UPDATED PHB VERSION HERE

RPGStuck Player Handbook (Jade)

Please note that RPGStuck and its rules aren't supported by Wizards of the Coast or Andrew Hussie. All rights reserved by Wizard of the Coast or Andrew Hussie. RPGStuck is a nonprofit parody of the ruleset intended to function as a spinoff of the rules of DnD5e while providing a gameplay in the style of "Homestuck".

Table of Contents:

- Chapter 0: Preface
  - General Overview
  - Using This Book
- Chapter 1: Introduction
  - How to Play
  - Using Dice
    - Making Rolls
    - Advantage and Disadvantage
  - Round Down
  - The Three Realms of Adventure
  - Creating a Character

- Identity
- Personality & Backstory
- Ability Scores
- Skills
- Sylladex
- Strife Specibus
- Other Character Elements

Chapter 2: Character Generation
- Step by Step Character Generation
- Ability Scores
  - Ability Modifiers
- Races and Racial Bonuses
- Psionics
- Pillars & Paths
- Strife Specibus
- Proficiency
- Resistances
- Hitpoints (HP)
- Armor Class (AC)
- Initiative

Chapter 3: Ability Scores and Skills
- Skills

Chapter 4: Adventuring
- Equipment (WIP)
  - Alchemy (WIP)
  - Weapons
  - Armor
  - Other Equipment
- Building & Gates
- Movement
- Special Types of Movement
- The Environment
- Vision and Light
- Resting

Chapter 5: Combat
- Combat Step by Step
- Your Turn
  - Major Action
  - Movement
  - Minor Action
  - Free Actions
  - Reactions
- Damage and HP

Chapter 6: Leveling (WIP)
    Echeladder Rungs
    Specializations
Chapter 7: Psionics (WIP)
    Using Psionics
    Fighting a Psion
    Psionic Power List
Chapter 8: God Tier (WIP)
Appendix A: Status Conditions

Chapter 0: Preface

General Overview

Welcome to RPGStuck! RPGStuck is a homemade role-playing game modeled after the game SBURB found in the popular webcomic Homestuck, and was created by a collection of users on Reddit. Our home is at /r/RPGStuck, so feel free to drop by and say hi or message the mods!

RPGStuck is based off of Dungeons and Dragons but with a Homestuck play style, allowing you to experience Sburb as any of the characters in Homestuck would. The rules are roughly based off of the D&D 5e game engine, but there is a lot that we made ourselves too. We hope the game system we created is easy to understand and that you can use it to create excellent stories together and have a great deal of fun!

Remember, RPGStuck, like most role-playing games, is an **exercise in collaborative creation**! You and your fellow players will work together with your Dungeon Master to create epic stories and full of silly jokes and memorable drama. Yes, sometimes the dice may be cruel to you, but you keep going! Your collective creativity will build worlds and create stories worth telling again and again. Your imagination is key, and using whatever imagination you have will make the story that much better. You don't need to be a master storyteller or a brilliant artist, just aspire to create and share what you made with others.

Above all else, this game is yours. The adventures you embark on, the friendships you make, the memories you create, they are unique to you and your group. They are yours. Go forth now and read the rules of the game, but remember that you and your DM are the ones that bring the game to life, and that every DM and player has a different way they like to play. The worlds and characters are nothing without the spark of life that you give them!

Enjoy!

Using This Book

This handbook gives you everything you need as a player for RPGStuck, including general rules for how to play, instructions on how to create a character, how combat works, and much more! However, in the end, it is up to the Dungeon Master how they would like to run the game so they may wish to opt out of some rules or add a couple of their own. This is the ruleset that we made, but you can use it as a starting point for your own ideas too!

The Introduction in Chapter 1 will give you what you need to know to get started with RPGStuck. Chapter 2 will provide you with details on how to create your character for RPGStuck. The rest of the chapters provide more detailed explanations of specific mechanics in the game like combat or leveling up. You can also use the links in the Table of Contents above to navigate the document.

Chapter 1: Introduction

How to Play

RPGStuck functions primarily as a dialogue between you and your Dungeon Master or other players. Your **Dungeon Master** (DM) is the one that is responsible for putting together the world and story in which your characters exist. Depending on the group, you may have a couple or just one, but regardless, they're the one you should turn to if you have questions! These rules are a way to give structure to the story that you, your fellow players, and your DM will tell. Your DM basically acts as a storyteller and a referee, describing the world around you and managing the rules and mechanics of the game. Together, it is up to you and your fellow players to uncover the story of the world, decide your goals, and hopefully emerge victorious!

The general structure of the game is that the DM will describe the environment or situation, and you will respond with what you want your character will do. Sometimes it may seem obvious what the solution to a problem is, sometimes you may need to work to figure out what you want to do. The key part is that this is your time to shine! This part is where you provide depth to your character and decide how your character interacts with the world around them. Do whatever you want to and whatever you think your character would do in that situation. The DM then determines the results of the players' actions and narrates what you experience. Then you will describe what your character thinks or does, and then it goes back and forth from there. Just as your DM shouldn't generally tell you what your character does (it's your character after all!), try not to describe what results from your character's actions. You as a player might not be fully aware of everything around you or the DM might have something special in store, so do not assume you can say the results of your character's actions. Dice rolls may need to be made, something may interfere, or perhaps shenanigans! RPGStuck is very much a collaborative conversation where you build a story together with your DM, so being in good communication with them is a good foundation for an enjoyable session.

Using Dice

Many of RPGStuck's more specific rules rely on using **dice**. If you need to roll dice, you can use this website, the dice roller on the official RPGStuck IRC channel, or even physical dice if you have some. In this book, dice will most commonly be referred to by the letter d followed by a number. For example, a d6 is a six-sided die and a d20 is a twenty-sided die. When you need to roll dice, you will see a number in front of the d that tells you how many of that type of dice to roll, and possible some modifiers afterwards. For example, "4d8 + 2" means to roll 4 eight-sided dice and then add 2 to the result. You add up all of the dice and then depending on the rules, you use the total to determine the outcome!

Making Rolls

The twenty-sided dice, or d20, is the most commonly used die in RPGStuck. In general, whenever your character performs an action and you want to see if the action is successful or

not, you roll a d20! For most times when you will roll a d20 to perform an action, you will have a **modifier** associated with that action that could provide a bonus or penalty to your roll depending on how skilled your character is with that specific action. Every character and monster in the game has six **ability scores** that these modifiers are generally derived from. The scores are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. An ability score of 10 is considered “average”, but players can have a wide variety of scores, usually ranging between 6 and 30 (no players’ ability scores are ever allowed to go above 30). These ability scores and the **ability modifiers** derived from them are the basis of almost every single d20 roll in the game. These, as well as much of the terminology you may encounter in this handbook will be explained as you go.

d20s are most commonly used in attack/resistance rolls, saving throws, and ability checks. In any of the cases, you roll a d20 and add the relevant modifiers. Usually this modifier comes from one of the six ability scores and sometimes includes other bonuses. Depending on the circumstances, you may also have other circumstantial bonuses or penalties. You then compare the result with the target number which is usually set by the DM or the creature you may be opposing depending on how difficult it is for you to succeed. If you roll the target number or higher (that means ties are successful) then it succeeds! Otherwise the action fails. The specific consequences of success and failure depend on the type of roll and are up to the DM. For attack rolls, the target number to roll is the **Armor Class** (AC) of the target you are trying to hit, for resistance rolls it is the **Resistance** of the target to be affected, and for saving throws and ability checks it is the **Difficulty Class** (DC) which is set by the DM depending on how hard it is to perform the action. Simple rules govern these target numbers and they are detailed later in this handbook.

Advantage and Disadvantage

When you are told to roll with **advantage** instead of rolling a single d20, roll two d20 and ignore the lower result. **Disadvantage** works the same way, except instead you ignore the higher die and take the lower one.

Round Down

In general, whenever you are dealing with dice rolls, ability modifiers, reduced damage, or anything else numerical in the game that could give you a fractional result, *always* round down. This is a standard convention to both make numbers nicer by not having fractions floating around, but also to make sure that rules are used consistently. Always round down.

The Three Realms of Adventure

As a player, you can have your character do anything (or at least try) you can imagine! The things your character can do in RPGStuck are generally broken down into three general categories, and it’s important not to forget your options! All three of these types of activities can be very useful or fun in a story; using as many as you can will likely make your adventure much more interesting.

