

# RPGStuck PHB (Lime)

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## 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 a basically 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. 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.

# CH 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 simply 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 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! 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! RPGStuck is very much a collaborative conversation where you build a story!

## 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! Every character and monster in the game as six **ability scores**. The scores are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. A score of 10 is considered "average", but players can have a wide variety of scores, usually ranging between 6

and 30. These ability scores and the **ability modifiers** derived from them are the basis of almost every single d20 roll in the game.

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. If you roll the target number or higher 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 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 you ignore the higher result instead of 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, or incapacitation.

## 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! Here is a [blank character sheet](#). 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. 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 by answer these questions:

- 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 good 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."
- 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** (Des) describes how agile your character is and how well one 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 skill. However you also have skill points that you acquire throughout the game that you can use to provide yourself with additional bonuses to specific 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. Despite this abstract definition, they are physical objects that can be gained or traded throughout the game. To start off with, your character should only have one, but if you have strong feelings on the



matter, discuss it with your DM. The type you choose for your specibus is titled by an 8 character or less word followed by “kind”. Sometimes this means the name is shortened. Examples include bladekind, crossbowkind, thrwstarkind, and umbrellakind. A full list of ones used in Homestuck can be found [here](#). The type you choose lets your character use that specific type of weapon (bladekind would be swords and the like, crossbowkind would be crossbows, etc.)

### **Other Character Elements**

Your character sheet contains many other things, such as specific weapon damages, psionics, feats, 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.

## CH 2. Character Generation

Here is a [blank character sheet](#).

### 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, most rolls in RPGStuck depend on your ability modifiers and not your ability scores. 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.

Example:

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

### 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 damage. 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  $3d6+CON$ . As you level up, you will gain additional maximum HP.

### 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! AC is equal to  $10+DEX+armor\ bonus$ . Your initial armor bonus is zero, but as you level up, you may gain equipment to change this, or your DEX may increase, raising your AC.

## Psionics

You need to decide whether or not your character will be capable of using psionic powers! Your character can either be a nonpsion, a minor psion, or a major psion. If your character is a psion, you will have a pool of **power points** (PP) that you will spend to use powers. The details on the pros and cons of psionics, as well as how to calculate your PP total and the powers your character can use are detailed in Chapter 7.

## Psionic Resistances

These are what you use to determine your **resistance** to psionic powers. If something wishes to affect you with psionic powers, they must roll to overcome your psionic resistance first. There is a separate resistance for each stat, but resistances are grouped into two general categories: Physical and Mental. On top of the corresponding ability score modifier, resistances are also affected by the physical and mental bonuses granted by your race. These bonuses are detailed in the table in the next section.

Physical Resistances are 10+stat modifier+physical bonus for Str, Dex, and Con.

Mental Resistances are 10+stat modifier+mental bonus for Int, Wis, and Cha.

If your character is a psionic, they take an additional -2 penalty to mental resistances and -1 penalty to physical resistances.

## Races and Racial Bonus

Players add a bonus to their stats and may gain traits based on which race they are. Talk to a DM if you really wish to have a mutant blood type.

Blood Caste	Bonus PP	Mental	Physical	Caste Benefits
<b>Burgundy</b>	+4	-4	-3	+1 INT, Slender Body, Thirst for Knowledge
<b>Bronze</b>	+3	-3	-2	+2 WIS, Natural Touch, Psi Focus
<b>Yellow</b>	+2	-2	-1	+2 INT, Tech Savvy, Psi Battery
<b>Lime</b>	+1	-1	-1	+2 CHA, Pacify
<b>Olive</b>	+0	+0	+0	+2 DEX, Apex Predator
<b>Jade</b>	-1	+1	+1	+2 CHA, Rainbowdrinker
<b>Teal</b>	-2	+2	+1	+2 to a stat, +1 to another, Vigilant
<b>Cerulean</b>	-1	+3	+2	+2 to a stat, Fine Booty
<b>Indigo</b>	-4	+4	+2	+3 STR, Combat Style

<b>Purple</b>	-5	+5	+3	+2 STR, +3 CON, -1 WIS, -1 INT, Rage
<b>Violet**</b>	-6	+6	+3	+2 DEX, +2 CON, -1 CHA, Heritage
<b>Fuchsia**</b>	-7	+10	+4	+2 DEX, +2 CON, +1 WIS, Born To Rule
<b>Human</b>	-2	+4*	+4	+1 to all stats, Quick to Learn, Minor Psion

\*Humans can only be put to sleep using mindcontrol. Additionally, this ability only works if both the psion and the target are out of combat. Psionic humans excluded.

If a human is hit with mindblast, they take full damage but are not stunned.

\*\*This troll is Amphibious

**Slender Body:** You can levitate and be levitated using Telekinesis 4 instead of Telekinesis 5.

**Thirst for Knowledge:** Choose two intelligence based skills. You have advantage on all rolls made with those two skills.

**Natural Touch:** You have advantage on Survival and Animal Handling.

**Psi Focus:** Whenever you learn a power, you may choose to learn a subpower instead. If you do, the PP cost for this subpower is halved.

**Tech Savvy:** You have advantage on Engineering rolls.

**Psi Battery:** If you have a special machine designed for it, you can convert your PP into electricity. If the machine isn't made for it, you can still do it but it is going to be a lot less effective and also damage you.

**Pacify:** CHA vs WIS. 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:** **Apex predator** comes in two parts.

- Pounce: If you charge an enemy, you can spend a major action to trigger Pounce. Pounce gives you advantage on your next attack or grapple roll.
- Flawless ambush: When you act in the surprise round, pounce is triggered automatically. If you charge and then attack during the surprise round, pounce is triggered *twice*.
  - To clarify: You can either attack twice with advantage, try to grapple with advantage twice, or grapple then pin.

