RWBY

Unofficial Tabletop RPG

created by

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RWBY
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Emblem

Strength | Willpower | Health (END+1)

Agility | Perception | Aura (PER+10)

Endurance | Discipline | Capacity (DIS+1)

Melee Accuracy | Ranged Accuracy

Character Name _____ Gender _____

Heritage _____ Color _____ Hair _____ Eyes _____

Semblance

_____

_____

Weapon

Name: _____

Description: _____

_____

Modifications

1. _____
2. _____
3. _____
4. _____
5. _____

Dust

Red | Orange

Yellow | Green

Blue | Violet

Brown | Pink

Black | White

Design

RWBY

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Introduction

Remnant is a world in which Man has been brought to the brink of extinction. Driven back by thecreatures of darkness known as Grimm, Man was nearly helpless. However, in time, Man's ingenuity led to the development of Dust. Dust is nature's wrath in physical form, and with Dust, Man could bend the forces of nature, and by extension, the creatures of Grimm to his will. Since then, great Huntsmen and Huntresses have been selected and trained to protect Man and all his kingdoms from the creatures of Grimm, who are always ready to strike at the first sign of weakness, and destroy Man forever.

RWBY (Pronounced "Ruby") is an American anime created by Monty Oum and produced by Rooster Teeth Productions. Its unique style, art, and animation has inspired many dedicated fans to produce their own art, fiction, and stories set in this universe. The Unofficial RWBY Role Playing Game is an attempt to emulate the action packed feel and over the top antics of RWBY and Remnant as a whole. The Unofficial RWBY RPG uses the "RoC System" of dice and mechanics to bring Remnant to the classic pen-and-paper tabletop genre. Like almost every "Tabletop" game that has come before it, the RoC System is a social experience.

It is fueled mostly by imagination with a little bit of randomness in the form of dice to keep things interesting. There is no winning or score or time limit. Cooperation is key. The game is meant to be played by a handful of friends gathered around a table, playing the roles of amazing characters, both heroes and villains, as they explore an unknown and dangerous world. The RoC System is optimized for 4 players and 1 Game Master (GM) but groups as small as 2 to as many as 6 players is reasonable. Players assume the roles of Huntsmen and Huntresses in training that will become the first and last line of defense of Remnant. Each Character is unique, with their own strengths and weaknesses, abilities and backgrounds. They come from every kingdom of Remnant and enjoy a certain fame among the masses. GMs shoulder the weight of every enemy, obstacle and non-player character (NPC). The GM is the ultimate window into Remnant, part storyteller, referee, general, and actor. It requires the ability to plan epic adventures and improvise when the plan falls apart. The GM works both with and against players simultaneously, giving them obstacles to overcome, but is never their enemy. It is a great responsibility to take on the role of GM, but no game would be possible without one.

The Most Important Rule

The GM has ultimate power over the game. A GM can overrule anything in this book to better suit the needs of their group. Nothing in this book is presented as the ultimate list of every possibility imaginable. It merely provides a backdrop for more to be built upon. Especially when it comes to Character Creation, stifling creativity and barring certain ideas should always be avoided. Ultimately the goal of this game, like any game, is to have fun.

The Basics

To play the RoC System, players will firstly need some pencils, paper, and dice. Most dice, such as those found in common household board games are six sided cubes, called a d6. When referring to different varieties of dice, the term "#d#" will be used a great deal, the first "#" stands for the number of dice, and the second "d#" refers to the number of sides on the die. The RoC System uses two kinds of dice, six-sided (d6) and ten-sided (d10), often using many of each at once. Dice can usually be found in hobby shops or online. There are also many digital options in the way of number generators if all else fails. The minimum requirements are 2d10 and 1d6, but this will quickly become inadequate. Other useful tools are calculators, maps and character tokens. The RoC System does not require the use of a battle grid as is the case in many other tabletops, but it is recommended.