You can **explore**. This primarily means physically traveling around in the world of your character. You describe where you want to go, and your DM will describe the world around you. **Social interaction** is also key in RPGStuck. If it was just your character alone in the world, things could get boring pretty quickly, but thankfully that isn't the case! Your DM may choose to have a variety of **non-player characters** (NPCs) in the world for you to interact and talk with, and you also have your fellow players! If you have the means to communicate with other players, talking, or maybe even going adventuring together, is an excellent way to add another layer of depth to your story. Meeting new people can be great fun, and when it comes to shenanigans, two heads are better than one! The last general category of activities is **combat**. This could mean fighting monsters or maybe even other players. Combat almost always involves damaging other creatures, but it doesn't always have to end in killing; combat can just as easily end in taking prisoners, forcing retreat, interrogation, incapacitation, or diplomatic reconciliation.

Creating a Character

Character creation is described in detail in Chapter 2, but there are some important general rules to keep in mind when creating your character. Your character needs several things before you can bring them to life in the game, so make sure you have all of them taken care of before you start playing! A blank character sheet is provided in Chapter 2 Copy its contents into a separate document and then you can fill it in as you create your character.

Identity

Your character needs an identity! Starting with a core concept for your character is a great place to start to figure out how to begin creating them. Some characters are more rugged and outdoorsy, others are acrobats, others scholars and scientists. Figure out what type of character you want and then you can go from there. Here are some questions you can answer to get you started! What race are they? Are they a human or a troll? What is your character's gender? How old are they? What do they look like? What is their chat handle? What defining personality traits do they have? The race, and blood color if applicable, you choose for your character will affect how well your character can do different things, so you can also hold off on deciding for sure until you read the racial benefits below!

Personality & Backstory

This is the key stage where you have the opportunity to breathe life into your character. Fleshing out your character through traits, mannerisms, habits, beliefs, fears, and flaws gives your character depth and help you bring them to life beyond just a sheet of numbers. The more depth your character has, the more enjoyable you will likely find role-playing them! Think of general personality traits to describe your character, and then try and be more specific. Here are some questions to get you started that will likely be helpful to answer:

- Personality traits: what are simple ways you can describe your character and set them apart from others? What are things your character likes? Any significant things they've done? How do they behave around others? What do they think of themselves? Something like "my character is smart" is not a very helpful trait because it is generic and applies to a lot of people. Instead, you could say something like "my character loves learning and has read her encyclopedia set front to back. Twice." or something more specific.
- Deeper traits: Are there any deep-seated beliefs about the world or others that your character holds? What motivates or drives your character? Whom does your character care about the most? What is your character's goal or what do they strive for?
- Flaws: No character is perfect! Flaws add an extra layer of depth to your character. Do they have any bad habits? What makes your character angry? Does your character have any vices? What are they most scared of? What negative social traits do they have?
- Background: Where is your character from? What was their family/social life like? Do they have any significant relationships, romantic or otherwise, prior to the start of the game? Has your character developed any particular skills or interests over time? What is an average day in the life of your character like?

Ability Scores

There are six main ability scores. In character creation you will need to assign various scores to each of the abilities.

Strength (Str) encompasses your character's physical brawn and is used for tasks like pushing things, lifting weights, being athletic, and using most melee weapons. **Dexterity** (Dex) describes how agile your character is and how well they can control the movements of their body. It is used in being sneaky as well as using ranged and finesse weapons. **Constitution** (Con) describes how hardy and physically resilient your character is. It is most commonly used for hit points, but also affects death saves and recovering from bodily harm.

Intelligence (Int) describes your mental power and memory. It is used for deducing clues, recalling information, and using logic, as well as for psionics. **Wisdom** (Wis) describes your character's experience and awareness of their surroundings, and is used for noticing hidden objects, detecting lies, and resisting mental compulsions. **Charisma** (Cha) encompasses your character's force of personality and how they interact with others. It is used for deceiving others, performing music or speeches, and convincing others.

Skills

On top of your character's general ability scores, you may have special training in particular areas. These are represented by the twenty **skills** on your character sheet. Each skill relies on one ability score, and you use that ability score in skill checks whenever you wish to perform an action involving that skills. However you will also be proficient in some skills. This represents some form of additional specific training in that skill area and provides an additional bonus to those skills.

Sylladex

Your character's sylladex is essentially their inventory. Every character has a **fetch modus**. This fetch modus describes how your character interacts with their sylladex and what must be done to store and retrieve items. You can choose whatever modus you wish! It can be as simple as a "normal" inventory system where you simply store and retrieve items as you wish, or it can be something much more complicated. Some examples from the comic Homestuck can be found here. Obviously creating a more annoying fetch modus will be more difficult to deal with, but shenanigans can be a lot of fun!

Strife Specibus

Your character's **strife specibus** dictates what weapons they can use in combat. Your character starts off with two, and dual wielding counts as both of these. The Strife Specibus section details this further. Each strife specibus grants you additional ways you are capable of using your weapon, including special attacks and in some cases combos. As such, your character will need to use one of the specibi that have been implemented in this rulebook. If you would like you use a different weapon that is not included, you are free to use the specibus from this handbook that fits your desired weapon the closest and simply rename it to your desired specibus. If you do so, your specibus is titled by an 8 character or less word followed by "kind". Sometimes this means the name is shortened. A full list of ones used in Homestuck can be found here.

Other Character Elements

Your character sheet contains many other things, such as specific weapon damages, psionics, grist, XP, and levels. These are described more in detail in later chapters, and you need not have them all taken care of now. Chapter 2 details getting started on creating a character.

Chapter 2: Character Generation

Here is a blank character sheet, and here is the same character sheet put into a spreadsheet with automatic formulas for some calculations. Choose whichever you prefer, make a copy of the document, and start creating your own character!

Step by Step Character Generation

This chapter details each individual step you need to take to create a character. In some cases, there may be sections that are explained further in later sections of this handbook, but this section has all of the information you need to make your own character! Follow this section in order and you will be on your way to having your very own character. Make sure you use one of the above blank character sheets, and copy the contents into your own Google Doc. You should also make it publicly viewable (not editable) and make sure your DM has the link so they can see your character.

The first thing you will need to do is to pick your **race** and ability scores. Your race may be tightly entwined with your backstory or personality as described in the previous section here. Either way, your ability scores and race define generally what areas your character excels in and shapes a lot of how their abilities and traits work. The six ability scores, as described below, define these areas of natural ability, but your race will also provide additional bonuses and penalties to these as well as other traits, so choosing your ability scores and race at the same time is usually a good idea. Different races have different strengths and weaknesses, so choose carefully!

After you have your race and ability scores settled, you will need to decide if you wish to be a **psionic**. Psionic powers grant their own special abilities, but they come at a cost and generally mean you will be less effective at using weapons. You can instead choose not to be a psionic and have more special abilities and prowess with weapons, or there is a sort of middle road. It is up to you!

The next thing to choose is your **Pillar**. There are four pillars, detailed later, that encompass four broad types of characters. Your pillar gives you some initial abilities that shape how your character works, and also gives you additional benefits later as well as defines what options you have in gaining additional features as you level up.

Next you should decide your **strife specibus**. You have the choice of two strife specibi from the list of options, and if you choose to wield two copies of a weapon at the same time, one in each hand, then that counts as both. Your strife specibus choice tells you how much damage your weapons do, as well as what special attack abilities you start with. Depending on whether or not you are a psionic, some of these weapons or abilities may be unavailable to you.

You will then need to decide your **proficiencies**. You have a **proficiency modifier** that will gradually increase as you level up, and you add this modifier to everything you are proficient in. Deciding what your character is proficient in is the next step! Your character will be proficient in a certain number of skills (what types of specific activities they are good at) as well as a

resistance (how they are particularly resilient or durable). Whenever you roll a d20 for the things you are proficient in, add your proficiency modifier to the roll.

Finally, the last step is to calculate some important quantities you will need from everything you have chosen! You will find out how many **hit points** your character starts with (how hard they are to kill), their **armor class** (how hard they are to hit with weapons), and their **initiative** (how quickly they react to the start of combat), among others. Once you have all of these done, talk to your DM to make sure that you have everything taken care of, and you'll be all set!

Ability Scores

Every character begins with the same array numbers that they can choose to allocate amongst the six ability scores however they please. The standard array is

15, 14, 13, 12, 10, 8

Assign one of these scores to each of the six ability scores. The higher the number in a stat, the greater benefit the player derives from it and rolls related to that stat. Later, when you choose your race, and even later in the game when you level up, these ability scores will increase and change.

Ability Modifiers

In general, rolls in RPGStuck depend on your ability modifiers and not your ability scores, and these modifiers are what you add to rolls. Whenever anything in this manual references an ability score like CHA or STR or CON, it refers to the ability modifier. Modifiers are commonly used as a base bonus for rolls involving skills, attack rolls, and psionic power rolls. How to calculate modifiers is detailed in this table. Calculate the modifiers for each of your ability scores and put the modifier in parentheses on your character sheet.

