Roll High or Die

A setting-agnostic, modular, "fifth-edition" TTRPG with a focus on the harsh reality of Adventure.

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Introduction

Roll High or Die began as a series of ideas for hacks and homerules for my gaming group's TTRPG of choice, and it's continued development brought a significantly more "crunchy", but more modular, gaming system. Much of what you will find here is similar to other games you may have played before, with some sort of twist.

RHoD focuses on the difficulty a character faces as they encounter threats and dangers on their way to accomplishing their goals. These concepts – that your characters have goals and that they will face genuine danger – are integral to RHoD as a system. Death is always on the table, and it is inevitable in the face of arrogance. Beyond the looming threat of death, RHoD allows characters to run wild in the field of specialization. Systemically, RHoD has no concept of "Class" or "Role", allowing characters and parties to define those concepts for themselves.

What is a Roleplaying Game?

Roleplaying Games are systems of rules that support the telling of a fictional story in a setting. While you are playing a RPG, you are acting as a character within that world – and they certainly do not think they are a character. Your character has dreams and ambitions, and fears and regrets. Your character is a full yet fictional person, and you are both writing and acting out their story.

How do I play RHoD?

RHoD uses a full set of polyhedral dice (d20, d12, d10, d8, d6, d4), paper, and a writing utencil. At least, this is what you need to play RHoD.

Your Referee will describe a scene in which one or more Player Characters (PCs), the characters you are playing, are present. Then, you will act as your character within that scene – you may verbally dictate their actions ("Rowan moves to the bar, and orders a drink."), or speak as if you were them ("I walk to the bar calmly and speak to the bartender; 'I'll have a mead.'"). Then, your Referee will respond similarly, describing the consequences of your actions, and mechanically resolving the related game effects.

This loop of presentation and response continues until you find a good place to stop, or you cannot reasonably continue. Have fun!

What is a Referee?

A Referee is the key to a successful and continuing game of RHoD. The Referee is the one player at the table responsible for acting as the world, it's characters, and the concequences of action within that world. The other players are responsible for only their personal character.

Your Referee is the authority on the setting your game takes place in, the arbitrator of the concequences of action within that setting, and the final authority for what can and cannot be done. Above all else, a Referee worships the Rule of Cool – that was cool, how can that work?

Creating and Developing a Character

As a Player in the game of RHoD, you will act as a Character that you will work with the Referee to create. Your Character begins as a concept, to which you will add mechanical abilities, and personality.

Step-by-Step Express

1. Work with your Referee on a Character Concept
2. Generate and Assign Ability Scores
3. Spend 4 (or another, Referee defined number) Experience
   - *It is recommended you attain at least one Feature, Trait, and Combat Skill using this starting Experience.*
4. Gather Starting Equipment
   - *Your Starting Equipment may be selected from the options in the Equipment chapter of this book and/or another Equipment chapter in another book.*
5. Calculate Defenses & Attacks

Settings and Context

Your Character inherently exists within a Setting, and you should consider the context and theming of the Setting while you are discovering your Character. A dark and brooding knight might not fit particularly well in a commically violent setting – in the same vein, a one-lining cool-guy might not be a good fit for a serious and grim setting.

In addition, the Setting may – or may not – support some Mechanical Expansions, such as Magic or Future Tech, that incorperates additional Skills, Features, and Traits that are not present in these Core Rules. Ask your Referee.

Character Concept

When you are beginning to create a character, you may experience Analysis Paralysis or Blank Page Syndrome, better known as "I don't even know where to start."

Don't worry! Your options are numerous for the purpose of replayability – your first character will be less complex or unique than any character you make after your first, and this is expected. Your character concept could resonably be a direct refrence to a character from a form of media (see "a dark and brooding knight"), a trope ("the protective one" or "the naive one"), or even an idea about what you want your character to be able to do ("I hit really hard" or "I can get hit hard and survive" or "I can heal my allies under pressure").

Past, Present, and Future?

Once you have a concept of who your character could be, it becomes time to answer some questions about them. The three biggest questions you should think about are as follows:

Who is your character in the world, and why are they a focus of our story?

What has happened or was happening that has led your character to be who they are now?

What does your character want now, and why?

Your answers to these questions will add depth to your character, and will help inform you as you begin to play as their Actor.

Mechanical Ideation?

If your concept begins at mechanics, that's okay! The mechanics of what a character can do are just as important as who they are. Begin examining the Features and Traits available to you at 1 or 2 EXP, as these are the first abilities you will have access to. The flavoring or effects of a particaluar ability may look inticing or fit your mechanical ideation.

Ability Scores

Ability Scores are the numerical representation of a character's base ability to enact their desires within or upon the world. There are six Ability Scores in RHoD, which can be split into physical scores - *Strength*, *Dexterity*, *Constitution* - and mental scores - *Intelligence*, *Wisdom*, *Charisma*.

Strength is a representation of a character's physical power.

Dexterity is a representation of a character's physical agility and coordination.

Constitution is a representation of a character's physical endurance and internal function.

Intelligence is a representation of a character's mental logical functions, such as memory and reasoning.

Wisdom is a representation of a character's mental survival functions, such as detecting danger or falsehoods.

Charisma is a representation of a character's chosen outward emotional state and their hierarchic position within community.

To generate an array of Ability Scores, perform the following six times; roll 4d6, take the lowest value die out, and total the other three. Note the total for later use.

Your Referee may choose to invalidate an array (more/less than 15 points to 72, for example), or have you generate your arrays in other manners (roll 3d6, no die out, for example). Please comply.

