

## **Shadow Walker**

**Requirements:** Shadow Step + NightVision

**Effect:** Shadow Step becomes at-will in dim light or darkness.

**Concepts:** Shadow fey, umbral stalkers

## **Coordinated Swarm**

**Requirements:** Split Form + Hivemind

**Effect:** When split, ALL three forms take actions each round. Share sensory information (advantage perception). With Circle of Magic, cast up to three spells per round.

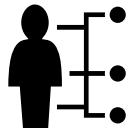
**Trade-off:** Each form has 1/3 HP.

**Concepts:** Swarm colonies, modular golems

**For core rules:** See the [Players Handbook](#) **For magic system:** See [Advanced Magic](#) **For GM tools:** See the [GM Handbook](#)



## **Advanced Aptitudes**



Erratic Eye Games

## **Labored Flight**

**Requirements:** Wings + Tough

**Effect:** True flight at half speed. Carry heavy loads. Loud and obvious (disadvantage stealth while flying).

**Concepts:** Heavy dragons, armored gargoyles

## **Burst Flight**

**Requirements:** Wings + Spring Legs

**Effect:** Fly up to far distance as single action, then must land. Can't hover or sustain.

**Concepts:** Grasshopper-folk, pouncing predators

## **Aquatic Mastery**

**Requirements:** Amphibious + Hold Breath

**Effect:** Breathe underwater indefinitely, swim full speed, advantage on all underwater actions.

**Concepts:** Deep merfolk, water elementals

## **Echolocation**

**Requirements:** Keen Hearing + Darkvision

**Effect:** Function normally while blinded, immune to visual illusions, detect invisible in near range by sound.

**Concepts:** Bat-folk, cave dwellers, blind seers

## **Living Fortress**

**Requirements:** Natural Armor + Armor Skin

**Effect:** AC 14 base. Resistance to critical hits (crits don't reduce AC).

**Concepts:** Stone giants, armadillo-folk, iron golems

## **Ambush Predator**

**Requirements:** Rush In + Sense Danger

**Effect:** Always act first (no initiative roll). First attack each combat has advantage.

**Concepts:** Apex predators, velociraptors

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Thank you for playing Rath RPG!

distant), or light projection (illuminate near at will)

- **Reinforced Frame:** Advantage vs prone/pushed/grappled. Count as one size larger for carrying
- **Sealed System:** Immune poison/disease. Don't breathe. Advantage vs environmental hazards
- **Self-Repair:** During short rest, repair 1d6 + CON HP with materials
- **Split Form:** L/long rest: Split into 3 Item-sized forms 1 round. Assign each stat whole to one form. Each gets 1/3 HP. Recombine as free action

## Part 3: Aptitude Synergies

When certain inherent aptitudes combine, they unlock powerful abilities. These represent how natural traits work together.

**Restriction:** Only inherent aptitudes form synergies. Skill aptitudes don't combine this way.

**GM Approval:** Synergies are case-by-case. Using one doesn't mean allowing all.

### Flight Synergy

**Requirements:** Wings + (Lightweight OR Small)

**Effect:** True flight at normal movement speed. Hover and maneuver freely.

**Without Synergy:** Wings alone only glides and breaks falls.

**Concepts:** Bird-folk (Wings + Lightweight), Pixies (Wings + Small)

**Trade-offs:** Lightweight: -2 slots. Small: -3 slots, reduced damage.

### Powered Flight

**Requirements:** Wings + Fuel

**Effect:** True flight while burning fuel. One fuel unit per exploration turn of flight.

**Concepts:** Clockwork angels, steam-powered constructs

### Arcane Lift

**Requirements:** Wings + Arcane Core

**Effect:** True flight only while near active magic (spell, enchanted item, magical location).

**Concepts:** Magic-infused constructs, ley line surfers

# Rath RPG Advanced Aptitudes

## Introduction

This book expands character options beyond the Basic Aptitudes in the Players Handbook. It contains specialized abilities for experienced players and combination abilities for inherent aptitudes.

**You don't need this book to play Rath.** The Players Handbook contains everything for a complete game. This book is for players who want more options and GMs who want to expand their campaigns.

**Compatibility:** All content here works with characters created using the Players Handbook. A character with Basic Aptitudes can take Advanced Aptitudes at level-up (with GM approval).

