

A Guide to RP20

A simple roleplaying system meant to be dynamic and
expansible,
for GMs and players that that enjoy customization.

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Contents

1	The Basics	1
1.1	Core Attributes	2
1.2	Calculated Attributes	7
1.3	Skills	9
1.4	Special Skills	16
1.5	Affinity	19
1.6	Proficiencies	19
1.7	Styles	20
2	Leveling Up	25
3	Combat	27
3.1	Taking an Action	28
3.2	Movement	28
3.3	Taking Damage	30
3.4	Attacking	31
3.5	Preparing an Action	33
3.6	Special Actions	35
4	Items, Loot, and Crafting	41
4.1	Determining Craft Grade	41
4.1.1	Step 1: Choosing Broad Properties	42

4.1.2	Step 2: Calculating cost from magnitude of effect	43
4.1.3	Step 3: Buffs	47
4.1.4	Step 4: Penalties	50
4.1.5	Step 5: Conditionality	51
4.1.6	Finalizing your Item	52
4.2	Examples	52
4.3	Crafting	52
4.4	Loot Guidelines	53
5	Guidelines For GM's	55
5.1	Awarding Levels	55
5.2	Difficulty Check Guidelines	57
5.3	Custom Class Guidelines	57

Chapter 1

The Basics

Rp20, with a name slightly reminiscent of the well-weathered d20 system from Wizards of the Coast, is a role playing system based chiefly on the 20-sided die.

The main goal of any tabletop roleplaying game is really to have a structured and codified way to make-believe. The chief way that this is accomplished in most systems is to quantify a characters skill at a task, and then compare that skill against the difficulty of that task. Often, a dice roll will be added to the skill of the character to add an element of chance. In Rp20, characters have attributes such as strength, and whenever they have a task to accomplish based on strength, such as jumping over a wall, they roll a 20-sided die, and add their strength modifier (calculated from the strength attribute) to the value shown on the die. This sum is compared against what the GM (game master) determines to be the difficulty of that jump, and if the roll is higher than the difficulty, they succeed. There may be other numbers added to the roll, such as the characters skill at jumping, or bonuses from equipment that aid jumping. This comparison between the ability to perform a task and the difficulty of the task is called a check. For instance, make a jump check to see if you make a jump.

Unless otherwise stated (in the rules, or by your GM) rolls of 1 and rolls of 20 have special significance. A roll of 1 is considered a “critical failure.” Typically this means that even if your check is high enough to succeed, you fail. A critical fail also may come with penalties to your character such as accidentally attacking themselves. Perhaps theres an unlikely crack in the floor that your character steps in, which throws off their aim.

Rp20 is meant to have more simple rules than most, although more abstract and far-reaching. Many skills can be used in the place of many other skills, and there is no specific set of items that they are allowed to have- only rules on how to balance items. The purpose of this is to give new players an easy time understanding the system, but leave openness to the rules such that they allow for many creative combinations of character attributes.

Characters have many attributes, from the broadly applicable core attributes that determine how strong or how intelligent they are, to the very specific skills that they have trained. Rp20 also has some very broad attributes such as affinity, proficiencies, and style, which let your character bend chance in certain situations that they are meant to just be naturally good at. Youll notice that for many calculations, integer numbers are divided. Unless otherwise specified, upon dividing a number, round towards zero to the nearest integer.

1.1 Core Attributes

Rp20 uses the same core ATTRIBUTES found in many roleplaying systems: STRENGTH, CONSTITUTION, DEXTERITY, INTELLIGENCE, WISDOM, and CHARISMA. Three of these are considered physical - STRENGTH, CONSTITUTION, and DEXTERITY. The other three are considered mental - INTELLIGENCE, WISDOM, and CHARISMA.

In general, a perfectly average level 1 character would have 12 and 13 for most attributes, and 14 for one or two. 10 is the minimum you can have without taking minor penalties, and less than 8 in any attribute typically begins to accrue severe penalties as the game progresses. An attribute of 20 is considered incredibly good.

Having an attribute score of 0 for any attribute incapacitates your character, and may actually kill them if they have it for too long, based on GM discretion.

Each ATTRIBUTE has a MODIFIER, which is calculated by $\{\text{ATTRIBUTE}\}/2 - 5$ rounded down. When you make a skill check relating to an attribute, you roll a twenty-sided die (1d20) and then add the MODIFIER corresponding to that attribute, and then add any SKILL POINTS your character has in that skill (described further in the “Skills” section).

All their attributes, corresponding modifiers, and descriptions, are listed below:

STRENGTH (Modifier: STR) - used for tasks that require physical strength

STRENGTH also determines the amount of damage you deal barehanded and with physical attacks, as well as how far your character can move with a single move action in combat. A normal character should have at least 8 STRENGTH. Any less means that they find it difficult just to move their own body around.

CONSTITUTION (Modifier: CON) - corresponds to the physical toughness of the character.

CONSTITUTION influences your number of hitpoints, changes how much damage you take, and determines how easily you can resist things like poison, disease, and the effects of strenuous labor.

A normal character should have at least 8 CONSTITUTION. Any less generally indicates that they are sickly or have something intrinsically wrong with their body that would cause them to die young even without exerting themselves.

DEXTERITY (Modifier: DEX) - Besides corresponding to how dextrous your character may be, this is also used as a measure of your reflexes. As such it is used to determine who goes first when a fight starts, as well as if an attempt at sleight of hand or pickpocketing was successful, as well as if you hit your intended target.

A normal character should have at least 8 DEXTERITY. Any less than that means that they tend to trip over their own feet, and have trouble coordinating themselves.

INTELLIGENCE (Modifier: INT) - Used for both what your character knows, as well as their ability to figure stuff out.

Commonly used for things like crafting, repair, and knowledge checks (knowledge checks are a great way to get the GM to tell you something you don't know). It also may be used for hacking checks or other things stereotypically attributed to intelligence. INTELLIGENCE also influences the number of points you can invest into skills.

A normal character should have at least 8 INTELLIGENCE. Any less means that they have trouble stringing together sentences, planning out the next few seconds of their life in their head, and in general making sense of the world.

WISDOM (Modifier: WIS) - Used for your ability to perceive things, your intuition, and your willpower.

As a measure of your willpower, it is used to determine how easily you can fight off the influence of mind-altering substances or similar things. As a measure of your perception

and intuition, it may be used to determine whether another character is bluffing, or gauge their true intentions. It is also a measure of your passive alertness to unusual or dangerous things while not directly looking for them.

WISDOM also influences the number of actions you get during a round of combat.

A normal character should have at least 8 WISDOM. Any less than that means they have to exert tremendous mental effort just for basic awareness. A character with a WISDOM below 2 has trouble remembering to blink, breathe, and perform other biologically necessary tasks.

CHARISMA (CHA) - Used as a measure of your personability.

This is used for diplomacy, bluffing, acting, animal taming, and other similar things that rely on your ability to hold other people hostage with pure charm.

Don't underestimate this mechanic, in the world of tabletop roleplaying, any lie you tell ("These aren't the droids you're looking for") is a charisma-based bluff check weighted against a finite difficulty for the lie plus a wisdom-based sense-motive check on the part of whoever you're telling the lie too. With enough luck you should be able to convince the guard blocking the door that she's actually the color yellow, and should float off into the sky to rejoin the rest of the rainbow.

A normal character should have a CHARISMA of 8 or more. Any less and they are instantly perceived as unlikeable by everyone around them. Characters with CHARISMA below 4 intrinsically dislike themselves as well (although they don't have to be a low charisma character to dislike themselves).

Numbers for these core attributes are typically assigned in one of the following ways at level 1:

1. Roll 8 20-sided die and drop the lowest 2 rolls (8d20d2). You may assign each roll to each ATTRIBUTE however you wish. Your GM may still ask you to adjust these numbers for balance
2. Roll 6 20-sided die (6d20). If you have more than one roll that is less than 10, you may keep re-rolling the dice that are less than 10 until you only have one or no dice that show less than 10. Then you may assign each roll to each ATTRIBUTE however you wish.
3. Allocate points to each ATTRIBUTE until the sum of all core attributes is 85.
4. Repeatedly bribe your GM until they let you assign ATTRIBUTES as high as you like.