Once you have generated your array, you may assign each Score to an Ability, and calculate its Ability Modifier, which is the value you will add to a roll that uses that Ability. Your Ability Modifier for a given Ability is equal to that Ability Score divided by 2, minus 5. A negative value for an Ability Score Modifier is generally valid.

Ability Checks & Difficulty Class

When a character's ability is tested, and the result is uncertain, they make an Ability Check. To make an Ability Check, roll a d20, and add the relevant Ability Modifier to the total. After you add any other benefits and deficits, compare your total to the Difficulty Class of the check.

Typically, a Skill will be more situationally relavent than a general Ability Check. To make a Skill Check, make a Ability Check of the Skill's parent Ability, then add your Degree of Proficiency in that Skill.

The mechanical difficulty of a given task is known as its Difficulty Class (DC). The more difficult a task is to succeed in, the higher the Difficulty Class of that task. The following table provides context to a given numerical DC:

Example	DC
Very Easy – Anyone can Succeed	5
Easy – Training guarantees Success	10
Medium – Professionals likely Succeed	15
Hard – Professionals likely Fail	20
Very Hard – Only the Best Succeed	25
Nearing Impossible – Few, if any, could Succeed	30
Impossible – Success is genre-shaking	35

Advantage & Disadvantage

When you have *Advantage* on a roll, roll the die twice and take the **higher** roll.

When you have *Disadvantage* on a roll, roll the die twice and take the **lower** roll.

Experience

Experience (EXP) is the numerical representation of a character's accumulative knowledge and application of their abilities under

pressure. Experience is awarded to characters as they face challenges, and is consumed as the character expands their abilities.

At the conclusion of an *Encounter* (see *Combat & Actions*), each participating character will gain a number of experience based on the relative difficulty of that *Encounter*. Gaining 3 or more EXP for particpation in an *Encounter* is an impressive reward.

Spending Experience

While *Resting* (see *Surviving*), a character may spend the EXP they have gained for Features, Traits, and Skills. You cannot spend EXP you do not have.

The total number of unique Features and Traits a Character has gained is known as their Total Mechanics Known (TMK). TMK is often an eligibility requirement for gaining more powerful Features and Traits.

Gaining Features

Each Feature has an indicated Experience cost. When you gain a Feature, reduce your Experience by that Feature's Experience cost.

Some Features have additional Requirements that a Character must meet before they are eligible to gain that Feature (such as having a TMK of 3 or more).

Further, some Features have Requirements for Use that a Character must be meeting at the time that they use that Feature (such as holding a certain Weapon or Item, or having a certain Condition). If these Requirements for Use are not currently met, a character cannot use that Feature at this time.

Please see your Glossaries for further explaination on the Features present in your game.

Gaining Traits

Each Trait has an indicated Experience

cost. When you gain a Trait, reduce your Experience by that Trait's Experience cost.

Some Traits have additional Requirements that a Character must meet before they are eligible to gain that Trait (such as having a TMK of 3 or more).

Please see your Glossaries for further explaination on the Traits present in your game.

Gaining and Improving Skills

The Experience Cost of increasing your Degree of Proficiency in a given Skill depends on the type of Skill you are improving (see *Skills*).

Increasing your Degree of Proficiency in any **Combat Skill** costs a number of EXP equal to the value of the Degree of Proficiency you are gaining (your first Degree in a Combat Skill costs 2 EXP, your second costs 4 EXP, your third costs 6 EXP, and so on).

Increasing your Degree of Proficiency in any **Personal Skill** or **Physical Skill** costs a number of EXP equal to half the value of the Degree of Proficiency you are gaining (your first Degree in a Personal Skill costs 1 EXP, your second costs 2 EXP, your third costs 3 EXP, and so on).

Increasing your Degree of Proficiency in any **Knowledge Skill** costs a number of EXP equal to the value of the Degree of Proficiency (your first Degree in a Knowledge Skill costs 2 EXP, your second costs 4 EXP, your third costs 6 EXP, and so on) and a Knowledge Source (such as a topical book, a willing professor, or another less mundane source).

Increasing your Degree of Proficiency in any **Professional Skill** costs a number of EXP equal to the value of the Degree of Proficiency (your first Degree in a Professional Skill costs 2 EXP, your second costs 4 EXP, your third costs 6 EXP, and so on) and a number of Watches spent using that Professional Skill equal to four times the value of the Degree of Proficiency (your first

Degree in a Professional Skill requires 8 Watches, your second requires 16 Watches, and so on).

Please see your Glossaries for further explaination on the Skills present in your game.

Living in the World

Meeting Your Needs

The major mechanics of RHoD support characters taking actions and living with the consequences. Needs must be met, and Conditions must be resolved. If a Character fails to maintain these needs, they will begin to face compounding consequences. When these needs are completely met, a Character will gain a bonus.

Timekeeping

Timekeeping is central to continued survival. Mechanically, RHoD cares for a number of measurements, including Days (24 hours), Watches (4 hours), and Rounds (6-12 seconds).

An adventurer's day is a generally a combination of Travel, Activity, and Rest. With six Watches in a Day, a typical Adventuring Day begins at dawn with Travel. At some point, the party reaches their destination, and begins performing Activities. If they've stayed close to home, they might Travel again before Resting for at least the next 8 hours.