**Taking Advanced Aptitudes:** At levels 3, 5, 7, and 9, you may choose from Advanced Aptitudes instead of Basic Aptitudes. Ask your GM which advanced options are available in your campaign.

## Part 1: Advanced Skill Aptitudes

### Combat Specialist

#### Melee Weapons

- **Mighty Blow:** L times/long rest, declare before attack. If hit, roll damage twice, take higher
- **Named Weapon:** Choose one weapon. +1 attack rolls. L times/short rest: reroll damage dice. Lose benefits if separated
- **Riposte:** When enemy misses in melee, make free attack with disadvantage
- **Shield Bash:** Shield attack: 1d4 damage, target loses next action (STR test resists)
- **Smite:** Crit = extra damage die + reduce target AC by 1 until combat ends
- **Whirlwind Strike:** Once/combat, attack all enemies in close range. Roll once vs each AC
- **Dual Wield:** No disadvantage on second attack when wielding two weapons. Dual daggers: throw one as ranged (near)

### Defensive Combat

- **Bulwark:** When using Protect or taking damage for ally, reduce damage by CON

bonus (minimum 1)

- **Defensive Roll:** Once/combat when hit: DEX test DC 12. Success = half damage. Fail = full + knocked back
- **Defensive Stance:** Action to enter until next turn. Can't move/attack, +2 AC, advantage STR/CON tests
- **Last Stand:** Only PC standing → +2 AC, advantage on combat tests
- **Spellshield:** Reaction: reduce magic damage by Ld6. L times/long rest
- **Toughness:** Once/long rest, reduced to 0 HP → instead 1 HP, continue acting

## Ranged Weapons

- **Called Shot:** L times/long rest, declare before ranged attack. Hit → target CON test or: blinded, slowed, or disarmed (1 round)
- **Pinning Shot:** Hit with ranged → deal no damage but pin target in place 1 round (DEX DC 12 resists)
- **Quick Draw:** Ready/stow ranged as free action. Advantage on initiative with ranged
- **Snapshot:** No disadvantage on ranged attacks while in melee
- **Stun Shot:** L times/long rest, ranged hit → no damage, target CON test or stunned until end of next turn
- **Suppressing Fire:** Once/combat, action for covering fire in near area until next turn. Allies have advantage vs ranged; enemies have disadvantage
- **Trick Shot:** Impossible shots with disadvantage. Special effects on hit (shoot rope, hit switch, disarm)

## Assassin Techniques

- **Escape Plan:** Once/long rest, action to retreat from melee → move 2x, advantage to hide after
- **Opportunist:** Advantage on attacks vs enemies engaged with ally. Advantage on combat stunts
- **Poison Use:** Advantage to identify and resist poisons. Can safely apply poisons
- **Pressure Points:** Unarmed/dagger hit → forgo damage, CON test or lose next action and can't move. L times/long rest
- **Silent Kill:** Reduce enemy to 0 HP with melee while hidden → DEX test to stay undetected

## Other Combat

- **Brawler:** Unarmed: 1d6 + STR. L times/long rest, unarmed hit → CON DC 12 or lose next action
- **Dirty Fighter:** Once/combat, throw sand/kick dirt. DEX vs WIS, success = blinded or

## Combat Traits

- **Bloodlust:** Once/long rest, rage as free action or reaction. +2 melee attack/damage, advantage STR. Can't cast or use INT. Ends if incapacitated or WIS DC 13 to end
- **Feral Attack:** Surprise opponent, hit first turn: 2d6 extra damage
- **Fury:** Once/short rest, +L damage to larger opponent
- **Pack Tactics:** Advantage if ally in close range and not incapacitated
- **Regeneration:** Heal 1 HP/round while above 0 HP. Fire/acid prevents until end next round

## Magical/Mystical Traits

- **Carrion Eater:** Eat almost anything organic as ration. Advantage vs poison
- **Earth Tongue:** Communicate with animals, plants, stones. Limited awareness from plants/stones
- **Fey Step:** Once/long rest, teleport near distance as bonus action
- **Innate Spellcasting:** Choose one 1st level spell from any Circle. Cast L times/long rest without slot
- **Magic Resistance:** Advantage on all tests vs spells and magical effects
- **Soulspell:** Absorb one spell into soul (no slot). Cast once/long rest, up to L scaling, no test, no backlash. Can't change
- **Sylvan Knowledge:** Advantage on INT for forest lore. Commune with nature for insight