Your GM will tell you by which method they prefer you to assign these attributes.

These numbers are modified as your character grows. Your character starts at level 1 with the numbers you have assigned. With every character level your character gains beyond level 1, you may typically add one additional point to an ATTRIBUTE of your choice. Note that if your character invests a level into a specialty class, they may not receive this point to invest (described further in the “Leveling up” chapter).

Rp20 makes this distinction between character levels and class levels. Whenever you level up, you may choose to level up your character level, or invest it in a class that the GM is using for the campaign. In this system, it may actually be more general to say “I have 8 levels” than the usual “I am level 8.”

1.2 Calculated Attributes

Some attributes are calculated from other attributes rather than being defined independently.

For instance, for most situations, your core attributes are distilled into modifiers, numbers that are roughly proportional to the attribute. Those are used in checks, rather than using the core attributes directly. What follows is a list of these calculated attributes.

Modifiers - There is one MODIFIER corresponding to each attribute. Each MODIFIER starts at 0 with 10 points in an attribute, and increases by 1 for every two additional points.

Whenever you make a skill check relating to an ATTRIBUTE, you will roll 1d20, then add the corresponding MODIFIER, then add points you have in that skill and any bonuses. Modifiers are calculated by $(\{\text{ATTRIBUTE}\}/2) - 5$ rounded down.

Hitpoints - Your MAXIMUM HITPOINTS are calculated by

$$\{\text{CHARACTER LEVEL}\} \times (\{\text{CON}\} + 1) + \{\text{CONSTITUTION}\}$$

. Note that both the CONSTITUTION attribute *and* the CON modifier are used.

The level used here is the CHARACTER LEVEL, and does not include levels you have invested in classes. Certain specialty classes may augment your maximum hitpoints in other ways.

Having less than a -1 CON modifier will actually slowly decrease your health as you level up. This corresponds to a CONSTITUTION of 7 or less, indicating a sickly character.

Saving Throws - There are some instances in which you would be paralyzed by a taser, get blinded by a flashbang, or be

otherwise inconvenienced where quick reflexes, being tough or summoning proper willpower would save you from said inconvenience.

Many weapons and environmental factors will have ways for you to avoid inconvenience by making a saving throw. A saving throw is just the pertinent attribute plus 1d20. Note that these are based on **ATTRIBUTES**, not the **MODIFIERS**! There are three kinds of saving throws: **REFLEX** saves, **WILL** saves, and **FORTITUDE** saves. These are standard to many roleplaying systems.

REFLEX saves are where quick thinking and movement gets you out of a situation, based on your Dexterity attribute. (The attribute, not the modifier!)

WILL saves are where willpower gets you out of a situation, based on your Wisdom attribute (not the modifier!).

FORTITUDE saves are where being physically robust gets you out of a situation, based on your Constitution attribute (not the modifier). These may all be modified by equipment or class characteristics.

ARMOR CLASS - **ARMOR CLASS**, often abbreviated as **AC**, is another calculated attribute standard to many roleplaying systems. **ARMOR CLASS** defines how difficult it is to land a damaging blow on your character.

This may be because your character is covered in armor, but it may also be because your character is flexible and dodges easily.

ARMOR CLASS by default is based on your **DEXTERITY** attribute, and adds bonuses to it based on how much armor you are wearing. Note that in **Rp20**, by default, for all **DEX** related skill checks you will take a penalty equal to the bonus

your armor gives to your AC, unless you have invested in ARMOR SKILL.

SKILL POINTS - All characters, at level 1, start with 10 SKILL POINTS to invest. With character level you gain, you may add a number of points equal to your Int modifier. You gain a minimum of 1 skill point every level even if you have a 0 or negative INT modifier.

For every class level you invest in, you also gain 1 skill point. Some classes may give you more skill points for investing a level in them.

Veteran roleplayers will notice that Rp20 minimizes randomness in these calculated attributes. The GM may still ask you to adjust them for balance regardless.

1.3 Skills

We've mentioned skills a few times now, without really going into too much detail of how they work. Every character has a set of skills. If you've played other roleplaying systems, skills are done the standard way. You can put a number of skill points into any skill. The max number of points you can put into any skill is equal to twice your character level. Whenever you try to perform the skill, you roll

$$1d20 + \{\text{SKILL POINTS}\} + \{\text{MODIFIER}\}$$

and the GM compares it against the difficulty of the skill to determine if you are successful and how successful you are.

All characters, at level 1, start with 10 SKILL POINTS to invest into any skills they choose. With each character level you gain, you may add a number of points equal to your INT modifier and distribute them among skills as you see fit.

You will add a minimum of 1 skill point for every CHARACTER LEVEL you gain, that is to say- characters with a negative INT modifier or a modifier of 0 still receive 1 point with each level gained. You may not remove skill points from a skill once you have invested in it, unless given explicit permission from the GM.

By default the limit to how many SKILL POINTS you may put in a skill is twice your character level, but your GM may decide to limit the maximum number of points to your character level, or choose another limit. Note that you do not receive additional skill points if you invested your level in a class level, you only receive these points for investing in a CHARACTER LEVEL.

There is technically no restriction on what kind of skill you can give your character points in, but they should not be too broad. This is up to GM discretion.

Common skills to put points into are listed below, with the corresponding modifier listed in square brackets. If a skill has an alternate name, it is listed as Name/Alternate Name. You need only list one of the names on your character sheet.

Sneak [DEX] - Move silently and unnoticed by other people.

Hide [INT] - Used to place an object in one spot unnoticed by other people.

Break/Sunder [STR] - Used to break something, such as enemy weapons, enemy armor and the like.

For every 10 you get on your break check, you may break an item or weapon that is one additional craft grade higher than the weapon you are using. If you are trying to break something barehanded, your craft grade is considered equal to your character level (just the character level, not all of your levels together). A critical success on a break skill can let you break something up to 5 craft grades higher than normal.

A legendary item may only be broken by another legendary item with a critically successful break skill.

A critical failure on a break check will cause the item you are using to break instead of the item you are trying to break. If you are trying to break something barehanded and critically fail you will take {CRAFT GRADE}d6, using the craft grade of the object you are trying to break.

If break is used on an entity other than an item, it deals 2 damage for every 10 on the check.

CRAFT GRADE is discussed further in the “Items, Loot, and Crafting” section.

Tank/Block [CON] - Used to shrug off damage done to your character. You must prepare this as an action before the damage occurs (described more in the “Combat” section). For every 10 you get on a tank check, you may remove one damage die from the source of damage. Your character may choose which die to remove.

A critically successful Tank check negates all damage from the next damage source. A tank check of less than 5 causes your character to take one additional die of damage from the source, by rolling another die of the largest kind used in the damage calculation.

A critical failure on a tank check causes the damage source to roll for damage again, and your character will take both the initial and second rolls.

Any successful Tank check also halves knockback, and a critically successful Tank check removes all knockback.

Parry [DEX] - Used to deflect a source of damage. You may not parry any area of effect sources of damage.

Your parry check must exceed the check the damage source made to determine if it hit you. Upon a parry that succeeds in excess of 5, you may choose to perform an attack check to try to redirect the damage to a specific target.

A failed parry check has no impact on incoming damage, and a critically failed parry check causes your character to take double damage.

Feint/Juke [CHA] - Feint may be used to trigger prepared actions that another character has made. Your feint check is rolled against the other characters sense motive check.

If your Feint check exceeds their sense motive check, you may trigger one prepared action. For every 10 that your feint check exceeds their sense motive check by, you may trigger an additional prepared action that meets the same condition.

