

Rath RPG

Players Handbook



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 Players Handbook

1. What is Rath RPG?

Rath is a rules-light fantasy roleplaying game. You play adventurers exploring dangerous places, fighting monsters, and getting into trouble. The rules stay out of your way so you can focus on what your character does, not what the rulebook allows.

The game is dangerous. Characters can die. Smart play, teamwork, and knowing when to run matter more than character builds. There are no balanced encounters—some fights are unwinnable, and that's intentional.

Characters are simple. You're defined by three things:

- **Stats** — Six numbers that determine what you're good at
- **Aptitudes** — Special abilities from training or innate nature
- **Inventory** — What you carry, including equipped spells

Keywords tie your choices together. They're narrative descriptors (Dwarf, Fighter, Sailor) that justify advantage when relevant and help define who you are in the world.

2. The Basics

Tests

When you attempt something uncertain with consequences, roll a **test**:

d20 + relevant stat ≥ DC

The default target is **DC 12**. Meet or beat the DC to succeed (12+ with no modifier).

- **Natural 20:** Critical success — something extra good happens
- **Natural 1:** Critical failure — something goes wrong

Most things in Rath use this same roll. Attack a goblin? d20 + STR vs its armor. Pick a lock? d20 + DEX vs DC 12. Convince a guard? d20 + CHA vs DC 12.

The Six Stats

| Stat | Used For |
|------|--|
| STR | Melee attacks, lifting, breaking, physical power |
| DEX | Ranged attacks, dodging, climbing, sneaking |
| INT | Magic, resisting magic, recalling lore, crafting |
| WIS | Perception, tracking, navigation, finding secrets |
| CON | Resisting poison/sickness, added to healing and HP |
| CHA | Persuasion, deception, intimidation, charm |

Stats typically range from 0 to 3 using the standard array, or 1 to 6 if rolling. They can reach up to 10 at high levels.

Advantage and Disadvantage

Some situations help or hinder you:

- **Advantage:** Roll 2d20, take the **higher** result
- **Disadvantage:** Roll 2d20, take the **lower** result

Multiple sources don’t stack—you either have it or you don’t. If you have both advantage and disadvantage, they cancel out.

Keywords, aptitudes, clever tactics, and GM judgment all grant advantage. Poor conditions, injuries, and bad positioning impose disadvantage.

Fortune Points

Fortune points let you push your luck. **Maximum 3.**

To use: After rolling any test, spend 1 Fortune to reroll and keep the higher result. You can spend Fortune on an ally’s roll if you’re in position to help—describe how.

Earning Fortune: - Start each session with 1 - Gain 1 when you roll a natural 20 - GM may award for heroic moments

Understanding “L”

Throughout this book, “L” means your character level.

“L times per long rest” means once at level 1, twice at level 2, and so on. “Ld6 damage” means 1d6 at level 1, 2d6 at level 2, etc.

3. Creating a Character

Here's what you'll do:

1. **Choose 2 Aptitudes** — Your special abilities
2. **Choose Keywords** — Species, role, and optionally background
3. **Assign Stats** — Distribute numbers or roll them
4. **Calculate Derived Stats** — HP, AC, and inventory slots
5. **Choose Equipment** — Pick a pack or roll for gear

That's it. You can be ready to play in ten minutes.

4. Building Your Character

Step 1: Choose Aptitudes

Choose **2 aptitudes** from the list below. These define what your character can do that others can't.

Skill Aptitudes are learned abilities—anyone can take them.

Inherent Aptitudes are innate traits that define your nature.

Your aptitude choices determine your species: - 2 Skill Aptitudes = Human - 1+ Inherent Aptitudes = Demihuman (Dwarf, Elf, Halfling, Beastfolk, etc.)

Skill Aptitudes

- **Melee Combat**
 - **Cleave:** Reduce enemy to 0 HP → free attack on another enemy in close range. Chain until you miss, run out of targets, or reach L attacks
 - **Protect:** Ally in close range hit → intercept as reaction, take the damage. With shield: CON test DC 12 for half damage
 - **Resilient:** +2 HP per level. Advantage vs stunned/dazed/unconscious
 - **Duelist:** Crit range 18-20. Advantage when fighting 1-on-1
 - **Second Wind:** Once per short rest, action to recover $L \times 1d6$ HP
 - **Berserker:** L times/long rest, rage as free action. While raging: +1 melee damage, advantage on STR tests. Ends when combat ends or you choose
- **Ranged Combat**
 - **Hawkeye:** Miss with bow → next attack has advantage
 - **Marksman:** Action to aim (give up attack) → next ranged attack has advantage +

