# Rath RPG

## Advanced Aptitudes

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## 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

## Spellcasting

- **Circle of Magic**: Choose Circle from the Advanced Magic handbook. Equip spells during long rest

- **Arcane Recovery**: Once/long rest during short rest, unburn L spells

- **Blood Magic**: Cast spell: take HP = DC to auto-succeed (still burns). Can't reduce to 0 HP

- **Careful Ritual**: Ritual: take 2x time for additional -1 DC (stacks with normal)

- **Distant Spell**: L times/long rest, double spell range without increasing DC

- **Extended Spell**: L times/long rest, double spell duration without increasing DC

- **Familiar**: Small companion 5 + (L × 2) HP. Scouts, fetches, delivers messages. Can absorb spell backlash damage. Dies: resummon next long rest

- **Metamagic**: L times/long rest, cast silently or without gestures

- **Ritual Caster**: Ritual casting: reduce time by one step (rounds→actions, turns→rounds)

- **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

- **Spell Sculptor**: Area spells: choose (casting stat) targets to avoid effect

- **Spell Theft**: Once/long rest, enemy casts spell → casting stat DC 12 + spell level. Success: learn Circle, cast one spell from it

- **Spell Twister**: Once/long rest, increase one scaling parameter by L steps without increasing DC

- **Swordspell**: Cast while wielding one-handed weapon

- **Twin Spell**: L times/long rest, spell targeting 1 creature → target 2nd without increasing DC

## Battle Magic

- **Arcane Armor**: 1+ unburnt spell: +1 AC. 3+ unburnt: +2 AC

- **Arcane Blast**: Burn spell → Ld6 + INT damage to near target, or split between targets

- **Arcane Deflection**: Hit by ranged → burn spell as reaction for +2 AC vs that attack

- **Counterspell**: See near creature cast → burn spell, casting stat vs their DC to counter

- **Spell Parry**: Hit by melee → burn spell as reaction, add casting stat to AC. If miss: melee spell attack vs attacker

- **Spell Strike**: Hit with melee → cast spell targeting that enemy as bonus action (burns)

## Divine Magic

- **Arcane Healing**: Burn spell → heal Ld6 + INT HP to touch, or split between close range targets

- **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 × 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 + 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 (≤20cp)
- **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

- **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

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**