**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, the target loses HP and you gain HP equal to that amount.
  - Blood can be drained from grist monsters, carapacians, players.
  - Blood can also be drained from a dead target. When you do, you can drain blood equal to their constitution score (not modifier).
  - The mechanics of this are Strength Mod to hit with the bite, and also scaling damage every five levels.
  - 1d10+STR at level 1, 2d10+STR at level 5, so on.
- 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:** Advantage on investigation and perception

**Fine Booty:** When rolling for grist, multiply the amount of grist earned with  $(1+\text{level}/20)$ .

**Combat Style:** Choose one:

- Ruffianihilator: Your unarmed attacks deal 1d10 damage. You break any kind of ranged weapon when held.
- Archeradicator: Use STR instead of DEX with one ranged weapon of your choice. A suitable soldier pun such as Archeradicator or Theshecutioner must be supplied for your weapon of choice.

**Rage:** While raging you have Advantage on all your Attack rolls and opponents have advantage on attacks against you. When you land an attack you may reroll all 1s and 2s on damage dice. In addition, You also gain temporary HP equal to your level while raging. Finally, you also have advantage on Death Saving Throws.

Raging lasts 1d6+CON rounds. At level 1, you can Rage once per long rest. Every five levels, you gain another use of Rage per long rest.

**Amphibious:** This troll can live both on land and underwater. You have advantage versus non-amphibious on attacks underwater.

**Heritage:** You start at level 1 with a Tier 2 piece of gear that you inherited from your ancestor. Could be armor, a weapon, or something else. For all intents and purposes, this is a Tier 1 item and can be upgraded to Tier 3 using the same amount of grist as a Tier 2 Alchemization.

**Born to Rule:** Advantage on all CHA checks with trolls lower in the hemospectrum, doesn't work on mutants, humans or other Fuchsias.

**Quick To Learn:** You gain a bonus feat at third level.

**Minor Psion:** Humans can become psions, but the following conditions apply:

- Humans can only become minor psions
- Psionic humans lose their "special" status when resisting mental assaults
- Other penalties associated with becoming a psion

## Racial Descriptions(Incomplete)

### Human:

General Overview: An interesting race of individuals, who seem to be pretty good at a number of things and tend to excel at one skill or ability. Tend to be underestimated in their ingenuity, for such a young race. Psionics are incredibly rare amongst them.

Humans don't have any physical traits that specialize them in one way or the other, instead they are a product of efficient, natural evolution. +1 to All stats.

Humans rapidly learn and excel at things they focus on. Quick To Learn: You gain a bonus feat at third level.

Name Suggestions. Generic, nonsensical, unique, or nouns (though that may be a bit weird).

Ex: Peter, Zach, Lyra, Simon, Nick, Rebecca, Ashley, Faerzen, Ember, Taar, Ashleigh, and Erland.

### Burgundy:

Burgundy bloods are the lowest on the hemospectrum and are the most frequent. They have very powerful psionic abilities and in turn display less physical attributes. They are short lived, living for as long as anywhere between one to two dozen sweeps.

Trolls with Burgundy blood tend to live limited lifespans, so they seem to learn information quicker than most as a result. +1 Int.

Not only are they good at learning and using information, but their bodies seem to be lighter than most, for whatever reason. Maybe you eat less? Slender Body: You can levitate an be levitated using Telekinesis 4 instead of Telekinesis 5. Thirst for Knowledge: Choose two intelligence based skills. You have advantage on all rolls made with those two skills.

Name Suggestions: Generic names. Examples: Megido, Phyore, Fionar, Haltar, Sibanc, Damara.

### **Bronze:**

Bronze bloods are the second lowest on the hemospectrum. They usually exhibit power over animals, but are not limited to such. They can be allowed to join the Cavalreapers, and generally enjoy the classic game Fiduspawn.

Due to their affinity with nature, they seem to be more aware of their surroundings and the creatures they occasionally have the ability to convene with. +2 WIS.

Natural Touch: Brown bloods seem more comfortable with wild and domestic beasts and frequently live close to them. You have advantage on Survival and Animal Handling.

Psi Focus: Whenever you learn a power, you may choose to learn a subpower instead. If you do, the PP cost for this subpower is halved.

Name Suggestions. Dull and overlooked names. Examples: Tavros, Rufioh, Quince, Fenere, Carima.

### **Yellow:**

Goldbloods can be considered the most powerful psionics. They are the third lowest on the hemospectrum and have commonly been enslaved into becoming ship batteries. Yellow bloods are very intelligent, usually being savants on computers. These would be the Engineers of Alternia.

Stat Changes with explanation

Special traits

Name Suggestions: Throwaway names, usually with unwanted or unusual letters. Examples: Sollux, Mituna, Kariki, Hovern, Vualts, Strygr.

### **Lime:**

General Overview:

Stat Changes with explanation

Special traits

Name Suggestions

### **Olive:**

Olive bloods can be great hunters, sharing a caste with big names like the Thresh Prince of Bel-Air. They, Along with Bluebloods, make up the bulk of the Threshexecutioners. They don't seem to be very likely to develop psionics.

Stat Changes with explanation

Special traits

Name Suggestions: Rogues and Warriors of society. Examples: Leijon, Azunai, Drevin, Fishar, Cator, Bracil.

### **Jade:**

Jade blood is rare, and trolls in this caste are given a unique role in society. Tasked with the caring of the mother grubs in the brooding caverns, Jade Bloods are naturally predisposed towards being maternal. Legends surround this caste, tales and whispers of something called a rainbow drinker. Sounds ominous.

Stat Changes with explanation

Special traits

Name Suggestions: Elegant names, reflecting their status. Examples: Maryam, Renila, Karsha, Ferine, Adamas.