Every player except the GM begins with 2d10. The GM will never need to roll any dice. These first two dice should be marked, or be a different color than any other dice, as they are unique to that player. These are called their "Natural Dice". When a Character attempts an action they will roll a Skill Check. A Skill Check is any action that is more difficult than any normal everyday activity. Be it performing acrobatics, avoiding hazards, or attacking enemies, Skill Checks start by rolling 2d10 and adding the two resulting numbers together. Next the relevant two Base Attributes are added to the result. Which kinds of actions fall under what attributes will be covered in the Attributes Section. Any time in which both die have a result of 10 it is called a "Natural 20".

Example: A character rolls an acrobatics check, they have an AGI of 4 and an STR of 1. They roll 2d10 then add AGI and STR. The die roll a 5 and a 2. That character's result is (5)+(2)+(4)+(1)=12.

A Natural 20 (also called a Critical Success) is regarded as an automatic success on a given check and usually means that it has been passed with flying colors. However, the same concept applies for two results of 1, which is called a Natural 2 or "Critical Failure". A Natural 2 automatically fails and can complicate things drastically. It is almost always better to roll higher than it is to roll lower. Only the player's first two Natural dice can be a Critical Success or Failure. As the game continues, the players pool of dice will increase, increasing to 3d10 and 4d10 and so on. But the two Natural Dice remain unique.

Damage is different than a from Skill Check. Specifically when rolling attacks, a player rolls a skill check for accuracy to determine if they hit the opponent. If they succeed they may roll damage. Damage always starts as 1d6, and can be further modified from there. Damage is not always increased by an attribute, but other sources may contribute to it.

Skill Checks are presented to players as the attributes that contribute most appropriately the the task the character is trying to accomplish. GMs do not need to present the threshold of a check to players that all the information is not available to them, such as making a leap of faith in the dark. All Skill Checks come in increments of 5, starting at 10.

The Rule of Cool

The Unofficial RWBY Tabletop uses a mechanic called the Rule of Cool (RoC). The Rule of Cool is applied when players do something so awesome that conventional logic is ignored. Like the source material of RWBY, the grander the spectacle is, then the more likely it will be to to succeed. If the GM is impressed by a player's creativity or a particularly cinematic action, normal hindrances wil be ignored and the upper limit of what is possible can be removed entirely. Anything is possible if the players roll high enough and the Rule of Cool is the stepping stone to accomplish the impossible.

Ultimately, what is and is not "Cool" is for the GM to judge. Every GM is different, some being quite generous and others being more fickle. Most will fall somewhere in the middle. Players have no concrete way to generate RoC and instead must rely on their own creative processes rather than an in game mechanic.

RoC comes into play as an additional d10 added to the table. This extra die is given to every player to add to every roll. If one player succeeds at their attempted action and impress their GM, every member of the party will gain a d10. For every additional d10 available on skill checks, players also gain an additional d6 for all damage rolls.

To generate RoC a player must firstly impress their GM with a cool idea, then succeed on the Skill Checks required for the cool idea. Players also automatically generate RoC upon rolling a Natural 20. When RoC is generated, it does not come into play until the next immediate turn phase. This is unless the RoC was generated by a Natural 20, in which case the extra d10 is added immediately to that attempted roll and all subsequent rolls on the player's turn. RoC remains for every player until either the end of the encounter, a natural 2 is rolled, or if the player's actions stagnate. Earning a low level of cool then sitting on it can cause it to decrease as well.

Players earn and lose cool as a team. It is impossible to note every possible way to generate RoC, as it is entirely reliant on GM judgment. GMs are suggested to read into their players own tastes and find a balance. However, simple ideas can be used as starting points for RoC to be inspired.

Examples:

- Using teamwork effectively
- Using enemies against each other
- Clever Role-play
- Lateral Thinking
- Third Dimensional Movement
- Taking actions according to character desires even if they include detrimental consequences for the player.

RoC can stack infinitely, adding an additional d10 to the pool many times. However, with each additional level the stakes are raised and characters must push the limits even further to gain that extra boost in damage, power, and skill. Generally no more than one or two levels of RoC can be generated in a given encounter, but extremely long encounters with particularly creative players may breach that barrier. The soft cap for RoC is +3d10, and anything beyond that requires performing the truly amazing or the downright impossible.

