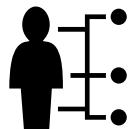


Rath RPG

Advanced Aptitudes



Erratic Eye Games

© 2024 Erratic Eye Games. RATH RPG™ is a trademark of Erratic Eye Games.

Creative Commons License

Rath RPG is licensed under Creative Commons Attribution 4.0 International (CC BY 4.0)
<https://creativecommons.org/licenses/by/4.0/>

Acknowledgments & Attribution

Rath RPG is based on Knave by Ben Milton, licensed under CC BY 4.0.
Original work: Knave © 2018 Ben Milton

Published by Erratic Eye Games

Thank you for playing Rath RPG!

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

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 + 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

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

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

- **Carrión 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

- 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

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

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**