In total, that was 2 Travel Watches, 2 Active Watches, and 2 Resting Watches in the typical Adventuring Day. A third Resting Watch is usually required if the party has kept a "rotating guard" throughout their Resting Watches.
- *(A "rotating guard" involves at least one member of the party staying awake and alert to guard at least two others. After 4 hours, the guard switches with the first member, then, 4 hours later, the guard switches again with the second member. The second member has slept for 8 hours, and will guard the others while they sleep for 4 hours. All members of the party have slept for 8 hours of the day).*

Conditions

Conditions in RHoD are the temporary afflictions or effects that characters may experience during your game. Some Conditions will Naturally Resolve over time, where others will persist and require action or equipment to Chemically Resolve. Ailments and Emboldenments are Conditions that are imposed by one creature onto another. Ailments and Emboldenments are respectively negative and positive in their effects.

Please see your Glossaries for further explaination on the Conditions, Ailments, and Emboldenments present in your game.

Food

We all must eat. If you do not eat, you do not physically have the energy you require to perform strenuous activity, or eventually even sustain your body. When you are Travelling or Resting you may fulfill your character's need for Food. A Ration contains a full days worth of Food - three meals.

When a day passes, you will gain or lose conditions based on the amount of Food you've eaten;
- If you have eaten a Full Ration, you Chemically Resolve any number of stacks of 'Hungry' or 'Starving' Condition you have.
- If you have eaten a Half Ration, you gain a stack of the 'Hungry' Condition, and you Chemically Resolve any number of stacks of the 'Starving' Condition you have.
- If you have eaten no Ration, you gain a stack of the 'Starving' Condition.

Water

Water is the base of life. When you do not drink, you will quickly experience the internal gnawing of dehydration. When you are Travelling or Resting you may fulfill your character's need for Water. A Ration contains a full days worth of Water - one gallon.

When a day passes, you will gain or lose conditions based on the amount of Water you've drank;
- If you drink a Full Ration, you Chemically Resolve any number of stacks of the 'Dehydrated' Condition you have.

- If you drink a Half Ration, you gain a stack of the 'Dehydrated' Condition.
- If you drink no Ration, you gain three stacks of the 'Dehydrated' Condition.

Sleep

Sleep allows your body to perform the unconscious processes that will rejuvenate and recuperate your physical and mental health. While you are Resting, you may fulfill your character's need for Sleep.

When a day passes, you will gain or lose conditions based on the amount of Sleep you've had;
- If you Rest for 8 or more hours, you Resolve one stack of the 'Exhausted' Condition, or, if you have no stacks of the 'Exhausted' Condition, you gain the 'Well Rested' Condition.
- If you Rest for more than 4 hours, but less than 8, you experience no mechanical benefit or detriment.
- If you Rest for less than 4 hours, you gain one stack of the 'Exhausted' Condition.

Combat & Actions

When you find yourself in a situation that you recognize as dangerous, your body begins to pump adrenaline through your veins. As you begin to consciously analyze your surroundings, your body will prepare itself for immediate action and reaction.

In our game of RHoD, your character will find themselves in dangerous situations commonly. During a time when your character's mortal life could be threatened, or you are entering a hazardous space, your Referee may *Call for Initiative*, and begin to section time into Rounds. This portion of our game is known as an **Encounter**.

Call for Intiative & Taking Turns

When Initiative is Called, participating Characters will make Initiative Skill Checks. Then, each character's result will be compared and ordered from greatest to least. This order is known as the Turn Order, and dictates when a Character takes their Turn to act compared to others during the Round.

During an Encounter, each Character will have a Turn to act during each Round. At the beginning of a Character's Turn, they gain a number of Action Points equal to half their Dexterity Score.

On your Turn you may take as many Actions as you can pay for using your Action Points. At the end of your Turn, any remaining or unspent Action Points are lost. You may not take Actions while it is not your Turn. Actions are mechanically defined as the Features or Generic Actions you could use on your Turn.

Generic Actions

While many important Actions a Character can use throughout a game of RHoD come from the Features they have chosen, the following Actions are available to most, if not all, Characters in a game of RHoD:

Attack [W AP]
'You attack your opposition with a weapon and the intention to damage them into compliance. Or destruction.'
- Target a creature within your Weapon Range and establish Line of Sight.
- Make an Attack Roll by making a Weaponry Skill Check, then adding your any other bonuses or deficits. This is your Attack Roll Total.
- Compare your Attack Roll Total to your target's Relevant Defense for your Weapon. If your Total is greater or equal to the target's Defense, you've "hit".
- When you "hit", roll your Weapon Damage and add your Weapon Ability Modifier. The target of your Attack takes that much damage.

Grapple [2 AP]
'With a free hand, you grab a hold onto another creature.'
- Target an adjacent creature and

establish Line of Sight.
- Make an Athletics Skill Check, and your target will do the same.
- Compare your Athletics Roll to your target's Athletics Roll. If your Total is greater or equal to your target's Roll, you impose the 'Grappled' Ailment.

Shove [2 AP]
'You push forcefully against a creature, attempting to throw them off balance and into your preferred position.'
- Target an adjacent creature and establish Line of Sight.
- Make an Athletics Skill Check, and your target will do the same.
- Compare your Athletics Roll to your target's Athletics Roll. If your Total is greater or equal to your target's Roll, you may push your target 5' into a space within 10' of you or you may push your target into Prone Stance.

Maneuver [1 AP]
'You move, positioning yourself in the most favorable position you can yet reach.'
Choose one:
- You change your Stance.
- You run up to 10 feet.
- You climb, crawl, or jump up to 5 feet.

Aid [2 AP]
'You provide assistance to an ally, increasing their chances of success.'
- Target an adjacent creature and establish Line of Sight.
- You grant them the 'Aided' Emboldenment.