Character Creation

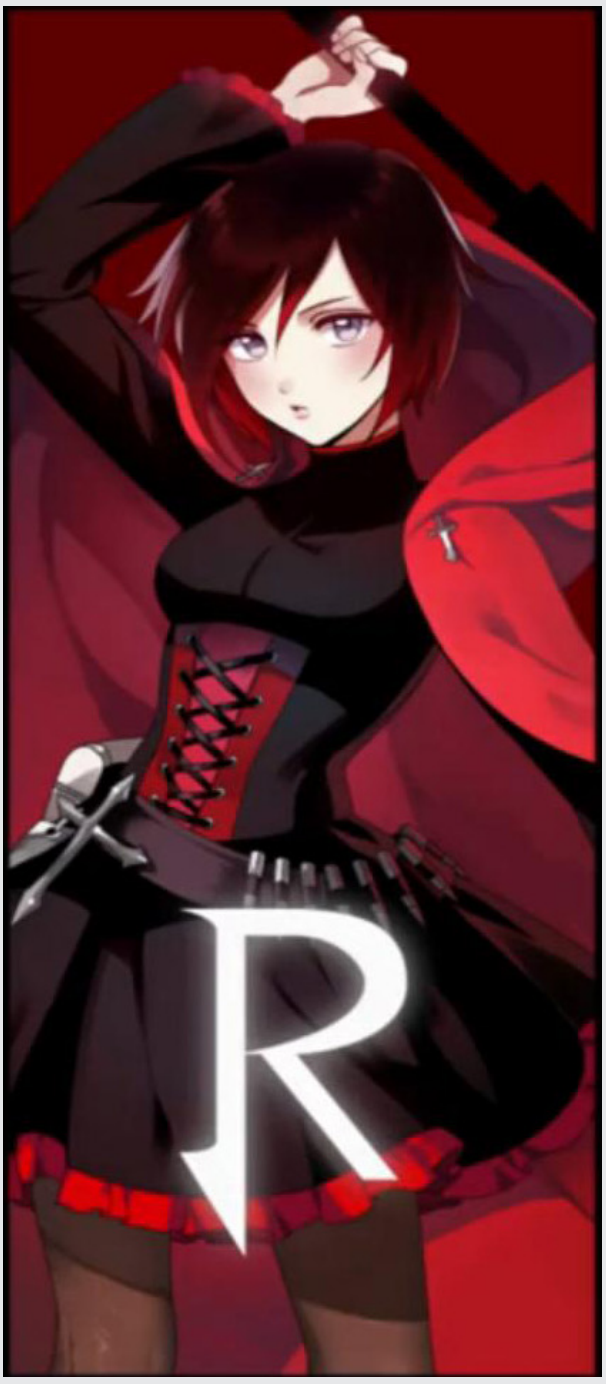
Players need to dedicate a great deal of time to their character. They will be inside the head of this Huntsman or Huntress and should know their personality, history, likes and dislikes. Everything down to their favorite color is important. Players are suggested to build their characters with each other at the same time, in order to synergize their abilities and avoid overlap.

A key theme in RWBY is its concept of color. Most characters' names are a color, mean a color, sound like a color, or evoke the image of a color.

Characters are defined in a number of ways. Their physical description, their attributes, their Semblance and their Weapon. Each of these should be developed with the others in mind.

Remnant is home to millions of people across four major kingdoms (Vale, Vacuo, Mistral, and Atlas) known collectively as "Remnants". Remnants are divided into two groups that live mostly peacefully with each other: Humans and Faunas. Faunas have excellent night vision and are human in every way with one key difference: they exhibit one physical trait of an animal usually in the form of a tail, ears, or horns. Faunas are equal to humans in every way under the law, but suffer from prejudice everywhere based on their Heritage.