### **Teal:**

Teal bloods are not quite nobility, but still have more authority than those under them. Teal bloods typically take civil-servant positions. Things like being a legislator, which is basically the troll version of a lawyer except with more blood, are things exclusive to the caste. Generally speaking, Teal lussi are very big, big enough to lug around their 'children.'

Stat Changes with explanation

Special traits

Name Suggestions: Names with authority and finality. Examples: Pyrope, Finala, Tarane, Ceavix, Shiron, Techra.

### **Cerulean:**

Ceruleans are interesting in that they are more likely to develop psionics than say an olive, teal or jade. This caste is the first rung of nobility, allowed access to the creation of castles and generally more 'booty.' Speaking of, members of this caste might like the idea of being a pirate, and adults could actually be pirates.

Stat Changes with explanation

Special traits



Name Suggestions: Unusual names with a twist. Examples: Vriska, Rarity, Koshar, Aranea, Kilala, Ashkor, Juinar.

### **Indigo:**

General Overview:

Stat Changes with explanation

Special traits

Name Suggestions

### **Purple:**

has the highest blood possible for a land dweller and is as such more prone to violence and murder than the rest of them. This caste can be anything from Laughsassins to Subjuggulators, all not pleasant things.

Stat Changes with explanation

Special traits

Name Suggestions: Very unnatural and sometimes terrifying, reflecting the reputation of the caste. Examples: Makara, Xantul, Karath, Enamel, Cuivar.

### **Violet:**

General Overview:

Stat Changes with explanation

Special traits

Name Suggestions

### **Fuschia:**

Fuchsia bloods are the highest ranked trolls on the hemospectrum, and with good reason. Fuchsia blooded trolls are the ruling class of Alternia and are responsible for taking care of incredibly dangerous Lusii capable of truly frightening abilities. Due to the potent blood flowing through their veins Fuchsia blooded trolls are nigh immortal. They are also known for being some of the most physically capable trolls, and command great respect.

Name suggestions: Royal. Sometimes with water and/or fish puns. Examples: Peixes, Meenah, Estval, Rougen, Anarit, Telani, Porsca.

## CH3 Ability Scores and Skills

### Skills

Skills represent a character's proficiency in a specific type of task. To calculate your skill modifiers, take the stat modifier for the relevant skill and add it to the number of skill points you have allocated to that skill. You cannot have more than five skill points allocated to any one skill. One gains skill points by levelling up as described in the Adventuring chapter of this document. At level 8, non-psionic characters gain the *Savant* bonus feat, which doubles the effect of your skill points in one skill.

### 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 in 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.

### Dexterity-based skills

- **Acrobatics:** Acrobatics encompasses 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 house building)

- **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.
- **Concentration:** Concentration is mostly applicable to maintaining mental 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.
- **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.
- **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 an Insight 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.

# CH4 Adventuring

## Equipment

### Weapons

The weapons your character is allowed to use is dictated by their strife specibus. Characters should only start with one, maybe two, strife specibi, though if your character has a very good reason for having more, discuss it with your DM. Below is a list of different properties weapons can have, and following that is a table describing the most common types of weapons and how much damage they do, what ability modifiers are used, and other special characteristics. 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 statistics for that listed weapon, or if you you feel it would be more accurate, worse statistics.

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.

*Finesse* - When making an attack with this weapon, you may choose whether to use your strength modifier or your dexterity modifier for attack and damage rolls. You must use the same modifier for both rolls.

*Fixed* - As specified, this weapon does not gain the benefit of any ability score to attack and/or damage rolls, as specified. Anything (such as a feat) that would allow you to replace or add a different ability modifier to that fixed roll does not grant that ability modifier to that roll with this weapon.

*Light* - This weapon is particularly light, allowing it to be used in two-weapon fighting. See Chapter 5 for a description of actions and the mechanics of two-weapon fighting. Two-weapon fighting may **only** be used if both weapons are light and neither are two-handed.

*Loading* - This weapon requires some time to load ammunition, so you may only fire it once per round.

*Ranged* - This weapon attacks targets at a range. Specified with the ranged property in the below table are two numbers. The first number is the normal range that the weapon can be used to make attacks in, and the second number is the weapon's maximum range. Attacks within normal range function normally, attacks beyond normal range have disadvantage on attack rolls, and attacks beyond the maximum range are not possible. All ranged weapons have disadvantage to hit targets within 5 feet.

*Reach* - This weapon is a melee weapon that can reach further than the usual adjacent targets within 5 feet. The weapon can be used to make attacks within the specified reach instead, and your character's threat area for attacks of opportunity (see Actions in Chapter 5).

*Reload* - More significant time is needed to reload the weapon. After this weapon has been fired the specified number of times, you must spend the specified action(s) to reload the weapon before it can be fired again.

*Thrown* - This weapon can be used as both a melee weapon and a ranged weapon with the specified throwing range. You use your strength modifier for both the attack and damage rolls.

*Two-handed* - This weapon requires both hands in order to make attacks with it.

*Versatile* - This weapon can be used with one or two hands. Using it one-handed gives it the first damage amount specified, and using it with both hands yields the second damage amount.

## Weapon Table

### Armor & Shields

Armor is a piece of equipment that your character wears that grants additional AC to your character. Shields are items that take one hand to hold and provide additional AC bonuses. Armor comes in three different types: light, medium, and heavy. The heavier the armor, the more protection it grants, but the more penalties it inflicts upon the wearer. The AC bonuses listed below are for tier 1 armor. As armor is alchemized, each tier of alchemization increases the AC bonus granted by the armor.

Type	AC Bonus	Penalties
Light	+1	None.
Medium	+1.5	You cannot add more than half your Dex modifier to your AC. -2 penalty to Stealth checks.
Heavy	+2	You do not add your Dexterity modifier to AC (even if it is negative). Disadvantage on Stealth checks while wearing. Must have a Strength of at least 14 to wear.
Shield	+2	Requires one hand to hold. Shield AC bonus does not scale with tier, but certain alchemizations might increase the bonus.