Example:
STR 15 (+2)
DEX: 13 (+1)
CON: 14 (+2)
INT: 12 (+1)
WIS: 8 (-1)
CHA: 10 (+0)

Races and Racial Bonuses

In conjunction with deciding your ability scores, you should choose a race! Depending on the race you choose, your character will receive related bonuses and penalties to their ability scores as well as special traits. In general, lower blood caste races receive bonuses to psionics and fewer bonuses to ability scores, higher blood races receive severe penalties to psionics but higher ability score improvements, and midbloods receive a compromise of these two.

The below table contains all of the racial traits for each race. The Slots column describes that race's ability at using psionics. The details on how psionics works is described in the next

section, but it is sufficient to say the number of slots is effectively how frequently used and powerful your character's psionic abilities can be. The Features column describes the ability score modifiers given by that race as well as all special traits and abilities. Traits and abilities are explained below the table.

Color	Slots	Features
Burgundy	Full	+1 INT, Lowblood Ingenuity, Lowblood Vulnerability
Bronze	Full	+1 WIS, Brave, Lowblood Vulnerability
Gold	Full	+1 INT, +1 to a stat, Overdrive, Lowblood Vulnerability
Lime	Full	+1 CHA, Pacify, Lowblood Vulnerability
Olive	2/3	+2 DEX, Apex Predator
Jade	2/3	+2 CHA, Rainbowdrinker
Teal	2/3	+2 to a stat, Vigilant
Cerulean	2/3	+1 to CHA, +2 to a different stat, Killing Flair
Indigo	Half	+3 STR, Rufiannihilate , Highblood Resistance
Purple	Half	+2 STR, +3 CON, -1 WIS, -1 INT, High Fever, Highblood Resistance
Violet	Half	+2 DEX, +2 CON, -1 CHA, Heritage, Highblood Resistance
Fuchsia	1/3	+2 STR, +2 DEX, +2 CHA, Royal Resistance, Highblood Resistance
Human	Half	+2 to a stat, +1 to two other stats, Quick to Learn, Human resistance

Lowblood Vulnerability: Psionic powers targeting your Will resistance have advantage.

Highblood Resistance: Psionic powers targeting your Will resistance have disadvantage.

Human Resistance: As Highblood Resistance.

Lowblood Ingenuity: Choose One:

Expanded Mind: You have an amount of extra minor slots equal to your proficiency modifier.

Intelligent Fighter: Once per attack, you may choose to add your Intelligence to your damage roll of any weapon attack. You may do this a number of times equal to twice your Proficiency modifier and you regain all uses after a long rest.

Brave: A number of times equal to your proficiency modifier, As a full-turn action, you may take two major-actions this turn, after using this ability you may not use a major action on your next turn. You regain all uses after a long rest.

Overdrive: P times per long rest, you can as a free action choose to add your proficiency modifier to the attack and damage rolls of one attack. You must do this before you roll for the attack.

Pacify: The Limeblood makes a Charisma check opposed by their target making a Wisdom check. If the Limeblood wins, the target becomes pacified, and cannot attack for 1d6+CHA rounds. If damage is taken from *any* source, or if a nearby ally dies, the effect is interrupted.

Apex Predator: If you move 20 feet towards an opponent before attacking, you gain advantage on all attack rolls and grapple rolls until the end of your turn. If you already have advantage on attack rolls, you gain advantage on damage rolls instead.

Rainbowdrinker: Whenever the player dies the player makes a constitution check and adds their level to that number. If the result is 20 or higher they become a rainbow drinker.The transformation is not visible. When you become a Rainbowdrinker, you are classified as an undead and you gain the following special qualities:

- +2 to a Physical stat and +2 to a Mental stat
- Movement Speed is increased to 40 feet
- Hitpoints can be restored by drinking blood
    - Blood can only be drained from a helpless, grappled, prone or willing target.
    - When you drink blood, you make an attack roll with your Strength modifier that you are proficient in. If you hit their AC, the target loses Pd10 HP and you gain HP equal to that amount.
    - Blood can be drained from any living creature (including underlings) with blood that is not undead.
    - Blood can also be drained from a dead target. When you do, you can drain blood equal to their constitution score (not modifier).
- Rainbowdrinkers can glow in the dark.
    - They shed bright light in a 10 ft radius and dim light in a 60 ft radius.
    - The light can be turned off and on as a free action.

Vigilant: A number of times equal to your proficiency modifier, you may use a ready action as a free action, you regain all uses at the end of a long rest.

Killing Flair: Once per encounter, as a full-turn action (consumes both a major and minor action) you may make an attack against an enemy. This attack deals Pd10 damage, however, it must reduce the enemy to or below 0 hit points, otherwise the attack deals no damage. If the attack succeeds, you may choose to gain Pd4+Cha temporary HP or you may make an attack against an enemy within melee range for half of your weapon's damage dice as a free action.

Ruffiannihilate: A number of times equal to half your Proficiency modifier rounded up, you may use a minor action to increase all damage on your NEXT turn by one damage die size. You regain all uses of this feature at the end of a long rest.

High Fever: Choose one of the following: Berserk or Chucklevoodoo.
Berserk: You can enter a berserking rage that lasts for one minute (ten rounds). When you do, you gain temporary hit points equal to your character level + your constitution modifier. While you are raging, you add an extra 1d4 to melee attack rolls. You can use this feature a number of times equal to your proficiency bonus. You regain all uses after a long rest.
Chucklevoodoo: You can cast the major slot version of the subpower Hypnotise from the psionic power Dominating Mind Control. However, you use Charisma instead of Intelligence as your casting stat. You can use this feature a number of times equal to your proficiency modifier. You regain all uses after a long rest.

Heritage: You have a special item that you inherited from your ancestor. This item can be "magic" and break some of the conventional tier rules. It is a tier 1 item, but it still has some kind of special quality. Discuss this with your DM, but sample effects could be that the item can use some psionic power once per long rest, add an extra 1d4 to damage, use a psionic power, or some other effect of similar power. If it has something you can't always use, it can be used an amount of times equal to your proficiency modifier and refreshes after a long rest. This effect persists through alchemy. You have a swim speed of 30 feet, and you're considered amphibious.

Royal Resistance: When a psionic power would break your resistance, you can choose to resist instead. You can use this an amount of times equal to your proficiency bonus. You regain all uses after a long rest. You have a swim speed of 30 feet, and you're considered amphibious.

Quick to Learn: You gain a bonus path feature at level 5.

Psionics

You need to decide whether or not your character will be capable of using psionic powers! There are three psionic disciplines: **Major Psion**, **Minor Psion**, and **Martial**. A Major Psion uses psionics as their primary method of strife, they are more effective at using psionics, and they know more powers. However, in exchange they receive a constitution penalty, are more susceptible to psionics being used against them, and are less effective at using traditional weapons. A Martial character focuses entirely on other modes of strife besides psionics and they incur none of the penalties of being psionic. A Minor Psion takes the middle road, incurring some penalties but being proficient in using both weapons and psionics together. If you choose to be psion, you have slots that will determine your usage of psionic powers. The chapter on psionics details all of the powers and workings of psionics, but if you are a martial character you can ignore them as your character is not capable of using psionics.

If your character is capable of using psionics, they will use **slots** to use their powers. There are a number of **psionic powers** that consist of a group of **subpowers**. The psionic discipline

(major, minor, martial) you choose dictates what subpowers you know. Each subpower, as described in detail in the psionics chapter, could be cast **at-will** (no cost other than the action to use it), with a **minor slot** (greater effect than at-will effects), or with a **major slot** (a subpower with very significant effect). Casting a power with a slot as opposed to at-will means it will have greater effect, but unlike at-will powers your character has a limited number of slots which can only be refreshed by resting. Your race and your psionic discipline dictate how many slots of each type you have, as described below.