You must specify what your feint is appearing to do – if you are giving the impression your character is moving, or if you are giving the impression your character is attacking, or giving the impression that your character is performing some other action or skill. You will only set off prepared actions that are conditional based on if your character were actually performing the action they are pretending to perform.

Sleight of Hand/Pickpocket [DEX] - Used for a variety of things.

It is most commonly used to remove items from another characters inventory without them noticing, or to place items within another characters inventory without them noticing.

Sleight of Hand allows you to cheat at games of chance, but also allows you to fool people about the location or condition of objects. Any effect youve seen in any magic show is fair game, but many will be difficult to pull off.

Typically, for each object you are trying to mislead an observer about during the desired effect, you must roll a Sleight of Hand check, and they may make a separate Perception check for each of these objects. If they succeed at a single Perception check, you fail at producing the desired effect.

Bluff [CHA] - Used to convince another character of a falsehood. This can be a very powerful mechanic if the other character is unable to tell that they are being lied too.

Some GMs treat Feint and Bluff interchangeably. Be sure to ask if this is the case.

Diplomacy/Persuasion/Charm [CHA] - Used to convince another character to perform an action or change their view of something. Can also be used to seduce or charm another character.

Sense Motive [WIS] - Used to tell if someone is lying or has an ulterior motive. Sense Motive is the counter-skill to the Bluff and Diplomacy skills.

Perception [WIS] - This is an ability to passively notice details or hidden things. Perception is one of the counter-skills to the Sneak and Hide skills.

Search [WIS] - This is an ability used to actively find details or hidden things. This is also one of the counter skills to the Sneak and Hide skills. Some GMs may treat Perception and Search interchangeably. Be sure to ask your GM how this is handled.

Tame/Handle Animal [CHA] - This skill is used to get animals to do develop loyalty to you.

Performance [CHA] - Used to juggle, dance, sing, and act. The Performance skill is also used when you are trying to fake a situation, and convince onlookers that it is real, or intimidate an opponent into giving up.

The Performance skill's most versatile use is to provide buffs to your allies and penalties to your enemies. For every 10 on a performance check, you may provide every ally who can hear or see you with an additional +1 to any skill or special skill of your choice, or you may provide every enemy who can hear or see you with an additional -1 to any skill or special skill of your choice. You must choose which skill to buff or penalize before you roll for performance. These effects last for one round.

A critically failed performance check penalizes your allies by -2 on the skill check you chose, and buffs your enemies by +2 on the skill check you chose.

Disguise [CHA] - Used to alter your appearance.

Drive/Pilot [DEX] - Used to handle a vehicle. This is also added to your attack check when trying to ram someone with a vehicle.

Jump [STR] - This skill is used to jump, both vertically, and across a horizontal gap. Since the jump skill is used for movement, there are a set of rules associated with it, described in more detail in the Combat section. In general, you may travel a horizontally a number of feet equal to half your roll, and vertically a number of feet equal to a quarter of your roll.

Hold Breath/Abstain [CON] - Used to hold your breath or abstain from another basic biological function (not eating, not urinating, etc.) for an extended period of time.

Balance [DEX] - Used to not fall down in tricky situations or small areas.

Climb [STR] - Used to scale a vertical or near-vertical slope.

Tumble/Roll/Dodge [DEX] - Used for several things. This skill can reduce falling damage, get behind opponents, and dodge damage. A tumble can automatically move you the equivalent of your characters normal move distance.

When used to reduce falling damage, every 10 on your tumble check removes 1d6 from the falling damage roll. Normal falling damage is 1d6 for every 10 feet fallen.

Swim [STR] - Used to swim in a liquid medium against a current. In situations for characters that fly you may choose to use a “Fly” skill instead for something similar.

The standard rules for swim and fly are that a character may move 2 spaces relative to the fluid for every 10 they get on a swim check.

Navigate [WIS] - Used to find your way to a desired location.

For every 10 on a navigate check, your GM will rule out 1 additional incorrect path to your intended destination. A critical fail provides no additional effect. A critical success instantly tells you the correct direction.

Heal [WIS] - Used to restore an creature’s health.

For every 10 on your check, you may roll an additional d6 to determine how many hitpoints you restore. In other words, you heal

$$\left(\frac{\{\text{HEAL CHECK}\}}{10} \right) d6$$

A heal check of less than 5 causes you to hurt the creature you are healing for 1 damage.

A critical fail on a heal check has the effect of repeating the last damage taken by the creature.

Repair [INT] - Used to repair a device or machine that has taken non-critical damage. For every 10 on your roll, you may repair an item of 2 additional craft grades.

Disable Device [INT] - This skill disables a machine or device. It can also be used to pick a lock. For every 10 on your roll, you may disable a machine of 2 additional craft grades.

Someone trying to later repair this device must exceed the roll you got to repair the device.

Knowledge (History/Science/Engineering/Etc.) [INT] - You must pick one specific category for each skill. Knowledge checks are used to find out if your character is aware of some fact about the world. They are an excellent way to get the GM to tell you something you don't know.

Craft (Device/Structure/Chemical/Etc.) [INT] You must pick one specific category for each skill. The category of the craft is honestly mostly cosmetic, all crafted items still follow the craft grade rules in terms of what attributes they can provide.

Use Device [INT] Used to operate unfamiliar devices. This skill is also used to hack or find information through a computer.

1.4 Special Skills

These are skills that are treated differently from other skills, either they cannot specifically be rolled for, or they are used in very specific circumstances.

Armor Skill (torso/limbs/head) - By default, if you're wearing armor that gives you a +5 bonus to AC, you will take a -5 penalty to all Dex related skill checks. Armor Skill negates the penalty armor gives to Dex checks. However, it can only negate the penalty. Having more armor skill than you have armor bonus to your AC does NOT give you a bonus to all Dex related checks.

One additional restriction of armor skill is that you may not have more than 5 points more in one armor skill than you do in the next highest armor skill. That is to say, if you have 5 points in Armor Skill (torso), and wish to increase it, you must invest in either Armor Skill (head) or Armor Skill (limbs) in order to increase it further.

You may put a Proficiency on this skill (described in Proficiency section), which unlike most other proficiencies, doubles the contribution from skill points. In other words, if you are proficient in Armor Skill, and have 5 skill points in it, you can negate up to 10 armor penalty.

Weapon Skill (short-ranged/long-ranged, barehanded/melee/projectile/beam)

- You must pick either a short-ranged or long-ranged weapon skill, and either a bare-handed, melee, projectile, or beam weapon skill. For example: Weapon Skill (long-ranged beam).

Weapon skill is added to your attack check. The more skill points you put in, the more likely it is you will land an attack with that weapon.

You may put a proficiency on this, but it does not change damage, and does not double your dex contribution to your hit check. A proficiency in a weapon skill only gives an additional +2 to hit, and prevents you from critically failing any attack checks with that weapon.

A few special cases are also listed below:

Weapon Skill (long-ranged, barehanded) corresponds to your characters ability to accurately throw things.

Weapon Skill (long-ranged, melee) corresponds to your characters ability to use a melee weapon that reaches more than 4 feet (2 squares) away from the square they are currently on. Any melee weapon with a reach shorter than that is considered short range.

Multi-Wield Skill - By default, wielding more than one weapon at the same time gives penalties to your attack check. The penalty starts at -7 for two weapons, goes up to -15 for three weapons, and wielding more weapons than that simultaneously takes a penalty equal to the previous two weapon numbers (e.g. $-7 - 15 = -22$ for four weapons, $-15 - 22 = -37$ for five weapons, and so on. This is explained further in the “Combat” chapter). These penalties exist regardless of the number of limbs on your character.

Multi-wield skill negates these penalties. Skill points in multi-wield can only negate the penalty, they cannot add to your attack check beyond that.

Putting a proficiency on multi-wield skill lets you treat the penalty as if you were wielding one fewer weapon than you actually are. E.g. you can play a triple-sword wielding character who only needs to put 7 points in multi-wield skill that he is proficient in, because he only takes the -7 penalty for double swords.