### Building & Gates (TODO)

TO DO!!!!

## **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. (To be expanded upon)

### **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'(3.33 Meters) it fell.

### **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+CON HP. Hit Dice are not regained until after a long rest (see below)

When a psion restores HP from resting, they also restore an equal amount of PP.

### 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 PP and half of their maximum number of hit dice. 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.

# CH5 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  $1d20 + (\text{Weapon Modifier, usually STR or DEX})$ . 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  $1 + \text{STR}$  damage.



- **Ranged Attack:** 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 creature 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 and some items allow you to activate special abilities. These often require a major action to use.
- **Dash:** As a major action you can double your speed for a turn so that your next move action is twice as long.
- **Disengage:** Any movement you make this turn does not provoke Attacks of Opportunity (see Reactions below)
- **Dodge:** You focus on avoiding attacks entirely. Any attacks made against you have disadvantage and you have advantage on DEX checks to avoid hazards until the start 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 minimal 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, which causes them to lose the PP but it has no effect.

- **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 use said action, expending your reaction. If the action you have readied can not be completed for some reason when it is triggered, 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

**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.
- **Intimidation:** Attempt to scare your enemies into submission. Roll 1d20+Intimidate against an enemy's Insight roll. Should you succeed that enemy takes a -2 penalty to its next attack roll against you until the beginning of your next turn.

### 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.

- **Attack of Opportunity:** If you are wielding a melee weapon, a creature is within your threatened area (the total area of squares you can reach with your weapon), and that creature leaves your threatened area, you can spend your reaction to make a single melee weapon attack against the creature. This is not applicable if the creature moves about inside your threatened area. Must be readied

## Damage and HP

**Hit Points:** Hit Points represent luck, durability, 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 regain HP from resting as well as from other healing methods.

**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 that would reduce you to your negative maximum health total 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.
- **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.

## CH6 Leveling

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.
- You gain a +1 to place in any of your skills.
- Your hitpoint maximum increases by 1d6 + your Constitution modifier, minimum 0, and your current HP total increases by the same amount.
- If you gained an Echeladder Rung that is a multiple of 5\*, then you gain a feat. Consult the list of example feats and your DM to select a feat for your character.

\*Humans get an extra feat at Rung 3

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.

Rung	Total XP	Rung	Total XP	Rung	Total XP
1	0	11	2,200	21	130,000
2	20	12	3,300	22	200,000
3	50	13	5,000	23	300,000
4	90	14	7,600	24	450,000
5	150	15	11,500	25	675,000
6	250	16	17,000	26	1,000,000

7	400	17	25,500	27	1,550,000
8	620	18	38,500	28	2,300,000
9	950	19	58,000	29	3,425,000
10	1,450	20	87,000	30	5,100,000

**Feats(TODO)**



## CH7 Psionics

Psionics have been an important part of both Homestuck and DnD for very long. Naturally, it should be a part of RPGStuck.

There are two things to keep track of with psionics: Powers and Power Points (PP).

Powers are like psionic spells.

Power Points are used to fuel Powers.

Ranks are used to determine how potent a Power is.

Using a higher Rank Power costs more Power Points, but the Power itself is going to have stronger effects and be more difficult to resist.

### Creating a psionic character

So, you want to play a psionic character. There are a few things to keep in mind about that.

1. All characters can perform psionics, but the lowbloods are naturally more talented. In RPGStuck, this takes the shape of more PPs.
2. Your character's physical attributes are going to suffer.

When creating a psionic character, your Constitution is going to decrease. How much depends on if you are a minor or major psion.

You take a -2 penalty to your mental resistance, and a -1 penalty to your physical resistance.

After that, you have to choose whether you are going to be a Major Psion or a Minor Psion. The major psion focuses on psionics, and the minor psion uses a mix between psionics and physical prowess.

#### *The Major Psion ("The Psion")*

Canon Examples: Aradia, Sollux and Aranea

- Knows two powers at level 1, 2 Cantrips and 1 PP generator
- Gains +1 PP/level
- Can learn all powers
- Gains +1 to rolls made to overcome psionic resistance
- Can only wear light armor
- Cannot use a weapon larger than 1d6/tier
- -3 Constitution

#### *The Minor Psion ("The Psionic Warrior")*

Canon Examples: Vriska

- Knows 1 Power at level 1, 1 cantrip and 1 PP generator
- Can't learn all powers
- Can wear Light and Medium armor
- Cannot use a weapon larger than 1d8/tier
- -2 Constitution

After that, determine your Power Points. ((not the presentations))

Major Psions use the following formula to determine their PP:  
 $(\text{level}+3)d4+(\text{blood}+\text{INT}+2)*\text{level}$

Minor Psions use the following formula to determine their PP:  
 $(\text{level}+3)d4+(\text{blood}+\text{INT})*\text{level}$

At level 1, you should have PP equal to  $4d4+\text{blood}+\text{INT}+(2 \text{ if major})+\text{other modifiers}$  (if applicable).

Whenever you level up, you add  $1d4+\text{blood}+\text{INT}+(2 \text{ if major})+\text{other modifiers}$  (if applicable). When you level up, you always gain a minimum of 1 new PP, so if your total above is less than 1, gain 1 PP instead.

If your Intelligence modifier increases, your PP total may increase. If your total modifier to PP rolls from levelups ( $\text{blood}+\text{INT}+[2 \text{ if major}]$ ) after you increase your Intelligence modifier is not negative, then you gain PP equal to your current level. If your total PP roll modifier is still negative after the Intelligence increase, you gain no PP.

Choose an amount of powers determined by your type of psion. Additionally, you can learn MindKind 1 for free if your modus is useless (like 1/2bowKind).

You also have the option to learn a new Power instead of taking a feat.