Hide [2 AP]
'You brace against the shadows and make yourself small, hiding from those who would wish you caught.'
- Make a Stealth Skill Check. If a creature that considers you hostile has Line of Sight on you, you make the check with Disadvantage.
- If the result is equal to or greater than

14, you gain the 'Hidden' Condition.
Please note that becoming 'Hidden' does not inherintly disrupt the short -term memory of creatures around you, and they may pursue your last known location.

Detect [1 AP]
'You take a moment to scan your surroundings, identifying hidden threats and relevant information within the area.'
- Make a Perception Skill Check.
- You gain information regarding what you can sense in the surrounding area.
- Any creatures within 30 feet of you under the 'Hidden' Condition must make a Stealth Skill Check equal to or greater than your total, or they are no longer under the 'Hidden' Condition.

Reload [2 AP]
'You reload the Weapon in your hands with viable ammunition.'
- You reload a Weapon in your hand with as much ammunition as you can.
- You may increase that Weapon's Loaded Ammunition for as much Ammunition as you are carrying in your Offhand, Quiver, or Sheath Slots, up to it's Maximum Capacity.

Unjam [2 AP]
'You manipulate your Weapon to resolve a malfunction.'
- You attempt to unjam a Jammed Weapon in your hand. Make a Manipulation Skill Check.
- If the result is equal to or greater than your Weapon's Unjam DC, you unjam your Weapon.

Interact [1 AP]
'You take a moment to perform a simple action.'
- You manipulate an object or perform a simple action.
  The following actions are example uses of the Interact Action:
  - **UNPACK**: You gather a packed item into your hand.

- **HOLD**: You gather a loose item into your hand.
- **PLACE**: You place an item onto an adjacent space.
- **PACK**: You pack an item in your hand into a container.
- **OPEN**: You open a door, container, or similar object.
- **CLOSE**: You close a door, container, or similar object.
- **PREP**: You prepare the item for further use.
- **FORCE**: You attempt to force a non-willing creature to become willing.
- **APPLY**: You apply the item to yourself, another willing adjacent creature you can see, or an object.
- **INJEST**: You ingest the item.
- **FEED**: You feed the item to another willing adjacent creature you can see.
- **WRAP**: You wrap the item around something.
- **LOCATE**: You spend time feeling or visually searching for a fine detail.
- **LIGHT**: You light an object aflame.
- **TIE**: You tie a knot.

Defenses

Reactive Defenses

Your three Reactive Defenses are the first line of defense against any harmful effect, including enemy attacks. These three are Reflex, Will, and Fortitude. These values are directly related to a character's Ability Scores and Degree of Proficiency in that Defense.

Reflex

Your character's Reflex is their ability to completely out-maneuver a direct physical attack. Your Reflex is equal to 8, plus your Degree of Proficiency, plus your Dexterity or Intelligence Modifier, whichever of the two is higher.

Fortitude

Your character's Fortitude is their ability to ignore and combat internal effects and changes. Your Fortitude is equal to 8, plus your Degree of Proficiency, Plus your Strength or Constitution Modifier, whichever of the two is higher.

Will

Your character's Will is their ability to withstand harmful mental effects, natural, magical, or otherwise. Your Will is equal to 8, plus your Degree of Proficiency, plus your Wisdom or Charisma Modifier, whichever of the two is higher.

Ablative Defenses

Your two Ablative Defenses are the final line of defense against harmful effects, and when your Armoring and Vitality are reduced to zero and then below, you will quickly become welcomed to your final rest.

Armoring

When you take damage you will take the damage to your Armoring before your Vitality. Before you begin to reduce your Vitality, you must completely reduce your Armoring to 0. If you take damage that would reduce your Armoring to less than 0, instead, it reduces it to 0 and you reduce your Vitality by the remaining amount.

Your character's Armoring will depend on your currently worn Armors (see *Equipment*).

Vitality

When your Armoring has been reduced to 0, you will begin to take damage to your Vitality instead. Your Maximum Vitality is equal to your Constitution Modifier or 1, whichever is greater, times your TMK.

If you would take damage that reduces your Vitality to less than 0, if that damage would reduce your Vitality beyond 0 by a value equal to half your Maximum Vitality, you die. Otherwise, you take no damage and incur a Wound instead. Then, you expend a Hit Die, and you gain the number rolled plus your Constitution Modifier as Vitality.

When you have more Wounds than the value of your Constitution Modifier, at the beginning of your turn, and whenever you take another Wound, make a *Death Call*. If you ever have a number of Wounds equal to your Constitution Score, you die.

Hit Dice

You have a number of Hit Die equal to half your TMK. Unless otherwise stated, these Hit Die are d6's. While you are not in an Encounter, you may expend any number of Hit Die you have to regain missing Vitality. When you expend a Hit Die this way, gain the number rolled plus your Constitution Modifier as Vitality.

Damage Types

Damage in RHoD is categorized based on their source and effect. Depending on the context of the combat, one damage type may be more useful than another. The eleven **Damage Types** of RHoD are as follows:

- **Bludgeoning Damage** occurs as objects of significant mass contact their target at force.
- **Piercing Damage** occurs as objects of minimal mass contact and enter their target with great velocity.
- **Slashing Damage** occurs as an object is pushed along and-or into it's target.
- **Acid Damage** occurs as a target contacts and reacts with the acid, dissolving the portions of the target exposed to the acid.
- **Cold Damage** occurs as a target's temperature decreases significantly.
- **Electric Damage** occurs when a target is exposed to a material with a significantly different charge.
- **Fire Damage** occurs as a target's temperature increases significantly.
- **Force Damage** occurs as a target is presented with the reality of physics, even when those physics have been coerced.
- **Necrotic Damage** occurs as the materials supporting a target's physical experience break, fail, rot, and die.
- **Psychic Damage** occurs as a target's perception of reality or state of mind is harmed.
- **Radiant Damage** occurs as a target becomes purely unmade - as when interacting with a deity's wrath or incredibly intense explosions.

