

The first rule of this game, is "The Rule of Cool"(ROC) It will be coming up alot. Naturally your characters are capable of alot of things, many of them super human, however somethings are just impossible...unless ROC is in effect. If you are doing something undoubtedly badass, you role higher, the checks get easier, you do more damage, and you can fucking wreck shop. Attempting something cool does not count. Ex: You attempt to leap a tall building in a single bound. Probably not gonna happen. Now if you try to leap a tall building in a single bound, while steering a Grimm Crow by the feathers as you dive bomb it into a Grimm Rhino, slashing it with your melee weapon as you kick off? Youre damn straight you leap that building,in fact, heres a bonus 2d6 damage.

ROC is like a combo, once you get it started, use it to amp up the stakes. There are no hard numbers here, there is no "Cool points" Its all GM call. The cooler you get, the more likely I am to say yes. Running into trafic: not cool. Running on a wall: cool. Running into traffic after running on a wall: very cool. Attempting to jump onto the side of a moving truck and using it to bound up onto the building on the opposite side, using the momentum from your wall run? Super totally awesome cool. You can see how this can get exponentially cool. This is almost always enhanced with teamwork. Shit gets easier with friends, and looks way more bad ass. The lone wolf is romantic (and inaccurate) but its dull as shit. The more elaborate your plan, and more bodies involved, the bigger and badder things you can take out.

ROC lasts until the encounter ends or something happens that breaks your combo. Natural 1s almost always do. ROC is for the whole table, each of you dont have an individual score, so teamwork will maximize its effectiveness. If your team is being super cool, and you fuck up, everything gets a little harder for everyone, but it isnt the end of the world. One person fails, the rest need to hold their own until everyone is back on their feet, and the ROC is back up.

There are six stats per character. These are the same as D&D

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Strength (Str) determines your accuracy and damage with melee weapons, and is used in, you guessed it, tests of strength. I will have you roll strength to lift heavy objects, grapple with or hang onto enemies, and a whole shitload of things I cant think of.

Dexterity (Dex) is how agile and coordinated you are. It determines your accuracy with ranged weapons and some light melee weapons and adds to your Defense. I will also have you roll Dex for accrobatics, stealth, and some vehicles... and a whole shitload of things I cant think of.

Constitution (Con) is how tough you are. It primarily determines Hit Points. I will have you roll for Con when you get poisoned...and...other things...

Intelligence (Int) is used to manipulate Dust. Every character can manipulate dust, to varying effectiveness. Dust can emulate many magical effects, limited only by your imagination and how cool you are at that moment.

Everyone of you gets a "Semblance" ability. Something extraordinary, that you can do on a semi-at will basis. Ruby's Speed, Yangs Berzerk, Wyse's glyphs and Blakes clones, are all Dust. You can do this nearly whenever you want, but do it too much, and you burn out. How long you can go and how often you can do it, is based on Intelligence. Your Semblance ability scales with Cool, and must be maleable enough to have tangible effects and various levels of Cool. There will be non-Dust related Int checks.

Wisdom (Wis) determines your Aura. Your Aura is your magical protection, "like a force field". Your Aura contributes to your defense, but is slowly eaten away until you have to rely solely on your Dex and Con to avoid and withstand the hits respectively. Perception checks are considered Wis.

Charisma (Cha) Charisma is your force of personality. Its different for every group, but for me, it does not equal physical attractiveness, but there is certainly a trend. Nearly every check made in diplomacy is Charisma. Charisma is used to ward off mental attacks, both mundane and magical.

There are no enhancements for being varieties of Faunas. they all get night vision, and disadvantage on diplomacy checks against most human, and perhaps a few nasty things I

haven't thought of. When ROC is in effect, your specific animal heritage may begin to come into play however.

"Advantage" and "Disadvantage" are usually used to get ROC rolling. When you are in an advantageous position. Stealth, Ambush, High Ground, Cover, all are examples of "Advantage" When you have advantage, you roll your d20 twice, and take the better roll, then add your bonuses. Equal and opposite for Disadvantage, roll two d20, take the worse, add your bonuses.

Skill checks come in increments of 5, starting at 10. Examples of Skill and who can do them:

10: Climbing an uneven surface; a Cha Hunter.

15: flipping over an enemy; a Dex Hunter making a Dex check from a standing position.

20: hitting the weak spot on a Grimm Boar; Str Hunter Making a Str check with advantage

25: Noticing an invisible enemy; Wis Hunter with advantage and a layer of Cool.

30: Sniping a Grimm Elephant in the eye; A Dex Hunter with a lot of Cool and teamwork.

35: Climbing rubble currently falling; A Dex and Str hunter with Teamwork, Cool, Semblance

40: ???

Your Base stats, (Str, Dex, Cha...) are your skill checks. You have an array of 1,2,3,4,5,6 to distribute into the 6 stats. A normal human has 0 in every stat. When you roll a check, you roll a d20, plus your stat...and that's it. No skill points, no specializations, it's all in the base stat. They are the representation of both natural talent and personal training. A natural 20 is an automatic success, and boosts your ROC. A natural 1 is an auto fail, and usually has a terrible consequence, and almost always decreases the amount of cool on the table.

All damage is a base 1d6, 1 slash with a sword, 1 hit with a mace, 1 sniper round, 1 burst of smg...all 1d6. As you get cool, you start rolling more and more dice, and start doing buckets and buckets of damage, with the exception of bare fists. The only damage associated with unarmed fighting, is raw strength. This can of course be buffed with ROC, but it starts with nothing.

HP is calculated by multiplying your Constitution by 2. This number is the total number of hits you can take. As it's literal hits. Monsters do damage in a different way. Everything they do is in essence 1 hit point of damage, except in special cases that I haven't even thought of yet. **HOWEVER, THIS IS THE MOST UNCERTAIN ASPECT OF THIS GAME I HAVE. THIS CAN, AND PROBABLY WILL BE CHANGED THE INSTANT IT FEELS BROKEN ONE WAY OR THE OTHER.**

This game is in Super Pre Game Test Maybe And Probably Is Wildly Broken Alpha, it will be live patched, and sometimes even mid encounter...However, I will never punish you guys for my mistakes.