WIL
AGI + DIS
END + PER
END + WIL
END + DIS
PER + WIL
PER + DIS
WIL + DIS

SEMBLANCE

Name _____

Description _____

WEAPON

Name _____

Melee Variant _____ Ranged Variant _____

Description _____

MODIFICATIONS

1. _____

2. _____

3. _____

4. _____

5. _____

DUST

Crystal _____
Rounds _____

Crystal _____
Rounds _____

Crystal _____
Rounds _____

Crystal _____
Rounds _____

Crystal _____
Rounds _____

CHARACTER

The Unofficial RWBY Tabletop RPG has been a labor of love since October 2014. After being introduced to the jaw dropping animation style and unique world, I immediately wanted a way to put myself into Remnant. Finding no satisfactory game to fulfill that fantasy, I started work on the book you see before you. It began as a expletive filled, tongue and cheek modification of a popular Tabletop RPG, but in the time since, has evolved into something else entirely. This game was created with three major design philosophies: Keep it simple, lore friendly, and allow players to play however they want, and it is my hope that has held true. Moving forward, this project will likely never be “finished”, as there is always more to be added and adjusted, and with every new piece of information we learn about the world of Remnant and RWBY itself, this game will adapt. Ultimately my dream is to see this in the hands of the creators of RWBY, and work with them to not only make a fun, and easy to play game for fans, but also a thorough and accurate resource for anyone who wishes to learn more about and experience this fantastic world on their own.