True Damage

There are times a character will take damage despite the condition of their Armoring (see *Defenses*). This damage is known as True Damage. When a character takes True Damage, they treat their Armoring as 0 when taking that damage.

Damage Resistance

Typed Damage Resistance is your resistance to harm caused by that Damage Type. True Damage Resistance is your resistance to any and all harm.

If you have both True and Typed Damage Resistance, apply your True Damage Resistance first, then your Typed Damage Resistance if applicable.

When you would take Damage, if you have Typed Damage Resistance of that Damage Type, you reduce the Damage you would take by your current Damage Resistance of that Damage Type.

When you would take any Damage, if you have True Damage Resistance, you reduce the Damage you would take by your current True Damage Resistance.

Damage Vulnerability

Typed Damage Vulnerability is your extra-vulnerability to harm caused by that Damage Type. True Damage Vulnerability is an extra-vulnerability to True Damage.

When you would take Damage, if you have Typed Damage Vulnerability of that Damage Type, you increase the Damage you would take by your current Damage Vulnerability of that Damage Type.

When you would take True Damage, if you have True Damage Vulnerability, you increase the Damage you would take by your current True Damage Vulnerability.

Death & Dying

When you make a Death Call, you are as far from control as you can be, and you will grow farther from it as your character continues to die. To make a Death call, roll a d20. Do not add any modifiers or values.

If the result is 10 or greater, you succeed, and live for a moment longer.

If the result is 9 or fewer, you fail, and you gain a stack of the 'Exhausted' Condition.

If the result is 1, you die.

Combat Definitions

A number of positions and circumstances during combat will effect the outcome of that combat - who lives and who dies. The following section discusses the rules and definitions of how combat generally operates.

Timing

During an **Encounter**, the timing of of abilities triggering and resolving is incredibly important. All effects resolve in a manner known as "First In, Last Out". This means that the most recently triggered ability or effect resolves before the triggering effect.

(For example, when a creature is 'Engaged' and they go to make a Maneuver, they trigger the 'Engaged' Ailment's "When you make a Maneuver... they make an Attack against your Reflex." clause. This Attack occurs and resolves before the Maneuver.
In this example, if another effect would be triggered by that Attack, it occurs and resolves, then the Attack does, and then the Maneuver would finally resolve.)

Stance

Stance is the way your character's body is positioned, and will affect how effectively you fight. The four stances RHoD mechanically cares for are 'High Ready', 'Low Ready', 'Crouched', and 'Prone'. You are always in one of the four Stances.

'High Ready' is an upright position, where your character has their weapon in a forward battle-ready position. You are favoring offence in this stance.
–   While you are in the 'High Ready' Stance, you have +1 on Initiative Rolls and a +2 to Attack Rolls.

'Low Ready' is an upright position, where your character has their weapon in a lowered position.
–   While you maintain your readiness for battle, you are favoring your maneuverability in this stance. While you are in the 'Low Ready' Stance, you have +2 on Stealth Rolls and a +1 to your Reflex Defense.

'Crouched' is a lowered position, where your character has lowered themselves at the knees or hips. This stance is favorable for Ranged combatants, who experience a more consistent aiming experience, but it can be detrimental for those combatants who rely on mobility and martial prowess.
–   While you are in the 'Crouched' Stance, you cannot run, you gain a +3 bonus to Ranged Attacks, and you treat Low Cover as High Cover.

'Prone' is a fully lowered position, where your character has their chest or back upon the ground. This stance is rarely favorable for any combatant, and likely should be reserved for taking "deep" cover.
–   While you are in the 'Prone' Stance, you cannot run, you treat Low Cover as High Cover, and No Cover as Low Cover. Attacks against you that originate within 10' have Advantage.

Cover

Cover is any protective barrier between you and your opposition. Taking Cover during combat is a life-saving strategy. RHoD considers four levels of Cover; 'Full Cover', 'High Cover', 'Low Cover', and 'No Cover'.

You are adjacent to 'Full Cover,' such as a stone wall.
–   You do not have Line of Sight through or over your Cover.
–   Creatures on another side of the Cover do not have Line of Sight on you.

You are adjacent to 'High Cover', such as a wooden wall.
–   When you are the target of a Ranged Attack by an creature on another side of your Cover, you impose -6 to hit on that attack.

You are adjacent to Low Cover, such as a mid-sized crate.
 – When you are the target of a Ranged Attack by an creature on another side of your Cover, you impose -3 to hit on that attack.

You are adjacent to 'No Cover', such as open air.
 – No effect.

Positioning

Spacing

During an Encounter, RHoD assumes your character will occupy a 5 foot square at any given time. This 5 foot square is known as a space.

You may not end your Turn occupying the same space as any other creature. You may pass through a space occupied by an ally without penalty, but you may not pass through a space occupied by someone who considers you hostile.

Line of Sight

When you make an Attack, you must first establish **Line of Sight** with your target. This requires that a point within the space your character occupies and a point on the space your target occupies may be connected by a straight and unbroken line. Your Line of Sight may "pass through" spaces or barriers defined as High Cover or Low Cover, and doing so will incur the relevent consequences.

High Ground

When you make an Attack, if the bottom of space you occupy is above the top of the space your target occupies, you gain +5 to that Attack.

Falling & Being Crushed

While falling, at the beginning of their turn, gravity pushes a character 15' downward for every round they have been falling.