## Constructed/Artificial Traits

- **Adaptive Plating:** Once/long rest, after taking damage type → next time before long rest: reduce by half
- **Arcane Core:** Near active magic: INT DC 12 for ration benefits. Once/long rest
- **Efficient Design:** Long rest in half time. Aware during rest
- **Emergency Protocol:** Once/long rest, at 0 HP → roll 2d6, add to HP (above 0), take one action before potentially falling
- **Fuel:** Choose fuel source, use instead of rations
- **Hidden Storage:** +3 concealed inventory slots (WIS to find). Action to access
- **Hivemind:** Others of your kind in far distance: telepathic communication
- **Integrated Equipment:** One tool/small weapon built in (no slot, can't disarm). Swap during long rest
- **Integrated Shield:** Arm transforms to shield as free action. Can't sacrifice. Arm works while active
- **Optical Enhancement:** Choose: darkvision (near), magnification (advantage WIS spot

## Part 2: Advanced Inherent Aptitudes

These represent fundamental changes to a character's nature. After character creation, they require GM approval and narrative justification.

### Sensory Traits

- **Keen Hearing:** Advantage on sound tests. Can't be surprised by audible creatures
- **Scent Tracker:** Track by smell with advantage. Identify familiar individuals by scent
- **Sense Danger:** Advantage to avoid surprise and on initiative. Sense something's wrong
- **Sense Infernal:** Sense other Infernals from far distance. Generally identify type
- **Treasure Sense:** Sense gems and precious metals
- **Tremorsense:** Detect movement through ground vibrations up to near. Must touch ground

### Physical/Anatomical Traits

- **Amphibious:** Breathe air and water. Swim at normal speed
- **Armor Skin:** Base AC 12 + DEX (instead of 10 + DEX). Artisan can upgrade: +1 AC costs 100gp × improvement (max AC 17). No armor/helmets. Shields OK
- **Breath Weapon:** Choose type (acid/cold/fire/electric/poison). L times/long rest, near cone, Ld6 damage (DEX half)
- **Camouflage Skin:** When motionless, blend in. Advantage to hide when not moving
- **Lightweight:** Hollow bones. Advantage on weight-related tests. -2 inventory slots (min 8)
- **Prehensile Tail:** Tail holds items (1 slot). Simple actions. Advantage to escape grapples
- **Venomous Bite:** 1d4 bite + 4d6 poison (CON DC 12 halves)

### Movement Traits

- **Burrower:** Dig through loose earth at half speed. With tools: packed earth/soft stone at 10 ft/turn
- **Forest Walk:** Once/short rest, step into tree (action) and emerge from another you see. Or reaction to avoid harm
- **Hold Breath:** Hold breath 15 minutes
- **Spider Climb:** Climb walls/ceilings at half speed. Hands must be free
- **Spring Legs:** Jump 2x far. Advantage on jumping/leaping
- **Water Walking:** Walk on liquids. Sink if stop or unconscious

stunned 1 round

- **Executioner:** Double damage vs helpless/unconscious/restrained
- **Giant Slayer:** Advantage vs larger creatures. Two+ sizes larger: extra damage die
- **Grappler:** Advantage to grapple/pin/restrain. Grappled creatures have disadvantage to escape
- **Mounted Combat:** Advantage on melee while mounted. Mount: +2 HP/level, acts on your turn

### Savage Warrior

- **Avatar of the Wild Gods:** No armor (shield OK): base AC = 12 + DEX
- **Battle Cry:** Once/combat, free action. Enemies in near range: WIS test or disadvantage on next attack
- **Blood Frenzy:** Reduce enemy to 0 HP with melee → immediately move near distance as free action
- **Reckless Attack:** Choose advantage on melee attack. If you do: all attacks vs you have advantage until next turn
- **Rush In:** Once/combat, any turn start → move normal distance as reaction

### Magic Aptitudes

For Circle of Magic and related spellcasting aptitudes, see Advanced Magic.