Major Psion: Your character focuses on the arcane energies that are psionic potential. They have come at a cost to some of your physical capabilities, but their versatile power suits you well and you use your intellect to harness your powers. As a major psion, your character gains the following benefits and penalties:

- -2 penalty to your Constitution ability score and your starting health is 8+1d6+CON
- You have both major slots and minor slots, as described in the Psionics chapter
- Your Will resistance suffers. In general, powers targeting your Will resistance have advantage. If they already have advantage against you, you instead suffer an additional -2 penalty to your Will resistance in addition to the power having advantage (see Resistances below). If powers targeting you Will resistance normally have advantage, this disadvantage cancels that out.
- You have 2 powers
    - You know all subpowers from one of these powers
    - You know one subpower from the other power, and may learn an additional subpower from this power each time you gain a path feature
- You can not use any weapon special attacks (see strife specibus section below)
- All weapon damage dice are reduced one size (for example, a weapon that would normally deal a d6 of damage now only deals a d4 if you use it)
- At level 8, you may choose a Psionic Specialization (see Specializations)

Minor Psion: Your character strikes a balance between channeling powers with your mind and physical prowess. You are more versatile, able to adapt your talents to the situation. While maybe not being as powerful in either individual area as others may be, you learn to grow and adapt with time. As a minor psion, your character gains the following benefits and penalties:

- -2 penalty to your Constitution ability score
- You have minor slots as detailed in the Psionics chapter, but have no major slots
- Your Will resistance suffers. In general, powers targeting your Will resistance have advantage. If they already have advantage against you, you instead suffer an additional -2 penalty to your Will resistance in addition to the power having advantage (see Resistances below). If powers targeting you Will resistance normally have advantage, this disadvantage cancels that out.
- You have one power and you know one subpower from it
- You know one weapon special attack (see strife specibus section below)
- Whenever you gain a path feature, you may choose one to gain one of the following additional benefits:

    - Learn a subpower from a power you know
    - Learn a weapon special attack from a weapon you have a specibus for
- At level 8, you may choose either a Psionic Specialization or a Martial Specialization (see Specializations)

Martial: Your character eschews the mental powers of psionics in favor of physical prowess. The physical and mental frailty of psions is not for you and you instead hone your skills and are able to work a weapon with ease and power. As a nonpsion, your character gains the following benefits and penalties:

- You have no penalty to your Constitution ability score
- You know no powers or subpowers and have no minor or major slots
- You know all special attacks for the weapons which you have the strife specibus for (see strife specibus section below)
- At level 8, you may choose a Martial Specialization (see Specializations)

Details on how psionics are used and the list of available powers and subpowers are given in Chapter 7: Psionics.

Pillars & Paths

Pillars and Paths are RPGStuck's version of the class system that is ubiquitous in the RPG genre. Although your choices are much more flexible than in most other systems.

At character creation, you will choose a Pillar for your character, choose wisely, as you will not be able to change your pillar. There are four types of pillars: **Striker**, **Sniper**, **Sentinel**, and **Specialist**. Each with it's own specialties and paths assigned to it.

At level 1, you will start with the first feature from your Pillar. Note, you do not start with a Path feature.

Every third level (Levels 3, 6, 9, 12, 15, 18, 21, 24, 27, and 30) you will choose a Path feature. You may take path features from **any** Path, regardless of the Pillar they are assigned to. However, should you take a certain number of path features within your Pillar (Specifically, 2, 4, and 6) you will gain the next Pillar feature.

A list of paths and their descriptions (Along with a few examples for things described here) can be found in the **Pillars and Paths Document**.

Strife Specibus

Your strife specibus is the game abstraction that your character will use to interact with his weaponry throughout the game. Strife Specibi are limited to what types of weapons they can story, based on their kind abstratus. Kind abstrati can be anything from Hammerkind to Bowkind to Golfballkind.

At character creation, you will choose up to two different strife specibi for your character, choose wisely, because you can't change a specibus after it has been selected, and getting new ones isn't an easy task.

Switching weapons within your strife specibus is a free action, although it requires a minor action to switch between specibi. Note, you do not add your proficiency modifier to attacks made with weapons outside of your strife specibus, so it's generally a good idea to try and stick with weapons in your specibus.

You can find a list of pre-made specibi in the **Weapons Document**. Feel free to create your own specibi, make sure to inform your DM and run any home-brewed specibi through them for approval first.

Proficiency

Proficiency describes extra training, familiarity, talent, or experience your character has in a particular area. This is represented by your **proficiency modifier**. Your proficiency modifier starts at +1 and increases as your character levels up. This is detailed in Chapter 6: Leveling. You always add your proficiency modifier to the following:

- Attack rolls (*not* damage rolls) for weapons you have a strife specibus for
- Psionic power rolls
- Skills rolls for skills you are proficient in
- Resistances which you are proficient in

Your character starts with proficiency in 3 skills (5 if you chose the Skill Sage option in the Specialist pillar). Mark these on your character sheet and be sure to add your proficiency bonus to the overall modifier for those skills. Your character is also proficient in one resistance (resistances are detailed in the following section). The possible resistances you can choose from to be proficient in are dictated by your choice of pillar:

- Sentinel: Fortitude or Will
- Striker: Fortitude or Reflex
- Sniper: Reflex or Will
- Specialist: Fortitude, Reflex, or Will

Resistances

These are what you use to determine your **resistance** to harmful phenomena. Commonly this is psionic powers, but it also includes other things such as poisons, avoiding fast moving physical phenomena, and mental influences to name a few. If something wishes to affect you in this way, they must overcome your resistance with whatever check they make to enact the effect in order to fully affect you. You have three resistances: **Fortitude, Reflex, and Will**. You can be proficient in resistance checks; if you are, you add your proficiency bonus to the appropriate resistance.

Your **Fortitude** resistance describes your resistance to harmful physical effects that sheer toughness can help you resist against. For example, effects that would target your Fortitude

resistance include being poisoned/sickened and avoiding being pushed by a psionic ability. Your Fortitude resistance is equal to 10+STR+CON.

Your **Reflex** resistance describes your ability to agilely avoid effects targeted at you. This combines both the physical aspect of moving out of the way of something as well as the mental aspect of recognizing threats and reacting to them. Examples of effects targeting your Reflex resistance include rapidly moving projectiles and psionic beams. Your Reflex resistance is equal to 10+DEX+INT.

Your **Will** resistance encompasses your resistance to external mental influences and your strength of mind. Effects that would target your Will resistance include mind control and fear. Your Will resistance is equal to 10+WIS+CHA.

Hitpoints (HP)

Hitpoints determine how much physical damage your character can withstand before falling unconscious and dying. You will have a maximum number of hitpoints for your character that you can never go above, and the number of HP you have will drop every time your character takes damge. When you hit zero hitpoints you fall unconscious and could die! You can heal hitpoints (up to your maximum) by resting or other means. To determine a character's initial maximum hit points, roll 10+1d6+CON. If you chose the Sentinel pillar, you instead roll 10+1d8+CON for your initial hit points. As you level up, you will gain additional maximum HP: 1d6+CON for non-sentinels and 1d8+CON for sentinels.

Armor Class (AC)

Armor class is your likelihood to not be hit by a physical attack in combat. The higher your AC, the harder it will be for enemies to strike you in combat! Your base AC is 10+DEX, but as you level up, you may gain equipment to change this scaling (detailed in the Armor section) , or your DEX may increase, raising your AC.

Initiative

Initiative is equal to your Dexterity modifier, although other bonuses can be added to it. Initiative is used to determine who acts first and in what order during combat. See the Combat Step by Step section for more details on how combat works.

Chapter 3: Ability Scores and Skills

Skills

Skills represent a character's proficiency in a specific type of task. Your total skill modifier for a skill check is equal to your ability score modifier of the appropriate skill; if you are proficient in that skill you also add your proficiency modifier.

Strength-based skills

- **Athletics:** Athletics describes your training in physical activities and your reactions to strength-related scenarios such as climbing a rocky cliff, quickly ascending a steep slope, swimming to stay afloat it turbulent currents. Athletics is also used in grappling. Athletics describes your training to do sustained arduous activities, but not burst feats of strength such as smashing a wall, tearing out of bonds, attacking with a strength weapon, or pushing/pulling a heavy object which are covered by a standard Strength check.

Constitution-based skills

- **Endurance:** Endurance describes your ability to stave off ill effects and push yourself beyond normal physical limits. You might need to make an endurance check to push onwards through harsh weather, stave off hunger, hold your breath for long periods of time, or to try and avoid an illness. Endurance is used more for effects that your character must endure over a longer period of time such as the above examples. More acute, short-term challenges like avoiding throwing up or pain are simply a Constitution check.

Dexterity-based skills

- **Acrobatics:** Acrobatics emcompasses the ability to do use finely controlled movements to deftly move one's body around. Acrobatics checks could be used for things like escaping a grapple, performing flips and dives, and keeping balance on a slippery surface. This does not encompass your ability to dodge objects flying at you or attack with a dexterity weapon as that is covered by a standard Dexterity check.
- **Sleight of Hand:** This is your ability to perform small actions without others noticing, such as switching two player cards, pickpocketing someone, hiding a dagger up your sleeve. Sleight of Hand checks can sometimes be opposed by the target's Perception or Insight.
- **Stealth:** Simply put, Stealth encompasses concealment and passing unnoticed. Stealth is both keeping yourself visually hidden and audibly silent. Stealth checks are almost always opposed by Perception from the targets you are trying to conceal yourself from. When one player is attempting to remain unnoticed by another, they must make a stealth check any time they perform an action which could allow the other player to detect them. This stealth check is opposed by the other player's passive perception if the former player has not been noticed this encounter, or a perception check rolled by the latter player if the former has been noticed.