When a character is pushed, if they are pushed into an object or surface they cannot pass through, they take 1d6 True Force Damage for every 5ft they cannot be pushed.

Drowning & Being Suffocated

While a character does not have access to healthy, breathable air, they can hold their breath for a number of rounds equal to five times their Constitution Modifier, or 1, whichever is greater.

When a character finally runs out of air, they will begin to Suffocate. While Suffocating, a character takes 1d10 True Necrotic Damage for every round they have been Suffocating.

Skills

Skills are the separate and specific areas of theoretical, practical, or applied knowledge a character may have. Where a character's Ability Scores provide a general overview of their ability or ferocity, Skills are more situationally specific.

When you make a Skill Check, make an Ability Check using the Skill's Core Ability, and add your Degree of Proficiency in that Skill.

Proficiency has five Degrees, each of which represents a point in a range from 0 to 8. The Degrees of Proficiency are as follows; Untrained grants +0, Learning grants +2, Competent grants +4, Expert grants +6, and Master grants +8. Unless your Referee indicates otherwise, your Character begins Untrained in any and all skills.

Combat Skills

The following Skills are directly related to a Character's performance during Combat.

Defenses

- Reflex (DEX/INT)
  Your character's Reflex is their ability to completely out-maneuver a direct physical attack.
- Fortitude (STR/CON)
  Your character's Fortitude is their ability to ignore and combat internal effects and changes.
- Will (WIS/CHA)
  Your character's Will is their ability to withstand harmful mental effects, natural, magical, or otherwise.

Melee Weaponry

- Short Blunt (STR/DEX)
  Short Blunt weapons include items such as batons, hammers, or war clubs - instruments that can usually be held in one hand and deal a force to a single point.
- Long Blunt (STR/DEX)
  Long Blunt weapons range from the working shovel to the military maul - implements of brute force. The long handled older sibling of the Short Blunt weapon.
- Short Blade (STR/DEX)
  Short Blades are your shanks, shivs, and daggers. History's favorite tool.
- Long Blade (STR/DEX)
  Long Blades are the most typical weapons of melee combat - from the shortsword to the claymore, these blades are built to protect you and yours from the opposition.
- Axe (STR)
  Axes are a simple category of weapon, that spans the width of the humble hatchet and the glorious great axe. While an atypical weapon of war, the axe earns its place as a staple of intimidation and necessity.
- Polearm (STR)
  Polearms are most commonly recognized as a long stick with a few pointy bits on the end. Spears, Glaives, Halberds. These polearms are each a simpler weapon on a long handle.
- Flexible (DEX)
  Flexible weapons are the least commonly used category of weapon. Whips, Chainlocks, and Flails are all examples of Flexible weapons - in the right hands, a simple strip of leather controls the battlefield.

Ranged Weaponry

- Sling (DEX)
  Using the power of momentum, Slings fire a number of small projectiles, including scavenged pebbles, polished pellets, or even small explosives.
- Bow (DEX)
  Using the power of elastics, Bows fire arrows at high speeds to pierce through armoring and cause significant internal damage.
- Crossbow (DEX)
  Using the power of elastics and

the stability of the buttstock, Crossbows fire a smaller arrow known as a bolt at high speeds and with great accuracy.

- Pistol (DEX)

  Harnessing the mystic or the scientific, Pistols fire small projectiles at imperceptibly fast speeds, and can fire a number of projectiles before they must be reloaded.

- Rifle (DEX)

  Harnessing the mystic or the scientific, Rifles are the more militaristic older sibling of the humble Pistol, and typically shoot larger caliber ammunition.

- Launcher (DEX)

  Harnessing the mystic or the scientific, Launchers fire specialized ammunition that are intended to cause massive damage.

Physical Skills

The following Skills are related to a Character's physical prowess.

- Athletics (STR)

  Athletics is the application of strength onto physics, akin to the notion of "brute force". Athletics is used by the 'Grapple' and 'Shove' Actions, and while jumping or climbing.

- Acrobatics (DEX)

  Acrobatics is the application of dexterity onto physics, leveraging it's laws in your favor. Acrobatics is used while avoiding traps, and while jumping.

- Manipulation (DEX)

  Manipulation is the application of fine motor skills onto an object to change the object's state. Manipulation is used by the 'Unjam' Action, and in the use of some Equipment.

- Stealth (DEX)

  Stealth is the application of obscuring an object or yourself to avoid detection. Stealth is used by the 'Hide' Action, and while avoiding traps.

- Thievery (DEX)

  Thievery is the application of distraction and dexterity in the addition or removal of objects from an area or person without detection. Thievery is used to gather items covertly.

- Throwing (DEX)

  Throwing is the application of technique and force to propel an object. Throwing is used by some Weapons and Equipment.

- Endurance (CON)

  Endurance is the application of sustained effort over time. Endurance is used in conjunction with other skills.

Personal Skills

The following Skills are related to a Character's metal faculties.

- Appraise (INT)

  Appraise is the ability to accurately estimate the value or worth of an object. Appraise is used while participating in mercantilism.

- Investigation (INT)

  Investigation is the ability to accurately gather information through interaction. Investigation is used to discover information from an object you're holding or from a space you're in.

- Animal Empathy (WIS)

  Animal Empathy is the ability to accurately understand the intentions and mental state of a creature that is "less than sentient". Animal Empathy is used to predict an animal's intention.

- Deduction (WIS)

  Deduction is the ability to intuit the accuracy of statements made by another or to intuit the general

mental state of another. Deduction is used to predict another person's intention.