- **Robes of Protection:** Unarmored clothing +1 AC. Noble robes (300g) +2. Exotic (400g) +3
- **Scribe:** Copy spells onto scrolls. When you witness a spell cast, have a scroll to copy, or have Circle of Magic and know the spell, make an INT test DC 12 during a rest to transcribe it—advantage if INT > spell level, disadvantage if INT < spell level. Success creates a scroll at the chosen level. Failure wastes vellum. Requires Scribe's Vellum (UD6, 50 cp) and Quill & Ink (UD8, 20 cp)—roll vellum usage on each attempt, quill usage once per rest spent scribing

### Divine Magic

- **Bless:** L times/long rest, action to bless weapon. +1 hit, extra die vs undead for 1 hour
- **Commune:** At shrine/temple, commune with divine being
- **Detect Evil:** See black aura of evil (infernal, undead). WIS test to track seen evil up to distant
- **Divine Shield:** Once/long rest, ally in near takes damage → reduce by 2d6 + WIS
- **Sanctify:** Action to sanctify close area. Undead/infernals have disadvantage on attacks

for L rounds

- **Smite Evil:** L times/long rest, hit evil creature with melee → extra 1d8 radiant

## Exploration & Survival

### Stealth & Infiltration

- **Cat Burglar:** Advantage to climb, balance narrow surfaces, catch when falling
- **Disguise Master:** Carry disguise materials (1 slot). Advantage to impersonate or blend in
- **Escape Artist:** L times/long rest, auto-escape restraints, grapples, simple traps as reaction. Complex traps: advantage
- **Shadow Step:** Once/long rest, teleport near distance if both start/end in dim light/darkness

### Wilderness Survival

- **Cartographer:** Auto-map areas traveled. Advantage to find way back
- **Cave Dweller:** Advantage on underground survival. Sleep comfortably on stone
- **Forager:** Advantage to find food/water. Foraging during travel: find 2x normal
- **Hunting Dog:** Loyal dog  $8 + (L \times 2)$  HP. Tracks, warns, moves silently. Dies: train new in 1 week
- **Mountaineer:** Advantage to climb. Ignore difficult terrain in mountains. Sense avalanches
- **Urban Scout:** In cities: advantage to find locations, blend in, gather rumors

### Social Interaction

- **Commanding Voice:** Once/combat, free action shout to ally in near → they take reaction
- **Diplomat:** Advantage on CHA to negotiate truces/deals. Know cultural etiquette
- **Fast Talk:** Once/encounter, reroll failed CHA with NPCs
- **Intimidating Presence:** Advantage to intimidate smaller creatures or fewer HD than level
- **Multilingual:** Know  $2 + \text{INT}$  additional languages. INT test to understand new language basics
- **Network:** Once/session, declare you know someone useful in current location
- **Provoke:** Advantage to draw attention. Once/combat: enemy WIS test or must target you

- **Read Tells:** Advantage to detect lies or read intentions

- **Unshakeable:** Advantage vs fear/intimidation/charm. Allies in close range use your bonus

## Specialist

### Knowledge & Lore

- **Monster Hunter:** Advantage to track or recall monster info. Previously encountered: advantage on first attack
- **Scholar:** Choose field. Advantage on INT in field. Once/long rest: recall crucial information

### Leadership & Support

- **Inspiring Presence:** Once/combat, action to inspire allies in near → advantage on next test/attack
- **Tactician:** Once/combat, action to direct ally → they immediately take action

### Crafting & Trade

- **Alchemist:** Advantage to identify potions/alchemicals. Create acid (1d6), smokebomb, antitoxin with materials
- **Armorsmith:** During long rest, +1 AC to one armor/shield until next combat. Repair broken armor
- **Engineer:** Advantage on mechanisms, structures, physics. Assess weak points. Build siege equipment
- **Field Medicine:** Tend wounds during short rest. One ally per two levels heals extra  $1d6 + \text{WIS}$ . Remove bleeding
- **Herbalist:** Advantage to identify plants. Find medicinal herbs on WIS test. Create poultices, advantage on disease recovery
- **Scavenger:** Search room: find useful items on WIS test. Once/session: have common item ( $\leq 20\text{cp}$ )
- **Tinkerer:** Advantage to repair/modify mechanical devices. Jury-rig for 1d6 uses
- **Trapsmith:** Advantage with tools (straight on complex). Work without tools. Create traps with materials
- **Weaponsmith:** During long rest, +1 damage to one weapon until next combat. Repair broken weapons