Grapple/Escape Artist [STR/DEX] - Grapple is a special skill simply because it can use one of two attributes. Your character can choose to use whether to use Str or Dex at the time of using the skill, and the bonus from skill points applies regardless of which attribute is used.

The grapple skill can be used to disarm a character, both to initiate a grapple or a hold on another character, or to escape a grapple or hold that another character has on your character. Grappling is described further in the “Combat” section.

The grapple skill is actually also used when tying up or binding another character, and when trying to escape from binds that another character has placed on yours.

1.5 Affinity

Every character has an affinity for one of the core attributes. When you first create your character, you must choose which one your character has an affinity for. Your character can only have an affinity for a core attribute for which they have a score 14 or greater. However, the affinity need not be for your characters highest score.

Whenever your character makes a check relating to the core attribute they have an affinity for, you may roll twice, and take whichever result they desire.

Note that for weapon damages and other effects that use attributes in their calculation, you may actually re-roll damage or effect results and pick the better of the two results.

Your characters affinity may not change after creation, and every character may only have one affinity, unless they have attained godhood or some kind of similar state that generally removes that character from playability.

1.6 Proficiencies

Starting at level 3, a character may gain proficiency in one skill every 3 levels (level 3, 6, 9, 12, etc.). If you are proficient in a skill,

it doubles the contribution of the core attribute to any check you perform for that skill.

For example, if a character is proficient in jumping with 5 skill points in jumping, and their Str modifier is 4, a jump check will be determined by $1d20 + 5 + (2 \times 4)$, rather than $1d20 + 5 + 4$.

You cannot critically fail a check for a skill you are proficient in. You do not re-roll, your check is what it is, but none of the severe penalties of a critical fail will occur. You can still store a roll of 1 as a critical fail for the Judicious style (described in the next section).

Special skills are treated differently if you put a proficiency on them. For instance, Armor Skill with a proficiency on it actually doubles the contribution of any skill points you put in it, since there is technically no associated attribute modifier used with this skill. The other special skills are described in the “Special Skills” section.

1.7 Styles

Styles refer to the way the universe treats your character in certain kinds of situations and the way your character performs. Styles may be social- referring to the kind of luck your character gets in social situations, intellectual- referring to the kind of luck your character gets when calculating or crafting things, or martial- referring to the kind of luck your character gets in combat and athletic situations. What situations a style applies to is up to GM discretion, and the terms are meant as guidelines.

Starting at level 1, a character may gain a style every 10 levels for up to three styles (level 1, 11, 21). You must not have two styles of the same type. For instance, if you already have a social style, you must obtain either an intellectual or martial style.

Unless otherwise specified, bonuses (and penalties) from these

styles may only be applied only to your character's rolls, and **MUST** be applied **BEFORE** the GM tells you if your check succeeded or not.

Adept - If your character is adept, you may add a bonus of half your character level to all checks within the situation of the style.

Systematic - If your character is systematic, add a bonus of 1 to every check within the situation of the style. This bonus increases by 1 for every consecutive success until the bonus is equal to your character level, and then remains at your character level. If you fail a check, the bonus resets to 1.

Lucky - If your character is lucky, a number of times a day (in-game) you may flip a coin after rolling a die in a situation. If the coin returns heads, you may replace your roll with the highest possible number, counting as a critical success if used in a skill check. You may do this up to 7 times a day, or a number of times equal to your character level- whichever number is smaller.

You may use this ability multiple times for the same roll to try to obtain a critical success, so long as you do so before your GM tells you the outcome of the event. If you have poor luck with coin flips in real life, it is not recommended to choose a Lucky style for your character. It's probably not going to counteract your luck. Sorry.

Confident - If your character is confident, once a day, upon making a check you may choose to re-use that roll for the next several consecutive checks in that situation, as if the die came up with the same number each time. The number of times you may reuse a roll is up to 10 times, or a number of times equal to your character level- whichever number is smaller.

Judicious - Whenever you roll a critical success or a critical failure in the situation of the style, you may choose to store the roll for future use, and re-roll the die for the current roll. If you have one or more stored rolls, you may discard your current roll to replace it with any of your stored rolls. You may store a number of rolls up to your character level. If you already have your maximum number of rolls stored, you may no longer store new rolls for later use.

Awkward - After the start of each in-game day, within a number of checks within the situation of the style up to 10 or your character level (whichever is less), you must roll a critical success. If you do not roll a critical success within this number of checks, every following check in that situation for the rest of the day is an automatic critical failure. However, if you roll a critical success within this number of checks, every following check for the rest of the day in that situation is a critical success.

Duplicitous - In any situation within the style, where you have a check opposing someone else's (an NPC or a player character), you may steal their roll and replace it with yours, as if their die rolled your number and your die rolled their number. Note that this does not include bonuses that are added to the roll for the check. Every day, you may do this up to a number of times equal to your character level. You may only do this every other check at most, in other words, you may not use Duplicitous for two consecutive checks in the same situation.

For checks where the GM explicitly tells you whether you were successful or not, you may do this **AFTER** the GM tells you whether your check was successful or not. You may not use this style multiple times for the same check.

Duplicitous pairs well with characters reliant on skills such as bluff, perform, disguise, hide, sneak, grapple, and parry, as it enables you to negate the counter skills that other characters use on yours. A martially duplicitous character may also use the style exchange the die rolls from an initiative check.

Inept - If your character is inept, they take a penalty equal to their character level to every check within the situation of the style. However, they take a bonus of half of their character level for all other checks.

Oblivious - You may trigger the Oblivious style up to a number of times a day equal to your character level. If your character is oblivious, you may trigger oblivious by saying to the GM what did you say? or what was that? or any other request for repetition of a previous phrase while out of character. You may do this AFTER the GM has told you the outcome. This will ignore the current roll and force a re-roll.

You may reuse this style multiple times for the same check but it will burn additional uses of this style. Note that if your character is oblivious, even accidentally saying what did you say or equivalent phrases while out of character will trigger a re-roll and burn a use of this style as long as your character is within the situation of the style.

To give an example of assigning a style, you may say, for instance, that your character is Martially Awkward. Then whenever your character is in combat, the rules of the Awkward style apply.

Chapter 2

Leveling Up

This is where the extensibility of Rp20 comes into play.

Rp20 distinguishes between class levels and your CHARACTER LEVEL.

Whenever you level up your character, you are either investing in a character level, or one of the special classes that your GM is using for the campaign. Typically, only gaining a CHARACTER LEVEL gives you an additional point with which to improve a core textscAttributes, and adds additional SKILL POINTS for you to put into skills. The number of uses of your style is also dependent on CHARACTER LEVEL alone.

So why would you ever spend a level on a special class? It *is* entirely viable not to. However spending a level on a special class gives you access to abilities that you wouldn't have otherwise.

GM's may come up with skill trees and abilities that you may gain by investing a level in a special class, or use one of the example classes provided.

Balance can be tricky, which is why Rp20 tries to use levels as a sort of currency which helps to standardize what a character can gain by investing in a class level. This also makes it possible to mix and match classes from different settings without too much

need to adjust for balance.

This is described further in the “Guidelines for GM’s” chapter.

There are some base special classes built into Rp20, and they are listed below.

Just kidding! I still have to write this section.

Chapter 3

Combat

Some of you just jumped straight to this section, didnt you? Oh not quite? You skimmed through the rest of it? Relax, thats forgivable. Combat is a large part of most roleplaying systems, and Rp20 is no exception. Every attribute has an impact on combat in some form or another.

Combat in Rp20 follows many other roleplaying systems by occurring in 6 second (time in-game, not in real life) intervals called “rounds.” At the start of an encounter, all involved characters roll for initiative. Each round, the character with the highest initiative decides what their actions for the round will be then the character with the next highest initiative, and so on.