- Perception (WIS)
  Perception is the ability to notice and comprehend important sense-stimulus. Perception is used to detect important information within your surroundings.
- Streetwise (WIS)
  Streetwise is the ability to gather information from or navigate through a populous area. Streetwise is used to find relevant businesses, organizations, or information while within a city or town.
- Diplomacy (CHA)
  Diplomacy is the ability to convince another of sound facts and reason. Diplomacy is used in communications where you are speaking of the subjective truth of your reality.
- Deception (CHA)
  Deception is the ability to convince another of false facts or reason. Deception is used in communications where you are speaking against the subjective truth of your reality.
- Disguise (CHA)
  Disguise is the ability to change your outward presentation with the goal of acting in another identity. Disguise is used to deceive others' perception of your identity.
- Intimidation (CHA)
  Intimidation is the ability to convince another through threat of direct consequence. Intimidation is used in communications where the subjective truth is less relevant than your desires.

Knowledge Skills
The following Skills are related to a Character's understanding of the reality around them.

- Arcana (INT)
  Arcane is the understanding of extra-natural phenomenon, such as the mystical or occult.
- Bureaucracy (WIS)
  Bureaucracy is the understanding of organizational operation.
- Culture (WIS)
  Culture is the understanding of norms and ideology.
- Engineering (INT)
  Engineering is the understanding of physical mechanics.
- Medicine (WIS)
  Medical is the understanding of medical processes and effects.
- Nature (INT)
  Natural is the understanding of mundane phenomenon, such as the ecosystem or terrain.

Professional Skills
The following Skills are related to a Character's performance in a professional field.

- Alchemy (INT)
  Alchemy is the skillset applied while creating "artificial" or "processed" chemical items.
- Artistry (CHA)
  Artistry is the skillset applied while creating physical static art, such as a painting or sculpture.
- Bushcraft (WIS)
  Bushcraft is the skillset applied while surviving the wilderness.
- Cooking (WIS)
  Cooking is the skillset applied while preparing and creating food and meals.
- Crafing (INT)
  Crafting is the skillset applied while creating physical objects through the use of tools.
- Herbalism (INT)
  Herbalism is the skillset applied while creating "natural" or "raw" chemical items.

- Jeweling (DEX)
    Jeweling is the skillset applied while creating fine jewelry.
- Leatherworking (DEX)
    Leatherworking is the skillset applied while working with leather and creating items with it.
- Masonry (STR)
    Masonry is the skillset applied while working with stone and creating items with it.
- Smithing (STR)
    Smithing is the skillset applied while working with metal and creating items with it.
- Performance (CHA)
    Performance is the skillset applied while creating fluid inter-personal art, such as a play.
- Riding (DEX)
    Riding is the skillset applied while working with trained animals to transport yourself.
- Woodworking (STR)
    Woodworking is the skillset applied while working with wood and creating items with it.
- Weaving (DEX)
    Weaving is the skillset applied while working with fabric and creating items with it.

Inventory

In the world of RHoD, finding a way to take home your newfound wealth may be just as much of a problem as fighting off it's previous owners. Any and all items, especially your personal Equipment, must be stored with you if you wish to access them later.

Inventory Slots

Items are always stored or held in Inventory Slots. Items and Inventory Slots separated into four descending size categories based on weight; Large (>75lb), Medium (~10-5lb), Small (~5-1lbs), and Tiny (>1lb). Only one item or stack of items may be stored in a single Inventory Slot at a time.

Inventory Slots may be used to store Items of smaller size categories in the following manner:
– One Large Slot can be used as three Medium Slots, twelve Small Slots, or thirty-six Tiny Slots.
– One Medium can be used as four Small Slots, or twelve Tiny Slots.
– One Small slot can be used as three Tiny Slots.

Item Stacks

Some items should be contained together for ease of access and use, and are light enough that this is a possibility. These items are considered 'stackable' and will have a number after their Size that indicates that maximum number of these items that can fit together in one stack. Once this number is exceeded, excess items must be stored in another stack in a different Slot.

Character Inventory

Every character in RHoD is given a number of 'Equipment' Slots under the assumption that items stored in these Slots are being carried, worn, or held. The slots given are as follows;
– Armor Worn (Large)

– Headgear (Medium)
– Main Hand (Medium)
– Off Hand (Medium)
  *When used together, your Main Hand and Off Hand form a **Two-Hands (Large)** slot.*
– Sheath (Medium)
– Coinpurse (Small)
– Quiver (Small)

In addition to these 'Equipment' Slots, a character gains a number of 'Strength Based' slots based on their Strength Modifier, assumed to be the additional straps, bags, and pouches an Adventurer acquires over time.

Characters who are considered Large gain an effective +4 to their Strength Modifier and characters who are considered Small incur an effective -4 to their Strength Modifier for calculating the number of 'Strength Based' Inventory Slots a character receives.

The number of 'Strength Based' slots a character gains is as follows:

STR Mod	LRG Slot	MED Slot	SML Slot
-5	0	0	0
-4	0	0	1
-3	0	0	2
-2	0	0	3
-1	0	2	4
0	1	3	5
1	1	5	10
2	1	7	15
3	2	9	20
4	2	11	25
5	3	13	30
6	4	15	35
7	4	17	40
8	5	19	45
9	5	21	50
10	6	23	55

Armors

Within the fiction of the story you tell, your characters may use any number of Armors. For the purpose of mechanical potential, RHoD's Armors are a collection of **Tags**. A character's *Armoring* is directly related to the Armor they are wearing in their Armor Worn and Headgear slots.

An Armor must have at least a **Size Tag**, a **Material Tag**, and a **Style Tag** to be considered valid and grant an Armoring Value while worn. An Armor's total Armoring Value is equal to the sum of it's Material and Style values, multiplied by it's Size value.