Intelligence-based skills

- **Engineering:** Engineering encompasses technological background and efficacy in building, constructing, and working with technological devices. This could be synthesizing chemicals, rewiring an electronic alarm, programming a computer, building a complex rope and pulley system, or designing an architectural structure. (see Building & Gates)
- **Investigation:** This describes how well you are able to piece together clues, make inferences, and logically deduce things. Investigation checks could be made to figure out how to disarm a trap mechanism, infer that public dormitory style housing could mean a

fairly regimented society, obtaining hints for a riddle, identifying structural weak points, or reason what type of weapon could have caused a wound. Think detective work.
- **Occult:** Occult represents knowledge about psionics and magic, as well as other mysterious and hidden knowledge. You could make an Occult check to attempt to decipher the function of a magic item, identify a psionic power, decipher some information related to the Horrorterrors, or read magic runes.

Wisdom-based skills

- **Animal Handling:** This is your ability to interact with animals, and how well you can calm them, teach them, and direct them to do what you wish them to do.
- **Insight:** This is your ability to read into people and situations to uncover true intentions. Insight involves listening and reading body language and is often used to determine if someone is lying or to predict someone's next move or motivations.
- **Medicine:** Medicine is your ability to tend to the wounded, understand what is the problem, and know how to effectively treat the problem.
- **Perception:** Perception is your awareness of your surroundings. This encompasses things such as noticing hidden creatures or objects, finding traps, or eavesdropping.
- **Concentration:** Concentration is mostly applicable to maintaining concentration on a task while under physical duress. This could be maintaining a psionic power while taking damage or continuing to use a magic item or telepathic communication while otherwise distracted by something such as a thunderstorm, gusty winds, pain, or loud noises.
- **Sanity:** Sanity represents your strength of mind to resist harmful influences and retain your sense of mind in the midst of traumatic or insanity-inducing circumstances. Sanity checks do not necessarily strictly make your character immune or susceptible to such effects, but may affect the degree to which you are affected. A sanity check might be required if you look into the Furthest Ring, see a horrific murder scene, or avoid going Grimdark or Trickster. A Sanity check is not intended for other mind-affecting instances such as fear, persuasion, or mind control which fall under a simple Wisdom check.
- **Survival:** This is your ability to survive in the wild, including finding safe food, making effective shelters, tracking creatures, avoiding natural hazards, and predicting weather.

Charisma-based skills

- **Deception:** This describes your ability to convince others a falsehood is true. This could be outright lying, feinting in combat, visually disguising yourself, or mimicking another creature. Deception is often opposed by the target's Insight or Perception.
- **Intimidation:** Intimidation is used to scare others and present yourself as more threatening. This could be attempting to threaten someone, attracting attention in combat, scaring others away, interrogating a prisoner, or other hostile actions.
- **Performance:** Performance is your ability to put on a public display, either through some form speech, musical performance, dance, acting, romance, or other entertainment.
- **Persuasion:** Persuasion is your ability to influence people in good faith without deception. This includes using logical arguments to convince someone, etiquette to help someone be more friendly to you, or make cordial requests.

Chapter 4: Adventuring

Equipment (WIP)

Alchemy (WIP)

Alchemizing items is done at the Alchemiter, using grist. Every item has a **Tier**, which describes how powerful the item is. Item tiers can range from 0 (mundane items like a piece of paper) to 1 (basic starting weapons) to 10 (incredibly powerful artifacts that many sessions will never have any of). The Tier also describes how much and what types of grist will be required to make the item. A general rule of thumb is that an item of Tier T will require at least Tier T grist to make, and that making upgrades to an item can increase its Tier by 1. For weapons the Tier dictates how much damage the weapon does, and for armor, the Tier defines the bonus to AC it provides.

Weapons

The weapons your character is allowed to use is dictated by their strife specibus. The **Strife Specibus List** details the available strife specibi, and your character's weapons will fit into these categories. They details how much damage the weapons do, as well as special attacks and maneuvers possible with each type. This is not a comprehensive list of all possible weapons. Most weapons not on this list are physically similar to one that is (for example a knife is not listed but a dagger is), so you should use the specibus for that listed weapon. If you have extenuating circumstances where you think none of these apply to your character, talk with your DM.

Unless otherwise specified, each weapon allows the addition of one ability score to both attack and damage. Finally, the given damage is for a tier 1 weapon. Each increasing alchemized tier of the weapon increases the damage dice of the weapon by the amount listed for the tier 1 weapon.

Armor

Armor is a catch-all term for any type of protective gear that you happen to start with, or alchemize on your own.

Unlike Weapons, Armor scales directly based on the tier of the item, rather than the ½Tier = T formula Weapons use.

There are three types of armor, each of which scale differently, and are more suited to different character builds.

Light: Light armor provides an AC bonus equal to ½ the Armor Tier + DEX**.** Light armor, naturally, is best suited for pure Dexterity builds, where your growth in the single stat will quickly

outstrip how quickly your armor is upgraded. This is the only type of armor that allows you to add your Dexterity modifier with no other caveats.

Medium: Medium armor provides an AC bonus equal to the Armor Tier + either STR or DEX, whichever is lower. Medium armor is best for more balanced builds, where your Strength and Dexterity will be similar, if not identical due to its method of scaling, the extra .5 AC per tier makes up for having to build two stats. Additionally, if you don't plan on getting either Strength or Dexterity, medium armor is the best.

Heavy: Heavy armor provides an AC bonus equal to 4 + the lowest of the following two numbers: the Armor Tier, and the highest of CON or STR. It also gives you disadvantage on Stealth checks. Heavy armor is best for focusing on Strength or Constitution. You gain a large flat bonus on AC compared to the other armor types, and as long as you keep your Strength or Constitution at the same level as your armor tiers, then you will gain AC at about the same rate as Medium. When you upgrade your armor to tier 4, the base amount is increased from +4 to +5. When it is upgraded to 8, the bonus is increased to +6.

Although you may occasionally be able to wear two different types of armor at once (For instance, a special protective amulet and a set of mythical chainmail), you will only get the AC bonus of the highest piece of armor you are currently wearing, and the penalties associated with the heaviest piece. So, for instance, if you were wearing a Tier 8 Translucent Petaldress of the Ragrippers along with a Tier 2 Stylish Black Liquorice Fedora, you would only gain the +4 AC bonus from the dress, rather than a combined +5.

Other Equipment

You may encounter a wide variety of other equipment in your adventures! Be they consumable items that give you stat boosts, healing potions, mysterious devices, devious software, or something else altogether, these are up to your DM to describe to you!

Building & Gates

There is a sequence of 7 gates above every player's house, to reach these gates your server player must use your Build Grist to build your home up to these gates. House progression is measured in a series of 14 tiers, every second tier contains a new gate, however, you will also gain Room Points (RP) as you build up, which will allow you to spend grist to build certain helpful rooms on your home. This progression is detailed further in the Housebuilding Document(WIP).

All of this build grist need not be spent at the same time, however. Some can be built at one point, and then more added later. Make sure you keep a running total of how much grist has been spent building your house up! In building, you can use 10 build grist translates to roughly a meter of additional house height.

Normally, the odd numbered gates take the player to increasingly challenging locations in their land (culminating in the seventh gate leading to the player's denizen) and the even numbered gates take the player backwards in the connection chain (the second gate leading to their server's house, the fourth to their server's server's house, etc.).

Movement

Every player character has a speed of 30'(10 meters) unless specified otherwise. This denotes how far the character can travel in a single move action in combat(Described in the Combat chapter under move action).

Special Types of Movement

Climbing/Swimming

While climbing or swimming all distance takes twice the effort to travel, meaning that moving 5'(1.66 Meters) climbing up a hill takes up 10'(3.33 Meters) of movement, so that any movement takes up an additional unit of speed per foot.

Jumping

Assuming a 10ft charge before hand a character can jump a horizontal distance a number of feet equal to their strength score. If there is no charge beforehand they instead jump half of that distance. All movement used this way uses a regular amount of movement.

Stealth

As long as a character is moving slowly (1/3 of their speed) and is not in the open in terms of visibility they can attempt to move stealthily to avoid detection.

Noticing Threats

The higher a character's Passive Perception (10+Perception Modifier) the more likely they are to notice hidden threats or enemies. While at a speed faster than 30' players take a -5 penalty to their passive perception.

Surprise

Upon entering combat the DM determines if one or more parties or individuals participating are surprised. If surprised the creature skips its first round of combat.

The Environment

Falling:

At the end of a fall a creature takes 1d6 damage for every 10 feet it fell.