## Using Psionic Powers

To use a power, you need an Intelligence modifier of at least +1. Then, choose what rank of that power you want to use, and pay the corresponding PP cost. The maximum rank that you may cast is equal to your intelligence modifier.

## Resisting Psionic Powers

To resist psionic powers, you have your psionic resistances. There is one psionic resistance for each of the six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. It should always be an integer. To determine your psionic resistance in each ability, follow this formula:

10+ability modifier+blood resistance

Strength, Dexterity, and Constitution uses your Physical Resistance.  
Intelligence, Wisdom and Charisma uses your Mental Resistance.

As a reminder, psionic characters incur a -2 penalty to mental resistance and -1 penalty to physical resistance against psionics, on top of the above modifiers.

The roll done when using a psionic power against the resistance is:

1d20+INT+other

“Other” refers to things such as major psion bonus, bronze blood bonus, or anything else.

Then they compare their roll to the higher of the two Ability scores mentioned in the power’s description. If the resistance is greater than the roll refer to the “successful save” portion of the power’s description. Generally, a successful save means halved damage and ignoring additional effects.

## 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 <a href="#">on fire</a>	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.

## Metapsionics

Metapsionics is a term used to describe feats that change your psionic powers.

For example, you can make your Illusion (Glamour) power able to actually make sounds, or allow you to divide your Eyebeams into two beams, hitting two targets for less damage. For inspiration, talk to your DM or check the Metamagics in the standard D&D5E Player's Handbook.

## Hit Points Power Points Transparency (“Blood Psionics”)

Even when out of power points, a psion can still use their powers. When you are out of PP, you can use your HP as if they were PP.

Additionally, if you kill yourself using your own psionics the effect of the power is quadrupled. Killing yourself in this manner instantly kills you and does not grant the ability to be stabilized via death saving throws or other means.

## Power List

Below is a brief description of the current powers.

DISCLAIMER: In a lot of cases, the powers have been nerfed compared to Homestuck levels, or given some sort of limitation. After all, it has to be balanced. With something so sensitive as psionics, some resemblance of balance comes in first hand.

Power Name	Cost	Description
Mindcontrol	~ PP	Manipulate the mind and thoughts of a creature up to 8
Beastcontrol	5 PP	Control the actions of an animal or grist monster.
Eyebeams°	4 PP	Shoot blue and red beams from your eyes.
Telekinesis°	~ PP	Lift an object or person using your mind.
MindKind	4 PP	Emulates a Strife Specibus. Reduces max PP.
Assist	5 PP	Increase a player's attack and damage, or their AC.
Enchant	~ PP	Give your next attack an additional effect
Pyrokinesis°	~ PP	Control or create fires.

Illusion	~ PP	Create optical illusions, illusory sounds, or create clones of yourself.
Flashstep	~ PP	Move instantly as a free action.
Anti Psionics	~ PP	Powers specifically designed to fight psions.
Meditate <sup>°</sup>	0 PP	Rest, and rapidly restore PP.
Storm's Eye <sup>``</sup>	0 PP	Restore PP. Only useable in combat.
Psi Blade <sup>``</sup>	5 PP	Restore PP with successful attacks.
Consume <sup>''</sup>	0 PP	You learn to create a PP restoring consumable.
Cantrip	0 PP	Replicate a weak version of another power.

<sup>°</sup>Major Psion only

<sup>``</sup>PP recovery move

\*Special conditions required to learn this power

\*\*Harmless

yep

### *Mindcontrol*

Description: Manipulate target humanoid's mind.

Casting Time: Full turn action

Range: Sight of target (Computer screens included)

Duration: Varies

Opposed stat: WIS

Successful save: Negates effects. Target is aware you attempted to effect them. Target chooses whether to resist effects after the power is used and the initial consequences are felt

Rank	Cost	Description
Control N	25*N PP	Control a target's actions for N turns. Target may choose to roll 1d20+WIS vs the caster's 1d20+INT to avoid doing something against their nature. The target may not be forced to do something they consider impossible, be brought to self harm or suicide <sup>***</sup> , or suppress reflexes.
Visions N	10+10*N PP	Target sees a vision of your design as a daydream like vision, or normal dream should they be sleeping. Should the target choose to resist the dream sometime after the initial imagery it lasts N rounds. Otherwise it lasts up to N*INT minutes when awake or up to N*INT hours when asleep(ends when target wakes up).

Emotional Tweak N*	8*N PP	Cause the target to experience a certain emotion or feeling(e.g Happiness, Attraction, Bravery, Jealousy, Pride) for N*INT Minutes. You have +4*N to all CHA checks made with the target during this time.
Scan N*	12*N PP	Read the thoughts and motives of a player, you learn what emotions they are feeling at the moment, any actions they plan to do several seconds ahead of time and any plans they are thinking about. Lasts N rounds in combat and N minutes outside of combat. You have +4 to AC against Attacks, and to opposing grapple checks against this target while the power lasts. Higher ranks of scan can be used to target specific thoughts and to search out hidden motives and plans at DM discretion
Nihilism N	12*N PP	Calm a target. Any feelings of bravery, anger, etc fade away. Disables Raging and other mental effects(such as hallucinations) on the target that haven't been cast by you, including other mind control. Lasts up to an hour out of combat and N*2 rounds in combat, during which time the target remains calm unless they begin raging again.
U.T.M(Placebo)** N (Unfixable Thought Machine)	25*N PP	Plant a <del>medical</del> lie, opinion, idea, or emotion in the target's mind. The target believes this thought to have sprung from their own mind and tends to support such thoughts, except for when they are outlandish and ridiculous. If the target welcomes this thought, or appreciates it, or would normally support it then it lasts until the target disagrees with it, else it lasts N*30 minutes.

\*When resisted the target is aware they are being mentally influenced by you, and may attempt to force the power to end by using an minor action to cause the caster to make an additional psionic check against their resistance at disadvantage.