Some encounters may have a surprise round, where one party of characters ambushes another party of characters. When this is the case, the characters being ambushed do not roll for initiative until all the characters who are doing the ambush have already performed or prepared their actions for the round. Then they may also decide upon their actions for the round.

When there is a tie for initiative, a coinflip decides who goes first.

3.1 Taking an Action

Taking an action typically consists of rolling for a skill, moving your character, or making an attack. Some skills or class abilities may consume multiple actions to perform.

Talking typically consumes no actions at all, regardless of how much your character speaks. However, if you have your character talk for more than 30 seconds of real-life time without taking a single action, your GM is allowed to rule that your character has run out of breath and is now unconscious (even if your character does not breathe).

The only situation in which talking consumes an action is if it is done with the intent to perform a Diplomacy or Bluff check.

Every character has a certain number of actions they may take in a round. This number of actions is equal to $(\{WIS\}/2) + 3$ rounded down (not towards zero), but not more than 6. In other words, a character with a WISDOM of 10 can take 3 actions per round, and for every 4 Wisdom above that, they can take one additional action per round. Characters with a WISDOM of 22 or more take 6 actions, and further increases in Wisdom do not increase the number of actions they may take. However certain classes may still award actions beyond the normal limit of 6 for investing levels in them.

Note that a character with a WISDOM less than 10 begins to have less than 3 actions per round. A character with a Wisdom of 0 or 1 can take no actions per round, and is incapacitated.

3.2 Movement

Every time you take a movement action, you may move your character up to a certain distance. Typically, Rp20 is played on a square grid, where each square is 2ftx2ft. If played on other grids,

it is recommended to make each grid space have an incircle diameter of 2ft (each grid space can exactly circumscribe a circle with a diameter of 2ft). The size of other grid shapes is listed below:

Hex grid - The edge length of each hexagon for a regular hex grid should be approximately 1.15 ft.

Triangular grid - An equilateral triangle grid should have an edge length of approximately 6.9 ft. (Yes you read that right, I promise the areas and distances will work out).

Each character stands at the center of the space they are in, and by default, their limbs may reach to the end of all spaces adjacent to them. There are some situations such as naval or space combat where the size of each square may be larger. A character in a space adjacent to another character in Rp20 is standing uncomfortably close, and characters limbs and other body parts poke out of the space they are in and into adjacent spaces. Keep that in mind for both roleplaying and combat.

The number of spaces your character can move per move action is equal to $(\{\text{WIS}\}/2) + 3$ rounded down (not towards zero), but not more than 6. In other words, a character with a STRENGTH of 10 can move up to 3 squares per turn, and for every 4 Strength above that, they can move one additional space. Characters with a Strength of 22 or more may move 6 spaces per move action, but further investments in Strength may not increase move beyond that.

Note that a character with a STRENGTH less than 10 starts to move less than 3 squares per action. A character with a STRENGTH of 0 or 1 cannot move under their own power during a round by using a normal movement action. There are a few other skills and actions you can take that result in movement of some kind such as dodging and jumping, and they are described in the “Special Skills” section.

3.3 Taking Damage

When you take damage, you subtract the amount of damage from your current hitpoints. All characters actually reduce damage from each source of damage by a number equal to their CON modifier. Note that this means low CON characters will take slightly more damage from damage sources if their modifier is negative. If your character is affected by a poison or something that reduces constitution, they will take more damage.

When your character reaches 0 hitpoints, they are incapacitated, not killed. By default, they may still talk, but they have 0 actions per round. Every subsequent round, they lose one additional hitpoint until they reach -10 hitpoints, at which point they die. To prevent this, a character may roll for Fortitude taking a penalty equal to their (currently negative hitpoints) at the beginning of each round. In other words, they roll

$$1d20 + \{\text{FORTITUDE}\} + (2 \times \text{hitpoints})$$

at the beginning of each round. A check above 20 or a critical success stabilizes the character, which prevents them from losing one hitpoint every round. A stabilized character that is not unconscious due to any other factors has one action per round.

Some damage sources may do non-lethal damage. Non-lethal damage cannot reduce your characters health below -9, and any character that falls to 0 hp or below is automatically stabilized.

Falling damage is a special source of damage which your character takes whenever they fall or are propelled at high velocity towards a solid object. For every 10 feet that someone falls, they roll an additional 1d6 of falling damage. Falling damage can be negated by rolling a Tumble/Roll check. For every 10 you receive on a tumble check, you remove 1d6 of falling damage.

Falling damage is related to knockback. Certain weapons have knockback, and weapons that do more than 10 feet of knockback,

if the full knockback distance is not free of obstacles, characters will instead take falling damage as if they had fallen the remaining knockback distance.

3.4 Attacking

When you make an attack on another entity, you first roll to see if you land the attack. Your attack must make it past any protection and accurately predict where the target will be (quantified by the targets armor class). To make an attack roll for most weapons, you roll $1d20 + \{DEX\} + \{WEAPON\ SKILL\}$. For melee weapons based on attributes other than dex (like strength), you may roll $1d20 + \{MODIFIER\} + \{WEAPON\ SKILL\}$. For barehanded melee attacks, you may choose whether to roll DEX or STR in your attack check. You may subtract things from this roll if you are supposed to take penalties for attack checks.

If your attack check is high enough, you may target specific parts of your target's body. To specifically hit the torso of your target, your check must be 5 above the target's AC. To specifically hit the head of your target, your check must be 10 above the target's AC. To specifically hit a manipulative or ambulative appendage (e.g. a hand or a foot) your check must be 15 above the target's AC.

The most basic form of attack is a barehanded melee attack. By default, characters can attack any character in the 8 squares surrounding their square with a barehanded melee attack. Some melee weapons may have longer range, and allow you to attack farther away. Any melee weapon with a range of 2 squares away from your character or less is considered short-range, and other melee weapons like flails or whips that can reach 3 squares or more are considered long range.

A barehanded melee attack by default does $\{STR\}d4$ damage.

For instance, a character with a Str of +3 will do 3d4 damage. Melee weapons often do this base damage with some additional modifier on top.

Melee weapons are generally one of two types. They may be strength weapons, or they may be finesse weapons. Strength weapons usually do damage based on Strength in some way. Finesse weapons do damage based on Dex in some way. There are other special weapons that have attack rolls and damage based on other attributes. The damage for weapons are discussed in the Items, Loot, and Crafting session.

There are two attacks that actually use STR instead of DEX for attack bonus. Barehanded short-range melee attacks, and strength based melee.

Ranged weapons are either projectile or beam weapons. There is no difference in the way damage is dealt between the two, but they require different weapon proficiencies.

Ranged weapons have a falloff, which determines how much damage they do at long range. If the falloff is X, every X feet, the damage they do is cut in half, and a character trying to make a hit takes an additional -5 to an attack check with the weapon.

Multi-wielding weapons is also allowed, and allows you to take a single action to attack with all the weapons you are wielding. However you take significant penalties to attack checks the more weapons you are wielding. By default, the penalty starts at -7 for two weapons, goes up to -15 for three weapons, and wielding more weapons than that simultaneously takes a penalty equal to the sum of previous two weapon penalties. The penalties by default exist regardless of the number of limbs or manipulative extensions on your character. A list of the first several penalties is given below.

- 1 weapon: no penalty
- 2 weapons: -7 to attack checks

- 3 weapons: -15 to attack checks
- 4 weapons: -22 to attack checks
- 5 weapons: -37 to attack checks

You may invest in Multi-wield Skill to negate these penalties. Skill points in multi-wield can only negate the penalty, they cannot add to your attack check beyond that.

Putting a proficiency on multi-wield skill lets you treat the penalty as if you were wielding one fewer weapon than you are actually wielding. E.g. you can play a triple-sword wielding character who only needs to put 7 points in multi-wield skill, because he only takes the -7 penalty for double swords.

If your character is wielding multiple weapons, they may attack with all of the weapons they are wielding with a single action.