Hitting Obstacles and Being Thrown

If a creature is pushed sideways and impacts with a hard surface before it stops its movement, it takes 1d6 bludgeoning damage for every 10 feet it would have continued moving had the

obstacle not been present. For example, if a titachnid would push a creature back 35 feet but the creature hits a wall after 10 feet, the 25 feet of movement it was unable to move deals 2d6 bludgeoning damage.

Suffocating:
A creature can hold its breath for 1+CON modifier minutes. When a creature runs out of breath it can survive for a number of rounds equal to its CON mod(minimum 1). At the start of its next turn it drops to 0 HP and is dying.

Vision and Light

- **Lightly Obscured:** Patchy Fog, Moderate Foliage, Dim Light.
    - Creatures that rely on sight have disadvantage to Perception checks.
- **Heavily Obscured:** Darkness, Opaque Fog, Dense Foliage, Darkness.
    - Creatures in a Heavily Obscured area are Blinded until they exit the area.
- **Bright Light:** Daylight, Torches, Fires.
    - Creatures see normally.
- **Dim Light(shadows):** Twilight and Dawn, Bright Full Moon.
    - Lightly obscured area.
- **Darkness:** Nighttime, Unlit Dungeon, Magical Darkness.
    - Heavily obscured area.

Resting

Short Rest
A short rest is an hour or longer of calm, non intensive activities, such as; reading, napping, sitting around, etc. A character has a number of Hit Dice(HD) equal to their level. During a short rest a player may expend one or more hit dice to regain (HD Spent) d6 (d8 for sentinels) + CON HP. Hit Dice are not regained until after a long rest (see below). If the character is psionic, a number of minor slots equal to your proficiency modifier are regained at the end of a short rest.

Long Rest
A long rest is a period of downtime 8 hours or longer, during which a player sleeps or performs non strenuous activity. If this is interrupted by an hour or longer of walking or other such strenuous activity then the rest provides no benefit.

At the end of a long rest a player regains all lost HP and half of their maximum number of hit dice. If the player is also a psion, they regain all expended slots (including major slots if applicable). A player can only benefit from one long rest per 24 hours and must have at least 1 hp to gain the benefits of the rest.

Chapter 5: Combat

Combat Step by Step

At the beginning of combat, the DM will determine if anyone is surprised. This plays into how the combat resolves as detailed below. The rest of combat is divided into **rounds**. Every participant in combat is ordered in terms of their **initiative**, and in each round the DM goes down the list and each participant takes their turn. Once the end of the list is reached, the round is over and the next round starts back at the top of the list.

Surprise: Before combat starts, if a party is attempting to hide from another, and successfully hide, then anyone who is surprised skips their movement and can't take action(s) the first round of combat. A member of a group can be surprised even if the others aren't.

Initiative: At the beginning of combat all creatures make an initiative check to determine the turn order for that combat. Your initiative modifier is equal to your Dexterity modifier unless told otherwise. (The DM makes one roll for a group of identical creatures). Then the turn order is set in order of the party with the highest initiative to the party with the lowest. The Turn Order remains in that order for the rest of combat unless if specified otherwise.

Your Turn

On your turn you have a collection of actions that you can choose to spend how you wish. Unless otherwise noted, you only have *one* of each type of action, and actions *cannot* be substituted for one another. The types of actions are

- Major Action
- Minor Action
- Move
- Free Action
- Object Action
- Reaction

Major Action

The major action is the main part of any character's turn, and each character only gets one per round. Below are listed the different possible uses of a major action.

- **Melee Attack:** Make an attack action, rolling 1d20+(Weapon Modifier, usually STR or DEX)+Proficiency. If you roll the target's AC or higher, then you hit and the DM will ask you to roll damage which is dependent on your weapon. You can choose to make a

melee attack with no weapon and punch instead if you wish. Such an unarmed strike requires one free hand, uses your Strength modifier to hit, and deals 1+STR damage.

- **Ranged Attack:** Attack rolls are made in the same manner as with melee attacks, described above. Ranged weapons have two ranges, listed in parentheses with a slash like (100/300). The first is the normal range and the second is the maximum range. Ranged attacks can be made against targets within normal range with no issue, but attacks over normal range have disadvantage. Attacking targets over maximum range automatically fails. You have disadvantage if there is a hostile, non-incapacitated creature within 5 feet (1.66 Meters) of you.

- **Grappling:** Using a major action, you may attempt to grapple a creature no more than one size larger than you. Using at least one free hand you try to seize the target by making an Athletics check contested by the opponent's Athletics or Acrobatics check(their choice). If you succeed the target is grappled.
    1. While dragging or carrying a grappled creature your speed is halved.
    2. A grappled creature can use its major Action to attempt to escape, to do so it must succeed on a Athletics or Acrobatics check contested by your Athletics check. If the creatures is a larger size category than you, it automatically succeeds in its attempt to escape.
    3. See the section on conditions for the grappled condition

- **Shove:** You can use your major action to shove a creature. The creature must be no more than one size larger than you and must be within your reach. you make an Athletics check contested by the opponent's Athletics or Acrobatics check(their choice), if you succeed then you may shove the target up to 5' (1.66 Meters) away from you or render them prone.

- **Special Abilities:** GT powers, path and pillar features, some items, or other special effects may allow you to activate special abilities. These often require a major action to use, and will depend on the ability.

- **Dash:** As a major action you can double your speed for a turn so that your next move action is twice as long.

- **Dodge:** You focus on avoiding attacks entirely. Any attacks made against you and effects targeting your Reflex resistance have disadvantage until the beginning of your next turn.

- **Brace:** Any psionic powers used against you are at a disadvantage until the start of your next turn.

- **Disturb:** As the attack action, but if you hit you deal minimum possible damage. If your target is a psion and tries to use a power at any point before the beginning of your next turn, they have to succeed on a Constitution check where the DC is equal to 10+damage dealt. If they fail the check, the power fizzles, causing it to have no effect but still consume a slot if one was spent to use the power.

- **Help:** Use your action to assist another creature. It gains advantage on its next roll to perform the action you are assisting it with. Alternatively, you can assist an ally in attacking a creature within 5 ft of you. The next attack roll an ally makes against that creature before the beginning of your next turn has advantage.

- **Hide:** Make a Stealth check when enemies are unaware of your current position. If you succeed your next attack has advantage should the target be unaware of your position. Your location is disclosed when you attempt an attack, and you lose the benefits of hiding.
  Note: When attacking a creature you can't see, you have disadvantage on the attack roll.

- **Ready:** You hold off on your action to use it later in the round, during another player's turn. Determine a trigger and an Action. When the trigger activates you can spend your reaction to complete said action. If the action you have readied can not be completed for some reason when it is triggered, or if the trigger never occurs, you fail to perform the action.

- **Search:** You devote your attention to noticing or finding something. The DM may have you roll a Perception or a Investigation check, depending on the nature of your search.

Movement

Each round during your turn, you may move a total distance equal to your movement speed. Unless you know otherwise, this is 30 feet walking. You are allowed to break up your movement as you please between various actions you take on your turn, so long as the total distance you move does not exceed your movement speed.

- **Alternate Modes of Movement:** If you have two different movement speeds (say the normal 30ft walking speed but also a 50ft fly speed from special boots), you alternating between the modes of travel as you wish. However, at no point can the total distance traveled ever exceed the current movement speed you are using. For example, if you have a fly speed of 50 feet and a walk speed of 30 feet, you may walk 10 feet, then fly 15 feet, then walk 5 feet, and end your movement by flying another 20 feet. You could not, however, fly 30 feet then walk 5 feet afterwards.

- **Difficult Terrain:** Moving through areas where it is difficult to move, such as through boulder strewn canyons, thick foliage, steep staircases, makes any movement take up an additional unit of speed per foot.

- **Being Prone:** You can drop prone without expending any of your movement, however standing up from prone costs half of your speed. You may however crawl while prone, but doing so makes any movement take up an additional unit of speed per 5 feet . So crawling through difficult terrain, for example, would cost 3 speed per 5 feet of movement.

- **Moving Around Other Creatures:** You can move through a non hostile creature's space. By contrast, you may only move through a hostile creature's space if it is two or more sizes larger than you.

  Creature Size:

Size	**Space**
Tiny	**1 by 1 foot**
Small	**2.5 by 2.5 feet**
Medium	**5 by 5 feet**
Large	**10 by 10 feet**
Huge	**15 by 15 feet**
Gargantuan	**20 by 20 feet or larger**

Note: creatures need not be exactly this size or shape (this chart describes creatures roughly the same size in all dimensions). This generally describes the space they occupy and control and can be approximated depending on the shape of the creature.

Minor Action

Minor actions encompass other smaller activities that a character can take during their turn. As with major actions, each character only has one minor action per turn.