\*\*When resisted, the thought is still in the target's head, but they are aware who directed it at them and may believe it not to be true.

\*\*\*If the target has a mental disorder where they would consider self harm or suicide acceptable then this clause doesn't apply

#### MINDCONTROL NOTES:

- Powers not denoted with an \* means that the target is normally aware that they are being used.
- All powers can be dismissed by the Psion casting as a minor action.
- If a power is truly unopposed and supported fully by the target and the caster then the caster may extend the duration indefinitely as both parties consent to such. The power

ends immediately and uncontrollably if either party withdraws consent after the normal maximum duration of the power expires.

- UTM example: You *aren't* in pain. You *don't* feel sick. You feel attracted to [Name]. You feel hungry. You are in pain.

### *Beastcontrol*

Description: Take control of a Beast or a Monster

Range: Sight of target (Computer screens included)

Duration: Varies

Opposed stat: WIS

Successful save: Negates

Rank	Cost	Description
Beastcontrol N	10*N PP	Take control of a monster for N rounds.
Mass Beastcontrol N	25*N PP	Take control of a number of monsters equal to your Intelligence modifier as with Beastcontrol N.
Free Zone N	7*N PP	Create a zone where beasts cannot enter. The zone has a radius of 5*N feet and lasts for N rounds.
Beast Tongue N	3*N PP	You can understand and speak the language of beasts for N rounds.

#### BEASTCONTROL NOTES:

- Beastcontrol can be used to take over all animals, and enemies that drop grist.
- Taking control of a creature reduces maximum PP while the control is active.
- You cannot maintain control while sleeping.
- Beastcontrol N cannot affect beast of Tier higher than N.
- If Beastcontrol N is used against a beast of Tier N/2 or lower, then you automatically succeed on your roll to overcome the beast's resistance.

### *Eyebeams*

Description: Fire blue and red beams from your eyes

Range: Sight of target (Computer screens not included)

Opposed stat: AC

Successful save: No damage, additional effects are canceled

Rank	Cost	Description
Eyebeams N	5*N PP	Deal Nd10 damage

Mass Eyebeams N	20*N PP	Deal Nd10 damage to a number of targets equal to your intelligence modifier.
Lock On	6*N PP	Deal Nd4 damage. Your next Eyebeams against that target has +N to hit until they use the Dodge or Brace action. This bonus does not stack with itself.

#### EYEBEAMS NOTES:

- If a psion is assaulted with Eyebeams, and they know Eyebeams themselves, they can choose to cast Eyebeams in response.
  - When this happens, both of them roll 1d20+INT
  - The one with the lower result takes damage from BOTH beams.

### *Telekinesis*

Description: Use your mind to perform various actions

Range: Sight of target (Computer screens included)

Opposed stat: STR

Successful save: Halves damage, Ignore other effects

Rank	Cost	Description
Crush N	5*N PP	Crush a target, dealing Nd6 damage.
Trip N	3*N PP	Trip a target, dealing N damage and knocking the target prone.
Push N	4*N PP	Push a target N*5 feet away. Deal Nd3 Damage.
Pull N	4*N PP	Pull a target N*5 feet towards you. Deal Nd3 Damage.
Slam N	3*N PP	Deal Nd12 damage to a prone target.
Lift N	5*N PP	Lift 30*N pounds. Deals no other damage than fall damage.

#### TELEKINESIS NOTES:

- Lift 5 can be used to lift yourself, or another player, and unless otherwise noted, lower ranks of Lift cannot.
  - Lift 4 is sufficient to lift a player if the character is a burgundy blood.
  - If a player tries to resist Lift, the psion has to make one psi roll per round.
- Lift moves the target with 20 feet per round, or 10 feet if the target is trying to resist.
- Trip does not work on targets larger than medium humanoids.



## MindKind

Description: A high level psionic has no use for any particular specibus allocation.

Rank	Cost	Description
MindKind 1	4 PP	Use your psionic powers to use a weapon you have
MindKind 2	8 PP	If you use your major action to attack with MindKind, you can use your minor action to attack a second time.
MindKind 3	12 PP	You can use other psionic powers while using MindKind

### MINDKIND NOTES:

- Every psion can choose to have MindKind at character creation. This however **breaks** your normal specibus, turning it into something **useless** like ½ bowKind or TablelegKind.
  - How it breaks is up to the player, but it happens.
- When using a MindKind you replace the existing ability modifier for to-hit and damage with INT, but the weapon damage dice decreases by one size. This decrease happens after any damage dice cap enforced by being a psion, so a major psion uses mindkind the highest tier 1 damage their mindkind weapon could do would be 1d4. If there originally was no ability modifier associated with the weapon, then it is unchanged.
  - d1 d2 d3 d4 d6 d8 d10 d12 d20
- Using MindKind reduces your max PP while active.
- If you are using MindKind 2 to attack multiple times per round, you don't add your INT to the second damage roll.
- Unless you have MindKind 3, you can't use other psionic powers while using MindKind.

## Assist

Description: Give any character a bonus on attack and damage rolls.

Range: 30 ft Line of Sight/Touch

Rank	Cost	Description
Offense N	N*5 PP	Give a target +N*2 on their next attack and damage roll next turn.
Defense N	N*5 PP	Give a target +N*2 to AC for one round.
Donate	1 PP	Reduce your HP/PP by X. Target gains X HP/PP (Must be the same as type drained from caster)
Boost N	N*10 PP	Next time target Psion casts a power this combat, increase its

		rank by the rank of this spell
Resist N	5*N PP	Target gains +N to all resistances. The effect ends when the target is hit by a power or after one hour.

**ASSIST NOTES:**

- Using Assist is a minor action.

*Anti Psionics*

**Psidrain**

Description: Deal damage and drain PP from a target.