3.5 Preparing an Action

While we do progress in a linear fashion in-game, getting one character to perform all the actions they want to in a round before the next, the characters are not just standing still while they wait for everyone else to move. In actuality, initiative has given some characters priority to decide what their actions will be for the next 6 seconds before other characters decide on their actions. All the characters are performing their turns simultaneously, but we break up causality for convenience.

Because of this, you do not have to take all of your actions for the round when it is your turn. You can also prepare an action. Preparing an action lets you act based on things that another character does later in the round, or in the next round. You can, for instance, say, “Lyr prepares to dodge if Edrian attacks her.” Then if Edrian does in fact attack her on his next turn, Lyr will roll out

of the way even though it is not her turn. You can also prepare to attack someone if they get in range, or leave cover. Preparing an action has some risk, because while it uses up one of the actions on your turn, it relies on some future condition that may not necessarily be true. However, used properly, preparing an action lends a lot of realism to a battle and makes combat very dynamic.

The number of conditions you may stack on a prepared action is equal to $(\{\text{INT}\}/2) + 1$ rounded down (not towards zero). In other words, a character with an intelligence of 10 can only have one condition on their prepared action. For every 4 more intelligence a character has above 10, they may put one additional condition on a prepared action.

Characters with an intelligence of less than 10 may still put one condition on their prepared action, but they begin to take penalties to how many prepared actions they may take. A character with an intelligence of 9 or lower can prepare one less action than their total number of possible actions. A character with an intelligence of 5 or lower can only prepare half of their actions, rounded down. A character with an intelligence of 0 or 1 may not prepare any actions.

To give an example of a prepared action with multiple conditions, say Lyr has an intelligence of 14 (an Int of +2) and can therefore place 2 conditions on a prepared action. She may say “If Edrian attacks me, I will dodge, otherwise if Edrian leaves cover, I will attack him.” The number of “If’s” you can put on a prepared action is the number of conditions. Note that in this case, the first condition filled already consumes the prepared action. If Edrian attacks, and then leaves cover, his attack consumes Lyr’s prepared action by making her dodge, and then he leaves cover without any retribution from Lyr. More intelligent characters can place more conditions on their prepared actions to cover more possibilities without consuming more actions for preparation.

There are also two actions that you may specially prepare before

a movement action, and remain prepared even after the movement action: Tank and Parry. Preparing to tank or parry a hit before a movement action can help deny any attacks that other characters have. You may prepare these before any skill or ability that causes movement.

3.6 Special Actions

Below is a list of all actions that have special effects during combat, and their descriptions.

Jump [STR]- Jumping takes an action to perform, and two actions if you intend to perform a running start. A running start requires $(3 - \{\text{STR}\})$ squares to move, before performing the jump, excluding the square you are currently on. A minimum of 1 square is required to make a running start. A very strong character with a Str of 3 or more can therefore perform this with just one additional square.

You should set a goal height or goal distance before you roll, or specify that you are going to jump as far as possible. You may travel a number of spaces equal to your check horizontally and equal to half your check vertically. If you have a running start, you may travel a number of feet equal to your check horizontally, and equal to half your check vertically. These rules are reiterated in the combat section. A critically failed jump check may cause your character to faceplant and take damage. This is up to GM discretion. A horizontal jump requires a quarter of the distance of the jump as vertical clearance. In other words, every time you make a horizontal jump, you also make, you travel a quarter of the distance vertically.

If your character performs a jump where the sum of the hor-

horizontal distance and vertical distance they traverse is greater than 10, they must actually take standard falling damage upon both leaping and landing as if they have fallen a distance equal to the sum of their horizontal and vertical distance.

Dodge [DEX] - Dodging requires you prepare an action, and uses your tumble/roll skill.

Dodging can move you a distance equal to your characters normal movement action. It requires that your dodge check be higher than the attackers attack check. For AOE damage sources that do not have an attack check, the character causing the damage may roll a simple Dex check (no attack bonus) vs your dodge to see if they successfully hit you before you dodge.

Tumble/Rolling [DEX] - Tumbling or rolling when youre not dodging as a prepared action is also possible. It moves you one square less than your normal move action but temporarily substitutes your AC with your tumble check, and this is applied if any prepared attacks are triggered by the motion.

Tumbling/rolling as an unprepared action is also special because you are not allowed to prepare a parry before performing it like you can a regular move action.

Tank/Block [CON] - Tanking a hit must be done as a prepared action.

For every 10 you get on a tank check, you may remove one damage die from the source of damage. Your character may choose which die to remove. A critically successful Tank check negates all damage from the next damage source. A tank check of less than 5 causes your character to take one

additional die of damage from the source, by rolling another die of the largest kind used in the damage calculation.

A critical failure on a tank check causes the damage source to roll for damage again, and your character will take both the initial and second rolls.

Any successful Tank check also halves knockback. Any critically successful tank check negates all knockback.

You may prepare to Tank a hit before a movement action.

Parry [DEX] - Parrying must be done as a prepared action. Parry is used to deflect a source of damage. You may not parry any area of effect sources of damage. Your parry check must exceed the check the damage source made to determine if it hit you.

Upon a parry that succeeds in excess of 5, you may choose to perform an attack check to try to redirect the damage to a specific target.

A failed parry check has no impact on incoming damage, but a critically failed parry check causes your character to take double damage.

Grappling [STR/DEX] - Grappling takes place in stages. It takes one action to initiate a grapple, and your grapple check must be higher than the Armor Class of the entity you are trying to grapple. The entity you are trying to grapple may then roll for grapple (using their preferred attribute) and if your roll is higher than their roll, a grapple is initiated. A critical success immediately initiates the grapple.

A grappled character receives one free grapple check at the beginning of every round to try to escape the grapple. They may also take their other actions during the turn to make a

grapple check to escape the grapple. A critical success immediately escapes the grapple. A grapple check equal to or higher than that of the grappling character escapes the grapple. Each consecutive grapple check that a grappled character uses to try to escape a grapple receives the sum of the previous grapple checks divided by 4 (rounded down) as a bonus.

A grappled character receives a penalty to attack checks equal to the difference between their last grapple check and the grappling characters grapple last check. The grappling character does not roll a new grapple when the grappled character uses actions to escape the grapple. It is simply compared against the last check the grappling character made.

The grappling character receives a bonus to attack checks on the grappled character equal to the difference between their last grapple check and the grappling characters last grapple check.

The grappling character may also prepare grapple actions to use the grappled character as a meat shield for incoming damage. Upon receiving an attack, make a new grapple check. Any attack check less than this grapple check hits the grappled character instead of the grappling character. If the attack check is less than the grappled character's AC, it does not do any damage, just as a normal attack.

A grappling character may attempt to disarm the grappled character. This involves making a single grapple check, while the grappled character makes two grapple checks. If the grappling character beats both of the grappled character's checks, the grappling character disarms the grappled character, and the turn ends. The weapon by default is in neither character's hands after the disarm, and an extra action must be taken to pick it up.

Feint/Juke [CHA] - Feint may be used to trigger prepared actions that another character has made. Your feint check is rolled against the other characters sense motive check.

If your Feint check exceeds their sense motive check, you may trigger one prepared action. For every 10 that your feint check exceeds their sense motive check by, you may trigger an additional prepared action that meets the same condition.

You must specify what your feint is appearing to do – if you are giving the impression your character is moving, or if you are giving the impression your character is attacking, or giving the impression that your character is performing some other action or skill. You will only set off prepared actions that are conditional based on if your character were actually performing the action they are pretending to perform.

If your feint check is successful, you receive one free action to do something else instead of the feint.

You may not prepare a feint action.

Chapter 4

Items, Loot, and Crafting

All items have a craft grade which is meant to indicate that it is an average item for a character with a level equal to the craft grade.

Some items have a craft grade of infinity, which indicates that they are a legendary item.

A legendary item cannot be crafted through normal craft checks, and in general, the GM must generate these items for the players.

