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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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, Charisma. The corresponding modifiers for these are written Str, Con, Dex, Int, Wis, Cha. Three of these are physical Str, Con, and Dex. The other three are mental Int, Wis, and Cha.

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.

Strength (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 (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 (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 (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 (knowlege 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 (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 breathe.

Charisma (Cha) - Used as a measure of your personality.

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 arent the droids youre 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 score 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.

3. Allocate points to each core 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 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.

Rp20 makes this distinction between character levels and class levels. Whenever you level up, you may choose to level up your character, 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. The 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 a d20, then add your modifier, then add points you have in that skill and any bonuses. Another way of saying this is that the modifier is calculated by $(Attribute/2) - 5$.

Hitpoints - Your maximum hitpoints are calculated by $Level * (Con + 1) + Constitution$. 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, or 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 how they work. Every character has a set of skills. If youve played other roleplaying systems, skills are pretty much done the standard way. The max number of points you can put into any skill is equal to twice your character level.

Veteran role-players will notice that Rp20 seems to encourage min-maxing to some extent. This is intentional. The system was built to encourage players and GMs to break the game on each other. Skills are no different in this system.

All characters, at level 1, start with 10 skill points to invest. 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 each level, that is to say- characters with a negative Int modifier or a modifier of 0 still receive one 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 [Dex] - 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 damage, using the craft grade of the object you are trying to break. Craft grades are 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.

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. Some GMs may actually treat Feint and Performance skills interchangeably. Be sure to ask your GM if this is the case.

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 organism'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 $(Heal/10)d6$.

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

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

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 disable 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 dont 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 youre 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/bea
- 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 section). 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*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 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.

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 elses (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.

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. 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 a character level gives you an additional point with which to improve your core attributes, improve the number of uses your style has, and learn skills.

The tradeoff to losing a character level is that spending a level on a special class gives you access to abilities that you wouldnt have otherwise.

GMs 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 GMs chapter.

Chapter 3

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.

All non-cosmetic items have a craft grade of 1 minimum.

This chapter needs to be rewritten into the correct sections instead of all being lumped into Base Craft Grade.

3.1 Base Craft Grade

The base craft grade outlines a few broad classes of items

- Every +/-1 change to an attribute costs 2 craft grade

- Every +/-1 change to Reflex, Will, Fortitude, or Initiative costs 1 craft grade

- Every +2 to AC costs 1 craft grade

- Every +2 to a specific skill costs 1 craft grade

Typically 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 3 grades. Items that apply a penalty to someone else AND items that apply a buff both increase the cost of an item.

Items that mimic the performance of a skill in any way (e.g. auto-parrying armor) cost 3 craft grade for each action that the character would otherwise have had to perform to perform the skill, and cost one craft grade for every 4 points on an effective roll that the item makes.

Items that mimic class abilities or produce class effects are dependent on the lowest number of levels a character would need to invest 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.

Melee weapons do damage including the dex and strength stats. Divide the average damage they do by dex and strength. Every 2 average damage per attribute modifier point is one additional craft grade. A melee weapon that is capable of doing more than 40 damage per attribute modifier point on an ideal roll is automatically legendary and cannot be crafted through normal means.

Ranged weapons do straight damage, and again craft grade is computed by average damage done. For every 8 average damage, it adds one additional craft grade. A ranged weapon may not be capable of dealing more than 40 damage per craft grade even if the average is below 8 per craft grade.

Ranged weapons by default have a falloff of 10, which increases penalty to hit by -2 for every 10 feet (5 spaces), and divides damage in half an additional time for every 10 spaces. To improve falloff by 10 feet, it costs an additional craft grade. Ranged weapons also have a standard cooldown of either a round, or take two actions

to reload. Improving the cooldown to the next geometric fraction ($^1/_3$, $^1/_4$, $^1/_5$) or reducing the number of actions needed to reload by one, costs one additional craft grade. You may also increase the cooldown by increments of half a round or increase the number of actions needed to reload by one to decrease the cost of a weapon by one craft grade for up to 3 craft grades of reduction. Burst fire weapons for game mechanical purposes are still treated as if they deal damage in a single instant.

Healing items require 1 craft grade for each 2d6 healing they provide.

AOE effects typically have a radius in which they have a full effect, and a radius double that in which they have a half effect. To make any effect AOE, add a craft grade for every 4 feet (2 spaces) of full effect radius.

Typically if a bonus is conditional upon something for its value, it still costs the number of craft grades you would need for the maximum possible bonus. A penalty only reduces the craft grade by the number of craft grades the minimum penalty would reduce the cost by. If the theoretical maximum bonus is infinite, its a legendary item. However depending on what the penalties and bonuses are conditional upon, you must further modify the number of craft grades with the following:

Making a bonus conditional upon a successful roll of any kind reduces the cost by 1 craft grade. Making a bonus conditional upon a failed roll of any kind increases the cost by 1 craft grade.

Making a penalty conditional upon a failed roll of any kind reduces the cost by 1 craft grade. Making a penalty conditional upon a successful roll increases the cost by one craft grade. These are not including the reduction to craft grade from the penalty itself.

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.

Self damage to reduce craft grade?

Conditional penalties and craft grade reduction? conditionality based on your success, your failure, someone else's success against you, someone else's failure against you.

3.2 Buffs

Buffs add craft grades to the base craft grades.

3.3 Penalties

Penalties can subtract some craft grades from the base items.

3.4 Conditionality

3.5 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.

3.6 Crafting

To craft an item, a Character must roll a craft check with at least $10 \times (Grade)$ 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.

3.7 Loot Guidelines

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

Really good loot might go up to 4 more craft grade than the current character level. It is not recommended to give characters more than 4 craft grades above the current character level.

Chapter 4

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.

4.1   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 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. 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 $(\text{Wis}/2) + 3$ 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.

4.2   Movement

Every time you take a movement action, you may move your char-
acter 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 diam-
eter 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 (Str/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.

4.3   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 $Fortitude + (2 \times hitpoints)$ at the beginning of each round. A check above 10 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.

4.4   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 strength based melee weapons, you may roll 1d20+Str+Weapon Skill. For barehanded melee attacks, you may choose whether to roll 1d20+Dex+Weapon Skill or 1d20+Str+Weapon Skill.

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 are considered long range.

A barehanded melee attack by default does STRd4 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 can be 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. 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.

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.

4.5   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 (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 Lyrs 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.

4.6 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 -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 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 perform-

ing 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. 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 may take an action to make a grapple check to escape the grapple. A critical success immediately escapes the grapple. 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 receives one free attack action of any kind on the grappled character at the beginning of each round. They also receive 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. Any attack check less than the grapple check for these prepared action hits the grappled character instead of the grappling character.

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 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 hasnt been uncommon to award our players 1-2 levels every session, just to ensure they are making progress towards their goals. Its 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 arent 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 theres 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