1d6 damage

- **Assassin**

- **Backstab:** Attack unaware target or with advantage → dagger deals extra damage dice (1 die at L1-4, 2 dice at L5-8, 3 dice at L9-10)
- **Dagger Master:** Always have a dagger. Only dagger (no shield/other weapons): +1 AC, advantage vs larger weapons once per combat

- **Exploration**

- **Break and Enter:** Advantage to pick locks and disable traps with thieves' tools. Complex traps/locks: roll normally. Can attempt without tools at disadvantage
- **Move Silently and Unseen:** Advantage to sneak, hide, move quietly, remain undetected
- **Wild Walker:** Advantage to track, hunt, forage, navigate in natural wilderness
- **Dungeon Sense:** Advantage to detect traps, secret doors, unusual construction. Learn trap details when searching. Know depth and direction underground

- **Social**

- **Silver Tongue:** Advantage on CHA to negotiate, improve reactions, convince (not against core interests)

- **Divine**

- **Heal:** Once per short rest, tend creature 10 minutes → heal (L+1)d6 + WIS HP
- **Turn Undead:** L times/long rest, WIS test DC 12 → undead in near range with HD ≤ 2d6 + L flee for 1d4 rounds

- **Magic**

- **Hedge Magic:** Minor magical tricks. INT test DC 12 to use (failure = nothing happens, no cost).
 - **Candlelight:** Floating light illuminates close range, lasts 1 hour
 - **Spark:** Ignite flammables or create small flame in palm
 - **Mend:** Repair small broken non-magical object (1 minute)
 - **Freshen:** Clean, warm, chill, or remove odors from touched object/creature
 - **Trick:** Minor sensory effect—small sound, puff of smoke, brief shimmer

Inherent Aptitudes

These define what your character IS, not what they've learned.

- **Sensory**

- **Darkvision:** See near distance in pitch darkness
- **NightVision:** See like daytime if any light exists (starlight counts). Not in total

darkness

- **Physical**

- **Natural Weapons:** Claws, teeth, spines. 1d6 + STR damage
- **Natural Armor:** Scales, plates, hide. +2 AC. Can't wear manufactured armor. Can use shields
- **Small:** Tiny (object-sized). Advantage to hide and fit through tight spaces. Ride medium creatures. -3 inventory slots (minimum 7). Weapons deal one die size smaller (d8 → d6, d6 → d4, minimum d4). **With Wings: true flight**
- **Wings:** Glide short distances, break falls. Can't fly alone. **With Small: true flight**

- **Combat**

- **Tough:** Advantage on STR tests
- **Shifty:** Larger enemy misses → force them to attack another target in range (may target self)
- **Hard to Pin Down:** Advantage on opposed DEX tests
- **Underfoot:** Move through spaces of larger creatures. Larger enemies have disadvantage on opportunity attacks against you

Suggested Combinations

| Concept | Aptitudes | Result |
|--------------------|---------------------------------|-----------------------|
| Fighter | Cleave + Resilient | Tough melee combatant |
| Thief | Break and Enter + Move Silently | Classic rogue |
| Ranger | Hawkeye + Wild Walker | Wilderness archer |
| Cleric | Heal + Turn Undead | Divine protector |
| Barbarian | Berserker + Resilient | Raging warrior |
| Assassin | Backstab + Dagger Master | Lethal striker |
| Hedge Witch | Hedge Magic + Silver Tongue | Minor magic and charm |
| Demihuman | Aptitudes | Result |
| Dwarf | Darkvision + Tough | Underground survivor |
| Elf | NightVision + Hard to Pin Down | Graceful and elusive |
| Halfling | Underfoot + Shifty | Nimble and tricky |
| Pixie | Small + Wings | True flight, tiny |
| Beastfolk | Natural Weapons + Natural Armor | Claws and hide |
| Goblin | NightVision + Underfoot | Sneaky tunnel-dweller |

Step 2: Choose Keywords

Choose 2-3 **keywords** that describe your character:

- 1. **Species** (Required): Human, Dwarf, Elf, Orc, Halfling, Construct, Pixie, etc.
- 2. **Role** (Required): Fighter, Thief, Wizard, Ranger, Cleric, Barbarian, etc.
- 3. **Background** (Optional): Noble, Outlaw, Sailor, Merchant, Soldier, etc.