A good way to figure out the value of currency in a game is to pin 100 of the currency (whatever currency is being used in the campaign) to 1 craft grade. A 1 craft grade item would likely take a base level untrained npc a work day to build, and thus you are also pinning 100 currency to the minimum value of a day of work.

4.1 Determining Craft Grade

Determining the craft grade of an item takes a little while to learn, but once you understand this section you can quickly generate items of an appropriate craft grade.

Since this is slightly complex, this section is written to give a process to step-by-step build an item, starting with a Craft Grade

of 0 and adding and subtracting properties.

The general flow of building an item is to choose its properties, change the craft grade based on the magnitude of those properties, and then add buffs or penalties to the rules of those properties and modify the craft grade cost of each.

4.1.1 Step 1: Choosing Broad Properties

The first step to creating an item is to choose one or more broad properties of what you want your item to do. The default rules for these properties are listed below, but we can change those rules later in the “Adding Buffs” and “Adding Penalties” steps.

Broad Properties:

Changes the wielder’s stats - An item that changes the attributes, saving throws, initiative, armor class, or skill check of the wielder simply applies as long as the wielder is holding it.

Changes another character’s stats - An item that changes the attributes, saving throws, initiative, armor class, or skill check of another character has touch range (can only be used on a character in an adjacent square), takes one action to use, lasts one round by default, and is consumed on use.

Does damage dependent on a modifier - An item that does damage to another character dependent STR, DEX, CON, INT, WIS, or CHA is considered a melee weapon, has a range of 2 feet (equivalent to touch range), and takes one action to attack one target.

Does damage not dependent on a modifier - An item that does damage to another character not dependent on STR,

DEX, or any other attribute has a falloff of 10 feet, and either has a cooldown of $\frac{1}{2}$ a round or takes two actions to reload before it can do damage again.

Automatically Performs a Skill - An item that automatically performs a skill takes one action to perform and is consumed on use.

Automatically Performs a Class Ability - An item that automatically performs a class ability takes one action to perform and is consumed on use.

Does Anything Else - An item with any other effect by default takes one action to produce that effect, has a touch range, lasts one round, and is consumed on use.

You can start building an item by choosing one or more of the above properties. At this point we have not chosen the magnitude of these properties, and our craft grade is still 0. We will choose by how much the item changes stats or does damage in the next step, and begin to change the craft grade at that point.

4.1.2 Step 2: Calculating cost from magnitude of effect

Now that we've chosen what general properties an item has, we decide the magnitude of those properties, and change the craft grade as follows:

Attribute changing items:

- To have the item increase your or someone else's core attributes *increases* the cost by 2 craft grades for every 1 attribute point it increases.

- To have the item decrease someone else's core attributes *increases* the cost by 2 craft grades for every 1 point it decreases an attribute by.
- To have the item decrease your own core attributes *decreases* the cost by 1 craft grade for every point it decreases an attribute by, for up to 2 craft grades of reduction total from decreasing any or multiple attribute.
- To have the item set one of the wielder's core attributes to a certain value, increase the craft grade by $\{\text{ATTRIBUTE}\} - 8$ (you may decrease the craft grade if this number is negative).

Saving Throw and Initiative changing items:

- To have the item increase your or another character's saving throws or initiative *increases* the cost by 1 craft grade for each point it increases the saving throw or initiative by.
- To have the item decrease another character's saving throws or initiative *increases* the cost by 1 craft grade for each point it increases the saving throw or initiative by.
- To have the item decrease your own saving throws or initiative *decreases* the cost by 1 craft grade for every 2 points it decreases the saving throw or initiative by (craft grade rounded up), for up to 2 craft grades of reduction total from decreasing any or multiple saving throws and/or initiative.

Armor Class and Skill modifying items:

- To have the item increase your or another character's AC or specific skill check *increases* the cost by 1 craft

grade for every 2 points it increases the AC or skill check by (craft grade rounded up).

- To have the item decrease another character's AC or specific skill check *increases* the cost by 1 craft grade for every 2 points it decreases the AC or skill check by (craft grade rounded up).
- To have the item decrease your own character's AC or specific skill check *decreases* the cost by 1 craft grade for every 4 points it decreases the AC by (craft grade rounded up), for up to 2 craft grades of reduction total from decreasing AC and/or skill checks.

Items that do damage:

- To have the item deal damage based on a dice roll that does not depend on any of the wielder's stats, you simply calculate the theoretical average damage the weapon does over a large number of rolls.

You increase the craft grade by $(\{\text{AVERAGE DAMAGE}\}/4)$ rounded up.

An item that is capable of dealing more than 50 damage per craft grade (even if your average is within limits) is automatically legendary and has an infinite craft grade.

- To have the item deal damage based on STR or DEX increases the craft grade based on how much average damage the item deals per modifier point.

You increase the craft grade by

$$\frac{\{\text{AVERAGE DAMAGE}\}}{\{\text{MODIFIER}\}} \times \frac{1}{2}$$

rounded up.

For a weapon that does not deal damage such that the average damage is linearly dependent on the modifier, calculate

$$\frac{\{\text{AVERAGE DAMAGE}\}}{\{\text{MODIFIER}\}} \times \frac{1}{2}$$

rounded up for every value of the modifier from 1 to 40, and increase the craft grade by the highest value.

For an item that is capable of doing $\{\text{DAMAGE}\}/\{\text{MODIFIER}\}$ of more than 40, even if the average damage is considerably less, increase the craft grade to infinity immediately (the item is legendary and cannot be crafted through normal means).

- To have the item deal damage based on CON or WIS follows the rules for STR and DEX, and then costs 3 additional craft grades on top of that.
- To have the item deal damage based on INT or CHA follows the rules for STR and DEX, and then costs 4 additional craft grades on top of that.

Items that produce other effects:

- To have the item mimic the performance of a skill in any way (e.g. a healing potion) increases the cost by 2 craft grade for the action that the character would otherwise have had to take to perform the skill, and increases the cost by one craft grade for every 5 points on an effective roll that the item makes.
- To have the item mimic class abilities or produce class effects increases the craft grade by the lowest number of levels a character would need to have in that class to produce that effect.

If an item can produce multiple effects, but can only produce one at a time, you only need the lowest number

of levels needed to produce the effect with the highest level. If an item can produce multiple effects at the same time, you must add the craft grades needed to produce each individual effect.

You should note that in general, increasing your own attributes increases the cost of an item. Decreasing your own attributes (taking a penalty) decreases the cost of an item by half the craft grade it would take to increase them by the same amount, for a maximum craft grade reduction of 2 grades.

At this point, you have assigned the magnitude of effects. Your craft grade may be negative at this point if the wielder takes enough penalties from their item. At this point that is okay.

You may now change the standard rules for each type of item in the next two steps, and adjust the craft grade cost accordingly.

4.1.3 Step 3: Buffs

Buffs typically add craft grades to the base craft grades. A list of buffs follows:

Buffs to Range:

- To increase the range of melee damage that a weapon does above the base of 2 feet, first take the craft grade cost of the melee damage alone.

For every 2 feet of increase in range, increase the craft grade cost of the melee damage by 50% (rounded up) of the cost it had for a range of 2 feet less. In other words, you increase the craft grade cost of the melee damage by 50% for every two feet, compounded.

- To increase the range of ranged damage that a weapon does(increase falloff distance), you increase the craft

grade cost of the ranged damage by 1 for every 10 feet increase in falloff distance.

- To increase the range of any other touch range effect costs 1 craft grade for every 4 foot increase in range.

Bufs to Reusability:

- You may increase the number of uses of an item that is consumed on use by 1 for 1 craft grade for each property that makes it consumed on use.
- You may make an item that is consumed on use infinitely reusable by doubling craft grade cost of all properties that makes it consumed on use.