- **Two-Weapon Fighting:** When you use your major action to attack with a light melee weapon you are holding in one hand, you can use your minor action to attack with to attack with a different light weapon you are holding in another hand. You don't add your modifier to the damage for that attack, unless it is negative. If either weapon has the thrown property you may throw it instead of making a melee attack with it.

    - Note that a minor action can only be used to attack in this manner if the major action was used to attack with the other hand. A minor action cannot be used to attack with reduced damage in conjunction with a different major action.
    - If you used your major action to perform an unarmed strike and have your other hand free, you can use your other hand for a second strike using the above rules.

- **Captchalogue/Decaptchalogue an Item:** As following the rules of your modus you may captchalogue an item within reach, or alternatively decaptchalogue an item from your sylladex into a free hand(s).

- **Inventory Ejection:** Throw everything in your inventory at an enemy. Typically lightweight items deal 1d2 damage, medium weight deal 1d4 and heavy deal 1d6, per item.

- **Inventory Usage:** You can take out or put in an item into your sylladex which does not follow the logical order of your sylladex. In order to resolve the error your sylladex shall eject or pick up items which would be required to make it work. For example with FiFo - decaptchalogueing an item 2 cards in would result in your sylladex ejecting the first card in before you pull out the second card in order to re shuffle. Or FiLo captchalogueing something to 2 blank cards in would result in you captchaloguing the object, and then the nearest item to you (searching in an increasing outwards radius) being captchalogued.

- **Charming:** Attempt to convince an enemy to do something. Roll 1d20+Persuasion against an enemy's Insight roll. You take a -5 penalty if you or your allies have damaged the creatures within the past round. If you succeed then the enemy considers your proposal, and is likely to agree with you, assuming your proposition is reasonable.

- **Inspire:** Use your words or actions to inspire your allies to action. Make a Perform check. All allies within 100 feet that can see or hear you (depending on what it is you are doing to inspire) receive a bonus to weapon and psionic attack damage equal to the tens digit of your check. (<10: no effect, 10-19: +1 damage, 20-29: +2 damage, etc.)

- **Motivate:** Convince your allies to persevere despite hardships. Make a Persuasion check that takes 10 minutes. All allies within 100 feet that can hear you receive temporary hitpoints equal to the tens digit of your check times your proficiency modifier. These temporary hitpoints expire in one hour.

- **Intimidation:** Attempt to scare your enemies into submission. Make an Intimidation check targeting an enemy's Will resistance. If you break their resistance, the enemy receives a penalty to its attack rolls equal to the tens digit of your Intimidation check until the end of its next turn.

- **Deceive:** Use words and actions to hide your intent and slip past your enemy's guard. Make a Deception check targeting an enemy's Will resistance. If you break their resistance, until the beginning of your next turn you receive a bonus to your attack rolls against that target equal to the tens digit of your Deception check.

- **Special Effects:** Path and pillar features, items, or other sources may grant your character the ability to perform some smaller supplemental ability. These frequently require a minor action, but will depend on the ability.

Full Round Actions

- **Special Abilities:** Special abilities from items, weapons, path features, or otherwise may grant you the ability to do something as a full round action. This means it requires all of your major, minor, and move actions for this round and you cannot spend them on anything else this round if you perform this action.

Free Actions

You have as many free actions per round as you wish. Free actions are used to perform very minor or rapid tasks, but must be used on your turn.

- **Speech:** You may speak to creatures quickly, as long as you do not give a long speech. DM's discretion determines how much speech is appropriate.

- **Interacting with Objects:** Trivial actions such as opening a door while you move or taking a drink of something can be done in tandem with your movement or major action for free. It is the DM's discretion whether or not an activity counts as trivial enough to be free.

Reactions

You have one reaction per round. You can use your reaction on anyone's turn, and your reaction use replenishes at the beginning of your turn. Reactions are used to perform an action in response to something a different creature does.

- **Readied Action:** If you spent your major action to ready an action and the trigger you set when you readied the action occurs, you may spend your reaction to carry out the action you readied.

- **Special Abilities:** Many path and pillar features, as well as some other sources, may grant your character the ability to perform an action in response to something in the environment. These frequently take a reaction to use, but will depend on the ability.

Damage and HP

Hit Points: Hit Points represent luck, durability, determination, and the will to live of a creature. Whenever a creature takes damage that number is subtracted from the creature's current hitpoints. When a creature has 0 current Hit Points that creature is dying. A creature can never drop below 0 HP. For rules on taking damage at 0 HP, see the below section on zero hitpoints. A creature can regain HP from resting as well as from other healing methods.

Temporary Hit Points: Temporary hit points can be gained from a variety of sources, and they represent a short term burst of health. Temporary hit points have an duration time, and after that time expires any remaining temporary HP vanish. Even if a character is at full hit points, they can still gain temporary HP. Temporary HP are kept track of in a separate pool from normal HP, and if a character has temporary HP any damage they take first removes temporary HP before removing normal HP if there is any damage left. If a character already has temporary HP and an effect grants them additional temporary HP, they do not stack. If the new effect grants more temporary HP than the creature already has, then the new temporary HP completely replace the old. Otherwise the new effect does not grant any temporary HP.

Critical Hits: When you score a critical hit (roll a 20 on a d20 without modifiers) you get to roll extra damage dice against the target. Roll every damage dice twice to calculate your critical damage. for example, instead of rolling 1d4 for damage roll 2d4. Instead of rolling 10d2 for damage, roll 20d2. You do not double any modifiers to the damage, only the base dice rolled.

Damage Resistances and Vulnerability: Resistance to a type of damage means that it is only half as effective against you. Vulnerability means that it is twice as effective against you

Zero Hitpoints:

- **Instant Death:** When you take damage at 0 HP, or if you are reduced to 0 HP and there is damage remaining, that would reduce you to your negative maximum health total (even though you can't actually go below 0 HP) you die instantly.

- **Falling Unconscious:** If damage reduces you to 0 HP but fails to kill you instantly, you instead fall unconscious (see appendix) at 0 HP and will need to begin making death saving throws at the start of each of your turns. This unconsciousness ends if you restore any HP.

- **Death Saving Throws:** Whenever you start your turn with 0 HP and are not stabilized, you must make a CON check DC 10. If you succeed then you gain a death save success, if you fail you get a failure. At three failures you die and at 3 successes you stabilize at 0 HP. Rolling a 1 counts as two failures. Rolling a 20 immediately stabilizes and you gain 1 HP.

    - **Taking further damage:** If you take damage while already at 0 hitpoints, you automatically gain one death saving throw failure and remain at 0 HP. If the attack was a critical hit, then you instead gain 2 death saving throw failures.

- **Stabilizing A Creature:** In addition to rolling 3 successes on death saving throws, a creature can also be stabilized by another creature using a major action to make a DC 10 Medicine check. On a success the creature is stabilized and unconscious, and regains 1d4 hp after one hour. A creature that is stabilized remains unconscious at 0 HP but no longer makes death saving throws. If a stable creature takes any damage, it is no longer stable and must start making death saving throws again, starting from scratch.

Knocking a Creature out: You may choose to knock a creature unconscious and stable instead of killing it when using melee attacks when it would be reduced to 0 HP or below by your attack.

Chapter 6: Leveling (WIP)

As your character goes on adventures, explores, fights monsters, and delves through dungeons, your character will gain experience. This is represented by a pool of Experience Points (XP) that is kept track as a running total over the course of the game. When your total XP reaches particular thresholds, your character will gain an Echeladder Rung (unless god tier, see the chapter on GT). XP is gained primarily through combat, but can also be awarded by DM discretion for achieving goals, reaching particular milestones, exploring, or other reasons.

Echeladder Rungs

When you gain an Echeladder Rung, be sure to update your character sheet. Gaining a rung grants you several benefits:

- You gain a +1 bonus to one of your six standard ability scores, potentially increasing the corresponding ability modifier. No ability score may be raised above 30 in this manner. If your constitution modifier increases, you retroactively gain hitpoints equal to your echeladder rung before you leveled up as if your constitution had been this high every time you had gained hitpoints from leveling up.
- Your hitpoint maximum increases by 1d6 (1d8 for sentinels) + your Constitution modifier, and your current HP total increases by the same amount. Your hitpoints must increase, so if you roll a 0 or lower, you instead gain 1 HP.
- If you gained an Echeladder Rung that is a multiple of 3*, then you gain a path feature. Consult the list of Paths in the **Pillars and Paths document** to select a path.

*Humans get an extra path feature at Rung 5

The total XP thresholds required to gain each Echeladder Rung are detailed in the table below. It is not possible for a character to achieve any rungs past Rung 30 as that is the top of their echeladder. A character reaching the top of their echeladder ceases to gain XP. The table below details the bonuses obtained at each rung and the total amount of XP required for each rung.