Using Keywords: When a keyword is relevant, you can argue for advantage. “As a Ranger, I should have advantage tracking this beast.” If the GM agrees, you get it.

Keywords are narrative, not mechanical. They describe who you are and open doors to advantage when it makes sense.

Step 3: Assign Stats

Choose **one method**:

Method 1: Plan Ahead

Distribute these values among your six stats: **3, 2, 2, 1, 1, 0**

Put your highest number in the stat most important to your concept.

Method 2: Roll the Bones

Roll **3d6 for each stat in order** (STR, DEX, INT, WIS, CON, CHA).

The **lowest die** = that stat’s value.

When done, you may **swap any two stats**.

Step 4: Calculate Derived Stats

| Stat | Formula |
|------------------|------------------------|
| HP (Hit Points) | 10 + CON |
| AC (Armor Class) | 10 + DEX + armor bonus |
| Inventory Slots | 10 + CON |

Some aptitudes modify these (Resilient adds +2 HP per level, Natural Armor adds +2 AC, Small reduces inventory slots).

Step 5: Choose Equipment

Option A: Pick a Gear Pack

All packs include **rations (UD8)** and **2d6+5 copper pieces**.

| Pack | Contents |
|------------|---|
| Combat | Medium armor (+2 AC, 3 slots), standard weapon (d8, 2 slots), shield (+1 AC, 1 slot), torches |
| Scout | Light armor (+1 AC, 2 slots), bow (d6, 2 slots), dagger (d6, 1 slot), rope 50ft, lantern |
| Caster | Staff (d6, 1 slot), candles, blank book, tinderbox, lantern |
| Specialist | Light armor (+1 AC, 2 slots), 2 daggers (d6, 1 slot each), lockpicks, rope 50ft, grappling hook |

Option B: Roll for Equipment

Weapon (choose one):

| Type | Damage | Slots | Notes |
|----------------------------------|--------|-------|---|
| Simple (dagger, club, staff) | d6 | 1 | |
| Standard (sword, axe, spear) | d8 | 2 | d10 if two-handed |
| Two-handed (halberd, war hammer) | d10 | 3 | Knock prone on crit |
| Bow | d6 | 2 | Far range |
| Crossbow | d8 | 3 | Far range, ignores 2 AC, action to reload |

Armor (roll d20):

| 1-3 | 4-14 | 15-20 |
|----------|------------------------|-------------------------|
| No armor | Light (+1 AC, 2 slots) | Medium (+2 AC, 3 slots) |

Helmet and Shield (roll d20):

| 1-13 | 14-16 | 17-19 | 20 |
|------|------------------------|------------------------|-----------------------|
| None | Helmet (+1 AC, 1 slot) | Shield (+1 AC, 1 slot) | Both (+2 AC, 2 slots) |

Adventuring Gear: Roll twice on Dungeoneering, once on General 1, once on General 2. (See Equipment Reference at end of this book.)

Step 6: Traits (Optional)

Add personality by rolling or choosing:

| d20 | Physique | Speech | Virtue | Vice |
|-----|------------|------------|-------------|------------|
| 1 | Athletic | Blunt | Ambitious | Aggressive |
| 2 | Brawny | Booming | Cautious | Arrogant |
| 3 | Corpulent | Breathy | Courageous | Bitter |
| 4 | Delicate | Cryptic | Courteous | Cowardly |
| 5 | Gaunt | Drawling | Curious | Cruel |
| 6 | Hulking | Droning | Disciplined | Deceitful |
| 7 | Lanky | Flowery | Focused | Flippant |
| 8 | Ripped | Formal | Generous | Gluttonous |
| 9 | Rugged | Gravelly | Gregarious | Greedy |
| 10 | Scrawny | Hoarse | Honest | Irascible |
| 11 | Short | Mumbling | Honorable | Lazy |
| 12 | Sinewy | Precise | Humble | Nervous |
| 13 | Slender | Quaint | Idealistic | Prejudiced |
| 14 | Flabby | Rambling | Just | Reckless |
| 15 | Statuesque | Rapid-fire | Loyal | Rude |
| 16 | Stout | Dialect | Merciful | Suspicious |
| 17 | Tiny | Slow | Righteous | Vain |
| 18 | Towering | Squeaky | Serene | Vengeful |
| 19 | Willowy | Stuttering | Stoic | Wasteful |
| 20 | Wiry | Whispery | Tolerant | Whiny |

5. Playing the Game

Combat

Initiative: Each round, roll 1d6. On 1-3, enemies act first. On 4-6, players act first. Reroll each round.