Bufs to Cooldown/Reload:

- An item property with a cooldown of 1 round may be increased to either half a round, or changed so that the item must be reloaded in some way that takes two actions. This increases the cost of that property by one craft grade.
- An item property with a cooldown of a geometric fraction of a round ($1/n$ of a round) may be improved to the next geometric fraction ($1/(n+1)$) for by increasing the cost of that property by one craft grade.
- An item property that must be reloaded with a certain number of actions before it can be used again can have the number of actions it takes to reload it reduced by one by increasing the cost by one craft grade.

Adding Knockback or Pull:

- You may add knockback to any item property for a cost of 1 craft grade per 5 feet of knockback or pull.

- If the item itself has no other properties besides knockback or pull, the cost is the same, and by default has a touch range, takes two actions to use, and is reusable infinitely. You may modify this knockback with any buff or penalty in the lists.

Adding Area of Effect:

AOE effects have a distance within which they have a full effect, and a distance double that in which they have half the effect.

- To make a property have a spherical area of effect, you double the craft grade cost of the property for every additional 4 feet (2 spaces) of full effect distance.
- To make a property have a conical area of effect (cones have a 45° aperture), you increase the craft grade cost of the property by 50% (rounded up) for every 6 feet (3 spaces) of full effect distance.
- To make a property have a linear area of effect, you add 1 craft grade for every 6 feet (3 spaces) of full effect distance. A linear area of effect is actually a cylinder of diameter 1 space whose axis extends out in the direction your character aims it.
- To have an AOE property distinguish between friend and foe within it, double the craft grade cost of the property AFTER adding all AOE effects to it.

Adding Hitpoints:

- By default, an item has a number of hitpoints equal to twice its craft grade. However, you can add additional hitpoints above that, which increases the cost by 1 craft grade for every 9 hitpoints.

Note that hitpoints added this way do not affect the performance of the Break skill. Break still depends on the number of craft grades for items, not the number of hitpoints.

4.1.4 Step 4: Penalties

Penalties can subtract some craft grades from the base items. A list of penalties follows:

Penalties to Range:

- You may reduce the range of any non-weapon-damage item property (mostly class ability mimicry) by 4 feet to reduce the cost of the property by 1 craft grade.

Penalties to Cooldown/Reload:

- An item property which may be only activated once per round may be increased to multiple rounds to decrease the property cost by 1 craft grade per round increase for a maximum reduction of 3 craft grades from increasing cooldown.

Reducing Area of Effect:

- An item property with an area of effect may halve the radius of its effect to halve the craft grade cost of the property.

Taking Self-Damage:

- You may set an item property to deal damage to the wielder on activation. The craft grade reduction is dependent on the average damage the item deals to the

wielder. You may reduce the craft grade by $\{\text{AVERAGE DAMAGE}\}/8$ rounded down.

Taking Self-Knockback:

- You may set an item property to deal knockback to the wielder on activation. The knockback is in the opposite direction that the wielder is facing. For every 10 feet of knockback, you may reduce the craft grade by 1.

4.1.5 Step 5: Conditionality

The very last step is to add any conditionality you wanted to the item, which is fairly simple.

- Any item property can be made conditional upon a successful roll by the wielder of any kind. This reduces the cost by 1 craft grade by each successful roll needed before the item property takes effect for a maximum reduction of 2 craft grades from conditional success. The one exception to this is that non-AOE damage does not receive craft grade reduction from being conditional on its own attack roll, although it *can* receive craft grade reduction from being conditional on *previous* rolls.
- Any item property can be made conditional upon a failed roll by the wielder of any kind. This increases the cost by one craft grade, no matter how many failures are necessary for the property to activate.
- Any item property can be made conditional upon a failed roll by another character against the wielder. This reduces the craft grade by 1 for each failed roll required before the property is activated.

- Any item property can be made conditional upon a successful roll by another character against the wielder. This increases the craft grade by 1, regardless of how many successes are needed for the property to activate.

4.1.6 Finalizing your Item

The very final step in crafting an item is to make sure the craft grade is not 0 or less.

Any non-cosmetic item at this point should have a minimum craft grade of 1, even if the craft grade cost has been reduced to below 0 by adding penalties.

That's it! You've finished creating an item.

4.2 Examples

Craft grades are probably the most complex set of rules in Rp20 when you first encounter them, so here are a few example items to demonstrate how craft grade is calculated.

Hahaha just kidding, I still have to write these.

4.3 Crafting

To craft an item, a Character must roll a craft check with at least $10 \times \{\text{CRAFT GRADE}\}$ to succeed.

Typically, an item of craft grade n takes $n \times 8$ hours to craft. However, for every 10 on a craft check that a character rolls ABOVE the minimum craft grade, the amount of time needed to craft the item is cut in half.

Though it's been mentioned that the type of crafting skill your character has is mostly flavor text, it *is* ultimately up to your GM

whether or not that particular skill will allow you to craft a certain type of item.

It is also up to your GM to determine what components are needed to craft an item, and if your character does not have the components available, the item cannot be crafted.

4.4 Loot Guidelines

Average loot has a craft grade equal to the character level.

Really good loot might go up to 5 more craft grade than the current character level. It is not recommended to give characters more than 5 craft grades above the current character level.

Chapter 5

Guidelines For GM's

5.1 Awarding Levels

Rp20 is meant to have characters level up very quickly, as characters may often need to invest in both class levels and standard levels. In our test games when developing the system, it hasn't been uncommon to award our players 1-2 levels every session, just to ensure they are making progress towards their goals. It's also best to start your characters with somewhere from 2-4 levels to invest, so that they may invest in special classes as they see fit, but still have enough things to work towards. As a GM, you should be prepared to scale the difficulty appropriately as your characters level up rapidly.

There is also no codified experience system, but there are some ways of awarding levels that have worked well in our test games.

- Award everyone a level for completing a plot point
- Optionally have everyone vote on an MVP, and award the MVP an additional level
- Award levels for character growth.

Our GMs have found that it keeps the players characters most engaged to reward them for causing progression of the story, and our players have found that the GM doesnt feel as miffed about them not following the plot if the GM is invested in their character growth, rather than strictly following the story. That brings us to another point. Rp20 indirectly enables you to keep the plot loose, which our GMs would highly recommend to keep players engaged. Define the world around your players characters, rather than forcing your characters into a world. This system; instead of having an exact codex of enemies, classes, weapons, etc.; simply has rules for how to create roughly balanced entities. You can use this to your advantage and bend upcoming plot points on the fly.

One of the other things youll notice about Rp20 is that it encourages heavy specialization- maximizing a specific set of skills at the expense of others, or min-maxing as it is known in the tabletop roleplaying community. Theres no cap on the amount of points you can put in a skill by default, and the fact that you can invest all of your levels in class levels and never gain any additional hitpoints or attribute points can have certain players build extremely fragile characters that are only very good at one particular thing.

The burden of mitigating minmaxing in Rp20 unfortunately falls largely to you, as the GM. Dont be afraid to punish your characters for getting too specialized. Additionally, youll notice that the rules to Rp20 tend to be very far reaching, but very flexible. Your characters may very well come up with concepts that seem overpowered. Let them. This system is meant for it. Your defense against this should be to use what they come up with AGAINST them. There are no standard antagonists or minions in Rp20, only what you come up with yourself. This is meant to let you play the antagonists intelligently, adapting to what the players come up with.

If your players come up with a net that teleports anyone encased in it into space, have your antagonist come up with a way to

teleport back. Or even better, have a similar trap be used against them.

If your characters abuse styles like duplicitous or oblivious, pit them against foes that do the same.

5.2 Difficulty Check Guidelines

For the difficulty checks that aren't written into the rules, use the following guidelines:

- Easy - 10
- Standard - 15
- Hard - 20
- Very Difficult - 30
- Near Impossible - 40
- Only A Master of the Art has a chance - 50
- Completely Impossible - 80

Because there's no limit on how much characters may place in a skill, difficulty checks can have a wider range of numbers than many GMs are used to. You should use a relatively wide range of numbers for difficulty checks, to encourage your players to try to get a character covering each situation.

5.3 Custom Class Guidelines