Range: Melee

Opposed stat: CHA

Successful save: Negates drain and halves damage

**Psiblock**

Description: Create an anti-psionic field inside of which psionic powers cannot be used.

Range: 60 ft radius

Duration: 1d4+INT rounds

Opposed stat: INT (not a resistance, see power description)

Successful save: Use a psionic power inside of the field

Rank	Cost	Description
Psidrain N	6*N PP	Deal Nd6 damage, drain Nd6 PP.
Psiblock N	8*N PP	Create a stronger anti-psionic field.
Mindcrush N	6*N PP	A grappled psion can't use powers for N rounds. Melee range.
Shield	5 PP	Target receives the "Brace" buff. Minor action. Line of Sight.

**PSIDRAIN NOTES:**

- If the target is not psionic, you do not gain any PP.
- If the target is psionic, and out of PP, they do not lose any PP and instead you heal yourself equal to the HP damage dealt.

**PSIBLOCK NOTES:**

- If you wish to cast a power inside the anti-psionic field, you have to roll 1d20+rank+INT of the power you're using, and overcome a DC of 20+rank+INT of the one who created the field
  - Rolling equal to the field DC means you successfully cast the power

- Mental resistances granted to you do not apply to this roll.
- If you fail to overcome the the anti-psionic field, you lose your PP and your action.
- Getting out of a Psiblock field usually takes around two move actions.
- If you successfully cast Psiblock inside of an anti-Psionic field, they cancel each other out.
- You are not exempt from your own anti-psionic field.

**MINDCRUSH AND SHIELD NOTES:**

- Mindcrush can only be used on grappled targets.
- Mindcrush has a hard cap at rank 4.
- For more information about Shield, check the Brace action.

*Cantrip*

Description: Replicate a weak version of another power.

All Cantrips take a major action to cast unless said otherwise and cost 0 PP.

All minor psions know 1 cantrip, and all all major psions know 2 cantrips.

Power Name	Description
Mindcontrol	For the next INT minutes a non violent creature's alignment is shifted to friendly towards you. They know they are being magically enticed. You have advantage on CHA checks with that creature. May only target one creature at a time.
Eyebeams	1d6 ranged magic Attack, 50/70
Telekinesis	Conjure a spectral hand of magic force to manipulate anything weighing 10 lbs or less. Treat it as if it has an STR score of 8. Lasts as long as you use a minor action per round to manipulate or maintain it.
Senses	Touch a creature. Add a d4 to it's next ability check within the next minute. Requires concentration, can self target.
Psidrain	On a successful melee Attack use a minor action to deal 1 damage and drain 1d3 PP.
Assist	Give a player +1 to attack and damage on their next attack next round or +1 to AC for one round. Can self target.
Pyrokinesis	Control a small flame or create a ball of light equal for 1 hour. The ball of light provides illumination equivalent to a torch and can be fired as a major action at a range of 10/30 feet using

	INT to hit and dealing 1d4 damage on a hit.
Illusion	Create a silent illusion the size of a basketball that lasts 2 rounds.
Prestidigitation	<a href="#">General description of Prestidigitation.</a>
Enchant	Your next physical Attack next round deals an additional 1d4 damage.
Heal	Touch a friendly creature. Restore 1d4 HP. Usable once per combat in combat or once per hour out of combat.
Detect Psionics	Detect psionic users, items and such in a 60 foot cone.
Light	Object touched glows like a torch.

### *Enchant*

Description: Give your next attack a special effect.

Range: Your weapon.

Duration: 1 Attack

Opposed stat: CON

Successful save: Cancels any special effects.

Rank	Cost	Description
Power Attack N	6*N PP	Add N damage dice to your next attack.
Seeking Attack N	4*N PP	Add +N to your next to-hit roll.
Snare N	4*N PP	Target takes no move action for N rounds.
Pushing Strike N	2*N PP	Your next attack pushes a target 5*N feet back.
Flaming Strike N	5*N PP	Your next Attack sets a target on fire for N rounds if successful.
Terrifying Strike N	4*N PP	Make a free intimidate check if you land your attack. You gain +N on that check.

#### ENCHANT NOTES:

- In addition to hitting the target, the psion must roll to overcome the target's Constitution resistance before attacking in order to gain the associated power benefit.

- Using enchant and attacking counts as one major action.
- If you miss your attack roll, the PP are wasted.
- You can't help other people with Enchant.
- Can not be used in conjunction with itself or with Flashstep

## *Pyrokinesis*

Description: Do various things involving fire

Range: 30 ft (one move action)

Duration: varies

Opposed stat: DEX

Successful save: Halves direct damage and negates any extra effectsx

Rank	Cost	Description
Breathe N	5*N PP	Breathe fire, dealing Nd6 damage in a 30 ft cone.
Ignite N	5*N PP	Set a target on fire for N rounds.
Control N	3*N PP	Control an existing fire, causing something to be set on fire for N rounds..
Fireballs N	5*N PP	Fire N Fireballs, each dealing 1d4+1 damage. Fireballs ALWAYS break psionic resistance.
Flare N	3*N PP	Fire a flare up in the air, notifying anyone within N miles radius who can see the flare.

### PYROKINESIS NOTES:

- All of the subpowers except Ignite requires you to have an open source of fire available, like a Torch.
- As a rule of thumb, Breathe hits one target at melee range, three targets at reach weapon range, or 6 targets at max range.
  - Everyone inside the area is hit with Breathe.
- Targets that are on fire take 1d4 damage per round. Targets on fire can spend a minor action to douse the fire with an easily accessible source of water or a major action to smother the fire through other means.
- Unless stated otherwise, Pyrokinesis does NOT set fire to anything without Metapsionics.

## *Illusion*

Description: Create various illusions

Range: Line of Sight

Duration: N\*2 rounds.

