RWBY (PF2E)

The purpose of this document is to give Game Masters a way to let their players be a part of the World of Remnant using the rules and classes available in Paizo's Pathfinder Second Edition game system.

Personal recommendations for playing in Remnant

Game Masters, I strongly recommend restricting Ancestries to Humans only with Skilled, Versatile, or Beastfolk Heritages to account for the variety of humans and faunus in Remnant.

Mechshift Weapons

A mechshift weapon is a device designed to have multiple forms, typically one ranged form, one melee for, and one inactive form. The number of forms of the weapon determines the number of actions it takes to change forms. For the sake of proficiency, a mechshift weapon is considered a martial weapon.

Mechshift Types

Single shift

Single shift weapons only have an active and inactive form, only taking one action to transform. A single shift weapon can be a scabbard that transforms into a shield or a gauntlet with shotgun capabilities from the knuckles.

Dual shift

Dual shift weapons have an inactive form and two combat forms. It is two actions to shift from inactive to active, but only one action to switch between combat forms. A single weapon can become two smaller weapons; ie a greatsword can become two shortswords and a shortsword can become two daggers. Weapons can also change much more simply; ie a glaive can shift into a longsword and a shortsword can become a spear.

Tri-shift

Tri-shift weapons typically have three combat forms. Like a dual shift weapon, it takes two actions to activate and one action to change combat forms. An example of a tri-shift weapon would be a weapon with a rifle form, a shortsword form, and a spear form.

Mechshift feats

QUICK SHIFT FEAT 2

TRAITS General, Skill, Mechshift

You've improved your mechshift weapon to quickly be ready for combat. Shifting your mechshift weapon now costs one less action.

PROPULSIVE BLAST > FEAT 4

TRAITS General, Skill, Mechshift

Prerequisites Your mechshift weapon has a firearm form.

You've learned how to precisely use the explosions of your firearm. Fire your weapon in any direction. You move in a straight line in the opposite direction that you fired, 30ft for d4 and d6 blasts, 50ft for d8 and d10 blasts, and 80ft for d12 blasts. If a foe is in your path, treat damage that they would take as if you are falling on them from the distance you've traveled using your Class DC rather than the normal flat DC 15. You do not take attacks of opportunity when using this movement.

Deities

Remnant was created by two brothers the God of Light, who created life, and the God of Darkness, who created the Grimm. After the rise of Salem and the subsequent extinction of the first humans by the God of Darkness, Humanity lost the ability to fully use magic and the Gods themselves left the world, leaving behind four relics to summon them back. Should the second iteration of life on their world prove better than the first, magic will be restored to Remnant, but should they be found lacking, the world itself and all life on it will be obliterated.

Mechanically, this means that powers that rely on the gods are based on the divine domain rather the deities themselves, but the focus spells are still accessible.. Use the following table to determine what skill to use in place of the deity domain.

Domain	Skill	Domain	Skill
Abomination	Intimidation	Dust	
Air	Acrobatics	Duty	
Ambition	Performance	Earth	
Change	Arcana	Family	
Cities	Society	Fate	
Cold	Nature	Fire	
Confidence	Diplomacy	Freedom	
Creation	Crafting	Glyph	Arcana
Darkness	Stealth	Healing	Medicine

Domain	Skill	Domain	Skill
Death	Medicine	Indulgence	Performance
Decay	Crafting	Knowledge	Society
Delirium	Deception	Lightning	Acrobatics
Destruction		Luck	
Dreams	Diplomacy	Magic	Arcana
Might	Athletics	Sun	
Moon		Swarm	Nature
Nature	Nature	Time	
Nightmares	Intimidation	Travel	Survival
Pain		Trickery	Thievery
Passion	Performance	Truth	
Perfection		Tyranny	Intimidation
Plague	Medicine	Undeath	Medicine
Protection		Vigil	Occultism
Repose	Diplomacy	Void	
Secrecy	Occultism	Water	Acrobtics

Domain	Skill	Domain	Skill
Sorrow		Wealth	Society
Soul		Wyrmkin	
Star		Zeal	Athletics

Creatures of Grimm

Creatures of Grimm are animalistic aberrations spawned by negative emotions and attracted to them, causing death and destruction in their wake. The many different types of Grimm pose a variety of threats to the people of Remnant with older Grimm being much stronger and more capable in combat.

To make an Elder variant of a Grimm, apply the Elite adjustment and make the creature a size larger (Mediums become Large, Large become Huge, Huge become Gargantuan)

NAME || CREATURE XXX

CE, Size, Aberration, Other traits

Perception +xx; darkvision, lifesense 60ft,

Languages

Skills

Str XXX, **Dex** XXX, **Con** XXX, **Int** XXX, **Wis** XXX, **Cha** XXX

AC xx; **Fort** xxx, **Ref** xxx, **Will** xxx; (Additional notes)

HP xxx; **Immunities** xxx; **Resistances** xxx

Aura effects xxx

Reactions xxx

Speed xx feet

Attacks ->, ->>, ->>>, >

Attack notes

APATHY || CREATURE 1

CE, Medium, Aberration, Humanoid,

Perception +xx; darkvision, lifesense 60ft

Languages none

Skills

Str XXX, **Dex** XXX, **Con** XXX, **Int** XXX, **Wis** XXX, **Cha** XXX

AC xx; **Fort** xxx, **Ref** xxx, **Will** xxx; (Additional notes)

HP xxx; **Immunities** xxx; **Resistances** xxx

Aura effects xxx

Reactions xxx

Speed xx feet

Attacks ->, ->>, ->>>, >

Attack notes

BEETLE || CREATURE XXX

CE, Size, Aberration, Other traits

Perception +xx; darkvision, lifesense 60ft,

Languages

Skills

Str XXX, **Dex** XXX, **Con** XXX, **Int** XXX, **Wis** XXX, **Cha** XXX

AC xx; **Fort** xxx, **Ref** xxx, **Will** xxx; (Additional notes)

HP xxx; **Immunities** xxx; **Resistances** xxx

Aura effects xxx

Reactions xxx

Speed xx feet

Attacks ->, ->>, ->>>, >

Attack notes

BEOWOLF || CREATURE XXX

CE, Size, Aberration, Other traits

Perception +xx; darkvision, lifesense 60ft,

Languages

Skills

Str XXX, **Dex** XXX, **Con** XXX, **Int** XXX, **Wis** XXX, **Cha** XXX

AC xx; **Fort** xxx, **Ref** xxx, **Will** xxx; (Additional notes)

HP xxx; **Immunities** xxx; **Resistances** xxx

Aura effects xxx

Reactions xxx

Speed xx feet

Attacks ->, ->>, ->>>, >

Attack notes