On Your Turn: - **Move** up to near distance + **take an action** (attack, cast, use item, etc.) - OR **Run** up to far distance (no action)

Attacking: Roll d20 + STR (melee) or DEX (ranged) vs target’s AC. Meet or beat AC to hit.

Damage: Roll your weapon’s damage die. Add STR to melee damage.

Exploding Damage: When you roll maximum on a damage die, roll again and add. Keep rolling if you keep hitting max.

Critical Hit (Natural 20): Target loses 1 AC until combat ends.

Fumble (Natural 1): Something goes wrong—drop weapon, slip, enemy gets advantage next attack. GM decides.

Combat Maneuvers

Two Weapons: After your first attack, make a second with disadvantage.

Sacrifice Shield: Destroy your shield to absorb up to 15 damage.

Stunts: Shove, disarm, trip, etc. Resolved with opposed tests (usually STR vs STR or DEX vs DEX).

Reactions

Some abilities let you act outside your turn as a **reaction**. You get one reaction per round.
Common reactions:

- **Protect** (aptitude): Intercept an attack on a nearby ally
- **Opportunity Attack:** When an enemy leaves your reach, make one free attack

Distance

| Abstract | Specific | Notes |
|----------|----------|-------------------------|
| Close | 5-10 ft | Melee range |
| Near | 20-30 ft | One move, bow range |
| Far | 40-60 ft | Running distance |
| Distant | 60+ ft | Beyond immediate combat |

Injury and Death

Dropping to 0 HP: Make a CON test DC 12. - **Success:** Adrenaline rush! Gain 1d6 HP and keep fighting. - **Failure:** Out of action. Can only crawl. Can't act or be tended until danger passes.

When Danger Passes: Roll 2d6 on the Critical Injury Table:

| 2d6 | Result |
|-------|---|
| 2-3 | Dead — Make your final words count |
| 4-6 | Maimed — Permanent injury (GM determines). Gain 1d6 HP |
| 7-9 | Broken — Need 1 week bed rest. Gain 1d6 HP |
| 10-11 | Battered — Need 1 day rest. Gain 1d6 HP |
| 12 | Tough Bastard — Gain 2d6 HP, return to action! |

Conditions

Hazards like poison, fire, and disease inflict **conditions**—ongoing effects that persist until cured or fought off. Your GM tracks condition severity and tells you when to roll saves or take damage. Common conditions include poisoned, burning, bleeding, and diseased.

Rest and Recovery

Short Rest (1 hour in relative safety): - Recover 1d6 + CON HP - Use abilities that recharge on short rest

Long Rest (6-8 hours of sleep in safe location): - Recover full HP - All abilities recharge - Can spend XP to level up

Advancement

Earning XP: Gain 1 XP per session where something substantial happened.

Leveling Up: Spend XP equal to your current level during a long rest. - Level 1 → 2: 1 XP - Level 2 → 3: 2 XP - Level 3 → 4: 3 XP - (and so on...)

When You Level Up:

1. **Roll for HP:** Roll d8s equal to new level + CON. If higher than current max, that's your new max. If equal or lower, add 1 to current max.
2. **Increase One Stat:** +1 to any stat. No stat above 10 or above Level + 2.
3. **Gain Aptitude (at levels 3, 5, 7, 9):** Choose from Basic Aptitudes or ask your GM about Advanced options. Maximum 6 aptitudes total.

6. Equipment Reference

Currency

- **Copper pieces (cp):** Common coin
- **Silver pieces (sp):** 1 sp = 10 cp
- **Gold pieces (gp):** 1 gp = 100 cp = 10 sp

100 coins fit in one inventory slot.