Please see your Glossaries for further explaination on the Tags present in your game.

Melee Weaponry

Within the fiction of the story you tell, your characters may use any number of Weapons. For the purpose of mechanical potential, RHoD's weapons are a **Base** and a collection of **Tags**. Given this, weapons can be mutable while you are playing - you may replace, gain, or remove **Tags** from your **Base** weapon - so long as your character has the knowledge materials, and time, they can change may aspects of their weapon.

A character's ability to hit on Attacks with a given Melee Weapon is directly related to a character's Ability Scores and Melee Combat Skills.

A Melee Weapon must have one **Base**, and at least a **Size Tag**, a **Range Tag,** a **Weapon Ability Tag**, a **Relevant Defense Tag**, a **Damage Dice Tag**, and a **Damage Type Tag** to be condisdered valid, and function as a complete Melee Weapon in combat.

Please see your Glossaries for further explaination on the Tags present in your game.

Ranged Weaponry

Ranged Weaponry follows the same ideals and core mechanics as Melee Weaponry, where weapons are a **Base** and a collection of **Tags**, which you may mutate over time.

A Ranged Weapon must have one **Base**, and at least a **Size Tag**, a **Range Tag**, a **Weapon Ability Tag**, and a **Relevent Defense Tag** to be considered valid and function as a complete Ranged Weapon in combat.

Ranged Weapons are married to **Ammunition**, as both are required for either to be effective. When you make an Attack with a Ranged Weapon, you expend a piece of Loaded Ammunition if your Weapon has the 'Capacity' **Tag**, or you expend a piece of Ammunition from your Quiver or Sheath Inventory Slots otherwise.

A character's ability to hit on Attacks with a given Ranged Weapon is directly related to a character's Ability Scores and Ranged Combat Skills.

Please see your Glossaries for further explaination on the Tags present in your game.

Ammunition

Any Ranged Weapon fires a projectile known as its Ammunition. Much like their counterparts, each Ammunition is a **Base** and a collection of **Tags**.

An Ammunition must have one **Base**, and at least a **Size Tag**, a **Damage Dice Tag**, and a **Damage Type Tag**.

Please see your Glossaries for further explaination on the Tags present in your game.

Other Equipment

In the game of RHoD, a character's Equipment is their second avenue of versatility, allowing characters to soften their weaknesses and capitalize on their strengths. While most any item could be used by "thinking outside the box", Equipment *additionally* has a designed purpose represented by it's defined mechanical effect.

To use Equipment, a character will take a number of *Interact* Actions to manipulate the Equipment into activating it's mechanical effect. The *Interact* Actions required are totaled and listed as the Equipment's Action Cost.

While you manipulate your equipment by using the *Interact* Actions, you will progress through the Equipment's Action Cost. You do not need to take all of the *Interact* Actions on one turn, and your progress through the Action Cost is saved. When you take one of the *Interact* Actions that has a listed effect, perform and resolve it immediately.

Some pieces of Equipment can only be used so many times before they are empty or useless. This is mechanically represented by that Equipment having number of charges that are expended as the Equipment is used. Equipment without Charges can be reused indefinitely, as long as it is recovered after it's use.

Creating Equipment

Equipment is inherently made or manufactured by a creature - if you so desire, that creature may be your character. Creating Equipment requires time, skill, tools, and materials. When combined, a crafter will have made a number of final product. While you are Creating equipment, the unfinished product is size of the finished product, and must be stored as such.

- Creation Time is the total number of Watches required succeeding on the related Skill Check.
- Creation Skill are the Skills related to the Creation process of this equipment and the Difficulty Class of succeeding in Creation.
- Creation Tools are the total Tool Actions required to work on this equipment's Creation.
- Creation Materials are the items assembled as a part of the Creation process.

Tool Actions

Tool Actions are the specific uses that a Tool or Toolkit have. Any combination of equipment with relevant Tool Actions will fulfill Tool Action requirements. Providing more Tools with relevant Tool Actions does not benefit the Creation process.

Please see your Glossaries for further explaination on the Equipment present in your game.

Enviroment & Effects

Lighting

Lighting is generally a requirement for any creature to have confidence in their bodily actions. During Combat, Lighting can become a powerful weapon when used effectively. If a space would be lit by multiple sources, it is considered lit by the brightest available light.

Blinding Light
– Blinding Light is too much light, even through squinted eyes. Typically, Blinding Light is emitted by militaristic sources or intense natural sources.
– While you are in a space lit by Blinding Light, gain the 'Blinded' Condition until you are no longer in a space lit by Blinging Light.

High Light
– High Light is bright, but not blinding. High Light is emitted by sources like the sun, a campfire, or an electric or arcane lamp.
– High Light has no mechanical benefits or deficits.

Low Light
– Low Light enough Light to see generalities, but not details. Typically, Low Light is emitted by small sources, such as candles, or at the edge of High Light.
– While you are in a space lit by Low Light, you have Advantage on Stealth, Thievery, and Intimidation Skill Checks, and you have Disadvantage on Manipulation, Perception, and Investigation Skill Checks.

Darkness
– Darkness is little to no light, where you cannot reasonably be certain of what you are seeing.
– While you are in a space lit by Darkness, you have Advantage on Stealth, Thievery, and Intimidation Skill Checks, and you have Disadvantage on Manipulation, Perception, and Investigation Skill Checks. In addition, you impose Disadvantage on Attacks against you.

Terrain

Terrain is not fully implemented in this version of RHoD.

Weather

Weather is not fully implemented in this version of RHoD.