Opposed stat: Insight

Successful save: Target disbelieves the illusion.

Rank	Cost	Description
Programmed Illusion		Create an illusion as with the power Glamour and/or Ghost Sound. Choose a trigger for that illusion. That illusion activates whenever the trigger goes off, with a cooldown of 11-N rounds per activation.
Glamour N	N*5 PP	Create a silent illusion. The size and believability of the clone increases with ranks.
Clone N	N*10 PP	Create N copies of yourself, mimicking your movement. When someone attacks you, roll a d(N+1). If they don't roll maximum on that dice, they attack a clone, automatically destroying it. Otherwise, they hit the psion.
Prestidigitation 1*	1 PP	<a href="#">General description of Prestidigitation</a>
Ghost Sound 1*	4 PP	Create a fake sound. It can be anything that your character have heard before.

\*Power does not produce illusory effects, and thus a roll is not necessary to overcome the target's resistance.

Glamour Rank	Size of Illusion
Glamour 1	Small
Glamour 2	Medium
Glamour 3	Large
Glamour 4	Huge

#### ILLUSION NOTES:

- When using clone, everyone present make a saving throw. If they make the throw, they know which one is real. They can then tells everyone present which one is the real one.
  - Clones have 1 HP and 1 AC, and can't deal damage.
  - When resisting illusions, rather than using the target's Wisdom modifier to determine mental resistance, use the target's Insight modifier.
- If you pay the double PP cost for Ghost Sound, you can use it at the same time as another Illusion subpower.

## Flashstep

Description: Move instantly as a free action, or move faster than the eye.

Range: Varies

Opposed stat: -

Rank	Cost	Description
Flashstep N	3*N PP	Instantly move 5N feet. While in strife if you don't end the Flashstep adjacent to a conscious creature, the PP cost is tripled.
Multistrike N	5*N PP	Your next attack hits N+1 targets within range, but cannot hit the same target twice.
Pierce N	5*N PP	Your next attack hits all enemies in a 5+5*N+(weapon range) line emanating from you. If you're using a melee weapon, you can be moved to the end of the line.
Flurry N	5*(N+1) PP	In your next attack you make N+1 attacks on a target with a -N*2 penalty on each.
Breakthrough N	7*(N+1) PP	As multistrike. If you hit a target engaged in grapple, they roll athletics versus your psi roll. If you win, they are no longer engaged in grapple.

### FLASHSTEP NOTES:

- You cannot bring other people with you when you flashstep.
- You can only flashstep once per round.
- Flashstep is simply very rapid movement, and as such cannot be used to move through solid objects.
- When using Multistrike, Flurry, and Breakthrough, your weapon is still subject to Loading and Reloading requirements. For example, Flurry cannot be used on a crossbow with the Loading property because Loading dictates the crossbow can only be fired once per round.
- Attack modifiers do not stack e.g. Enchant powers

## Meditate

Description: Rest for an hour, restoring PP and HP.

Range: -

Duration: One hour.

Opposed stat: -

Rank	Cost	Description
Meditate N	0 PP	Rest for an hour and restore N*50 PP and N HP.

**MEDITATE NOTES:**

- Meditate can only be used once per long rest.
- If your meditation is interrupted prematurely, you don't gain any PP or HP.
- Meditating in sopor slime doubles the effect.
- If Meditate is used in conjunction with a short rest, the PP and HP provided by Meditate are granted on top of those normally obtained through short rests.

*Storm's Eye*

Description: Convert the flowing adrenaline of battle into the mental concentration called PP.

Range: -

Duration: Instantaneous

Opposed stat: -

Rank	Cost	Description
Storm's Eye	0 PP	For each completed turn in combat within the past five turns that you have not taken an offensive major action, you regain 5*INT PP.

**STORM'S EYE NOTES:**

- The counter starts when you roll initiative.
- Offensive major actions include attacking, grappling, and using any psionic powers that require a roll to overcome psionic resistance.
- Storm's Eye can only be used once per combat.

*Psi Blade*

Description: Sacrifice your maximum PP to restore PP with attack rolls.

Range: Same as your weapon

Duration: Until the player chooses to end it.

Opposed stat: -

Rank	Cost	Description
Psi Blade N	5*N PP	Upon landing a successful weapon attack, you restore 2*N PP.

**PSI BLADE NOTES:**



- Psi Blade reduces your max PP while it is active
  - Higher rank Psi Blade reduces your max PP by more, but gives you more PP on successful attacks.

## *Consume*

### Description:

You produce a psionically infused type of food, like Mind Honey or Psionic Woolbeast meat. How you do it is mostly roleplay, but it usually takes about a week for your psionic animals (or whatever) to produce it. Consume is a bit unusual because in character creation it is treated like a power, but when you play it is not actually a power you can use, but a “potion” that you produce.

Eating this product pushes your psionic powers into Hypermode. When you are in Hypermode, the following effects apply:

- At the beginning of your turn, your PP are fully restored.
- All of your power’s max ranks are increased by 2.
- +3 on all psi rolls.
- You must use a power every round, or else you die.
- You must always use a max rank power, or else you die.
- You cannot tell the difference between friend or foe, using your powers on a random target.
  - To determine what target you’re attacking, roll a 1dN where N is the amount of people on the battlefield, and use initiative order.
    - Note that this means you can backfire and hit yourself.
- The only thing you can decide is what power to use, but you must spend PP.

Hypermode can ONLY be interrupted by the following effects:

- You backfire and hit yourself.
- You kill a friend with your overwhelming powers.
- Your PP reaches zero.
- 10 rounds (one minute) pass since hypermode was initiated.
- You are killed or knocked unconscious.

When hypermode is over, you’re left with 1 HP, 0 PP, and no memories of your actions.

Products made by Consume have no effect on non-psions.

CH8 GT(To be written)

## 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.

### **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 of 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.