Weapons

| Weapon | Damage | Slots | Cost | Notes |
|-----------------|--------|-------|-------|---------------------------|
| Dagger | d6 | 1 | 3 cp | Throwable (near) |
| Club/Staff | d6 | 1 | 1 cp | |
| Sword/Axe/Spear | d8 | 2 | 10 cp | d10 two-handed |
| Two-handed | d10 | 3 | 20 cp | Prone on crit |
| Sling | d4 | 1 | 1 cp | Near range |
| Bow | d6 | 2 | 25 cp | Far range |
| Crossbow | d8 | 3 | 30 cp | Far, ignores 2 AC, reload |

Armor

| Armor | AC Bonus | Slots | Cost | Notes |
|--------|----------|-------|--------|---------------------------|
| Light | +1 | 2 | 20 cp | |
| Medium | +2 | 3 | 60 cp | Disadvantage stealth |
| Heavy | +3 | 5 | 120 cp | Disadvantage stealth/swim |
| Shield | +1 | 1 | 10 cp | Can sacrifice for 15 DR |
| Helmet | +1 | 1 | 10 cp | |

Usage Dice

Some supplies track depletion with usage dice:

d20 → d12 → d10 → d8 → d6 → d4 → depleted

When you use the item, roll its usage die. On 1-2, decrease die size. When d4 rolls 1-2, item is gone.

- Ammunition: Roll once after combat
- Light sources: Roll every hour

Adventuring Gear

| Item | Cost | Slots |
|-----------------|-------|-------|
| Rations (UD8) | 5 cp | 1 |
| Torch (UD6) | 1 cp | 1 |
| Lantern | 10 cp | 1 |
| Oil (UD8) | 2 cp | 1 |
| Rope 50ft | 1 cp | 1 |
| Grappling hook | 5 cp | 1 |
| Thieves’ tools | 25 cp | 1 |
| Crowbar | 2 cp | 1 |
| Hammer + spikes | 2 cp | 1 |

| Item | Cost | Slots |
|-----------|------|-------|
| Pole 10ft | 1 cp | 1 |
| Mirror | 5 cp | - |
| Waterskin | 1 cp | 1 |

Random Gear Tables

Dungeoneering Gear (d20)

| d20 | Item | d20 | Item |
|-----|----------------|-----|-----------|
| 1 | Rope 50ft | 11 | Lantern |
| 2 | Pulleys | 12 | Lamp oil |
| 3 | Candles (5) | 13 | Padlock |
| 4 | Chain 10ft | 14 | Manacles |
| 5 | Chalk (10) | 15 | Mirror |
| 6 | Crowbar | 16 | Pole 10ft |
| 7 | Tinderbox | 17 | Sack |
| 8 | Grappling hook | 18 | Tent |
| 9 | Hammer | 19 | Spikes |
| 10 | Waterskin | 20 | Torches |

General Gear 1 (d20)

| d20 | Item | d20 | Item |
|-----|-------------|-----|-------------|
| 1 | Air bladder | 11 | Fake jewels |
| 2 | Bear trap | 12 | Blank book |
| 3 | Shovel | 13 | Card deck |
| 4 | Bellows | 14 | Dice set |
| 5 | Grease | 15 | Cook pots |
| 6 | Saw | 16 | Face paint |
| 7 | Bucket | 17 | Whistle |
| 8 | Caltrops | 18 | Instrument |
| 9 | Chisel | 19 | Quill & ink |
| 10 | Drill | 20 | Small bell |

General Gear 2 (d20)

| d20 | Item | d20 | Item |
|-----|----------|-----|-------------|
| 1 | Incense | 11 | Fishing rod |
| 2 | Sponge | 12 | Marbles |
| 3 | Lens | 13 | Glue |
| 4 | Perfume | 14 | Pick |
| 5 | Horn | 15 | Hourglass |
| 6 | Bottle | 16 | Net |
| 7 | Soap | 17 | Tongs |
| 8 | Spyglass | 18 | Lockpicks |
| 9 | Tar pot | 19 | Metal file |
| 10 | Twine | 20 | Nails |

Quick Reference

Tests

$d20 + \text{stat} \geq \text{DC } 12$. Natural 20 = crit success. Natural 1 = crit failure.

Combat Turn

Move (near) + Action, OR Run (far)

Attack

$d20 + \text{STR/DEX} \geq \text{AC}$. Damage explodes on max roll.

At 0 HP

CON test DC 12. Pass = 1d6 HP and fight. Fail = out until danger passes.

Rest

Short (1 hr): 1d6 + CON HP. Long (8 hr): Full HP.

Leveling

Spend XP = current level. Gain aptitude at 3, 5, 7, 9.

For advanced aptitudes: See **Advanced Aptitudes** **For magic system:** See **Advanced Magic**
For GM tools: See the **GM Handbook**