Rung	Total XP	Benefits	Rung	Total XP	Benefits	Rung	Total XP	Benefits
1	0	Pillar, Psionic Potential	11	2,200		21	130,000	Path Feature
2	20		12	3,300	Path Feature	22	200,000	
3	50	Path Feature	13	5,000	+1 to Proficiency Bonus	23	300,000	
4	90		14	7,600		24	450,000	Path Feature
5	150	Bonus Path Feature *(Humans only)*	15	11,500	Path Feature	25	675,000	+1 to Proficiency Bonus
6	250	Path Feature	16	17,000		26	1,000,000	
7	400	+1 to Proficiency Bonus	17	25,500		27	1,550,000	Path Feature
8	620	Specialization	18	38,500	Path Feature	28	2,300,000	
9	950	Path Feature	19	58,000	+1 to Proficiency Bonus	29	3,425,000	
10	1,450		20	87,000		30	5,100,000	Path Feature

Specializations

At level 8, you choose a specialization. If you are a Major Psion you may choose one of the Psionic Specializations, if you are a Martial you may choose one of the Martial Specializations, and if you are a Minor Psion you may choose either one Psionic Specialization or one Martial Specialization.

<u>Psionic Specializations:</u>

- **Blastmage:** Once per turn, you add your Intelligence modifier to a psionic damage roll. This does not stop you from using other features that would let you add your Intelligence modifier to damage.
- **Psiblade:** Once per turn when you land a weapon attack, you may roll 1d6. If you roll a 6, you regain 1 minor slot.
- **Clarity:** As a major action, make a Concentration check. Divide the result by ten and round down. You regain that many minor slots. If the result was greater than 30, you also get a major slot if you can. Clarity can be used once per long rest.
- **Advanced Mastery:** You gain 1 major slot.
- **Meditation:** When you spend a HD to restore HP during a short rest, if the result on the die is greater than your current amount of slots you gain a slot.
- **Muscle Mage:** All your psionic powers are now melee range. All your psionic powers now use Strength instead of Intelligence.
- **Lasting:** All your powers that have a duration of one round of more last for twice as long.

Martial Specializations:

- **Savant:** Choose one skill in which you are proficient. Your proficiency modifier for this skill is now doubled. You cannot become savant in a skill more than once.
- **Resilience:** Choose one resistance in which you are not proficient. You are now proficient in that resistance.

Chapter 7: Psionics (WIP)

Using Psionics

Psionics is managed using **slots**. The number of slots your character has available is determined by your level, by your race, and by whether you are a major or minor psion. Psionic powers can be cast **at-will** without expending a slot, by expending a more powerful **minor slot**, or by expending a **major slot** for even greater effect. The number of slots available to your character is given in the following table. As a reminder, major slots are only available to major psions.

Level	Amount of minor slots				Amount of Major slots	
	Lowblood	Midblood	Highblood	Fuschia	Level	Slots
1	2	1	1	1	1	0
3	3	2	1	1		
5	4	3	2	1		

7	5	3	2	2	5	1
9	6	4	3	2	10	2
11	7	5	3	2		
13	8	5	4	3		
15	9	6	4	3	15	3
17	10	7	5	3		
19	11	7	5	4		
21	12	8	6	4	20	4
23	13	9	6	4		
25	14	9	7	5	25	5
27	15	10	7	5		
29	16	11	8	6	30	6

In general, unless a power specifically specifies otherwise, using a power requires a major action and requires you to have at least one hand free. To use a psionic power, specify that you wish to do so, decide which power you wish to use, and choose what slot you would like to use. Some powers may be used at multiple levels, either at-will or with a minor or major slot. You must decide which version of the power you are using before you use it. Most psionic powers require a psionic attack roll of some sort against your target. This is 1d20 plus your intelligence modifier and your proficiency modifier. Each power will specify what this roll must overcome to be successful. In most cases, this is one of the target's resistances. If you spend a slot to use a power and it does not end up being successful, the slot is still consumed.

Fighting a Psion

There are two effective ways to fight a psion: Line of sight and grappling.

Many psionic powers rely on line of sight to be usable, so if you deny the psion that, they can't use their powers.

The second way is grappling. If you are grappling a psion, they can't use their powers unless they beat your grapple check with a concentration check. If a psion tries to use a power, but fails their concentration check, the power fizzles, and the psion loses both their action and their PP.

Condition	DC
Grapple	14+T*
Disturb or damage taken when channelling	14+T*
Loud noises, high pitched or static sounds	10-20
Holding Breath	15+min
Swarms of rats, insects, etc	20, disadvantage
The Psion is on fire	20, disadvantage

*T refers to weapon tier. In case of grapple, it only applies if your weapon enhances grappling. If you are just using your fists, your fists and so on count as a Tier 1 weapon.

Psionic Power List

This section details the list of psionic powers and subpowers available to you. Each table is one power and will be labeled with the power's name. Each power will have a table of subpowers. Each subpower will be shown in the left column and the right column will describe the different uses of that power (at-will vs. slots). Each power also has a range specified and may have other notes pertaining to the power's useage. A comprehensive list of current Psionic powers can be found in the **Psionics Document**.

Chapter 8: God Tier (WIP)

Your character will have a class and aspect just as in canon Homestuck! While you are free to express to your DM in the early stages of your session's organization any preferences or thoughts you may have about your character's classpect, in the end it is completely up to the DM to choose and should be kept a secret from you until your character works out details in the session! Details on how using GT abilities works is still a WIP and this section will be updated at a later point. The **Classes and Aspects** document details the different classes and aspects that RPGStuck uses.

Appendix A: Status Conditions

Blinded

• A blinded creature can’t see and automatically fails any ability check that requires sight.
• Attack rolls against the creature have advantage, and the creature’s attack rolls have disadvantage.

Charmed
• A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
• The charmer has advantage on any ability check to interact socially with the creature.

Deafened
• A deafened creature can’t hear and automatically fails any ability check that requires hearing.

Dazed
• A dazed creature loses its minor action on its turn, the its major action can still be converted to a minor action.

Exhausted
• A creature can suffer from varying degrees of exhaustion, as noted by their level of exhaustion. A creature’s level of exhaustion can vary between 0 and 7.
• Any effect that causes a creature to be exhausted does so by giving additional levels of exhaustion. If a creature already has levels of exhaustion and is subject to another effect that causes exhaustion, their level of exhaustion increases by the amount specified in the effect.
• As the level of exhaustion increases, the penalties suffered by the creature cumulatively increase. A creature suffers the penalties given in its current level of exhaustion as well as all penalties described for lower levels.
• An effect that removes exhaustion reduces a creature’s level of exhaustion as given in the effect’s description. Otherwise, consuming food and drink and then finishing a long rest reduces a creature’s level of exhaustion by 1.
Levels of Exhaustion

- ➢ *Level 0 - Not exhausted, no penalties.*
- ➢ *Level 1 - Disadvantage on all ability and skill checks.*
- ➢ *Level 2 - Speed halved.*
- ➢ *Level 3 - Disadvantage on all attack rolls, saving throws, and psionic rolls.*
- ➢ *Level 4 - Hit point maximum halved.*
- ➢ *Level 5 - Movement speed reduced to zero.*
- ➢ *Level 6 - Unconscious at zero hitpoints but stable.*
- ➢ *Level 7 - Death.*

Frightened
• A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
• The creature can’t willingly move closer to the source of its fear.

Grappled
• A grappled creature’s speed becomes 0, and it can't benefit from any bonus to its speed.
• The condition ends if the grappler is incapacitated (see the condition).
• The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the Push power.

Incapacitated
• An incapacitated creature can’t take actions or reactions.

Invisible
• An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature’s location can be detected by any noise it makes or any tracks it leaves.
• Attack rolls against the creature have disadvantage, and the creature’s attack rolls have advantage.

Paralyzed
• A paralyzed creature is incapacitated (see the condition) and can’t move or speak.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.
• Any attack that hits the creature is a critical hit if the attacker is within 5 feet o f the creature.

Petrified
• A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
• The creature is incapacitated (see the condition), can’t move or speak, and is unaware of its surroundings.
• Attack rolls against the creature have advantage.
• The creature automatically fails Strength and Dexterity saving throws.
• The creature has resistance to all damage.
• The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned
• A poisoned creature has disadvantage on attack rolls and ability checks.

Prone
• A prone creature’s only movement option is to crawl, unless it stands up and thereby ends the condition. Standing up costs half of the creature’s movement speed.
• The creature has disadvantage on attack rolls.
• An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

• A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
• The creature has disadvantage on Dexterity saving throws.

Stunned

• A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.

Unconscious

• An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
• The creature drops whatever it's holding and falls prone.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.
• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.