Ultimately, this system is designed to allow players to build whatever character they want, however they want. Every archetype and play style is viable and every attribute is equally effective as the rest. The game is only as complicated as a player wishes it to be. While Dust and Semblances are significantly more complicated to use than the character's signature weapon, they also present unique capabilities that are otherwise unavailable. Characters under the RoC system are extremely powerful. They are superheroes, capable of amazing feats on a regular basis. Characters are difficult to hurt and are skilled at most anything they set their mind to. The RoC system is not meant as a realistic simulation of life, but as a casual romp through a world of monsters and heroes.



Ruby Rose, created by Monty Oum. Property of RoosterTeeth©

Base Attributes

Base Attributes are the primary definitions of a Character. By looking at their attributes one can see what they are good at and what they struggle with. Players Rank their six Attributes from 0 to 5. The attribute represented by 5 being their most adept. These numerical rankings are the number that is added to skill checks. Every Character is good at some things, but no one is good at everything.

Strength (STR):

Represents the Character's ability to manipulate the world through physical effort. STR is primarily used in melee attack rolls for accuracy and damage. Any check that involves the Character trying to physically overpower an obstacle uses STR.

Agility (AGI):

Represents the Character's ability to move quickly or precisely. AGI is primarily used for ranged weapon accuracy. Checks that require sudden and rapid movement or fine, precise movements use AGI.

Endurance (END):

Represents the Character's stamina and durability. END primarily determines Health. Checks that involve withstanding a hazard or maintaining effort over a long period of time use END.

Perception (PER):

Represents the senses and the strength of a character's Aura. PER is primarily used in defensive checks and determines the amount of Aura a character has. Checks that require a keen eye or the ability to pick up on hidden clues use PER.

Willpower (WIL):

Represents the Character's ability to influence the world with their mind. WIL is used mostly for Semblance checks but can also be used for more conventional influence, such as lying or bribing. A Character's WIL score also determines their Initiative in combat.

Discipline (DIS):

Represents the Character's study and experience. DIS is primarily used to determine Capacity and Complexity of a Character's weapon. DIS is used for all Dust checks to bend the substance to the Character's desires. Checks that require a clear mind and controlled thoughts are DIS checks.

Example Character Array:

STR: 5
AGI:2
END:1
WIL:4
PER:3
DIS:0

Combat Uses for Attributes

STR	AGI	END	PER	WIL	DIS
Melee Damage	Precise Melee	Health	Aura	Turn Order	Capacity
All Melee	All Ranged	Aggressive Melee	All Defense	Energy Ranged	Weapon Modifications
Yellow Dust	Green Dust	Heavy Ranged	Black Dust	White Dust	Elegant Melee
Purple Dust	Blue Dust	Red Dust	Pink Dust	Orange Dust	Accurate Ranged
Parry Defense	Dodge Defense	Brown Dust	Area Semblance	Semblance Defense	All Dust
Power Semblance	Quick Semblance	Resist Defense		All Semblances	Complex Semblance
		Duration Semblance			

Skill Uses for Attributes

X	STR	AGI	END	PER	WIL	DIS
STR	X	Jump	Lift	Grapple	Intimidate	Break
AGI	Jump	X	Climb	Reflex	Pickpocket	Stealth
END	Lift	Climb	X	Resistance	Performance	Resolve
PER	Grapple	Reflex	Resistance	X	Influence	Detection
WIL	Intimidate	Pickpocket	Performance	Influence	X	Hacking
DIS	Break	Stealth	Resolve	Detection	Hacking	X

Derived Statistics

Derived Statistics are determined using the Base Attributes. They are fixed pools that slowly decrease as various actions are taken. Each Derived Statistic has a unique effect when its value reaches 0.

Health

END+1

Health is the amount of physical damage a Character can withstand before succumbing to their wounds.

When Health reaches 0, the Character is knocked unconscious and left at the mercy of their enemies.

Health is only recovered through medical attention.

Aura

PER+10

Aura is the physical manifestation of the soul. Every human and Faunas generates an Aura, and Huntsman and Huntresses have been trained in its use specifically. Aura is an extra layer of protection for its user and is depleted when attacks cannot be avoided. A Character can also attempt to influence the world around them with their Aura in the form of a Semblance. When Aura reaches 0, PER cannot be added to defensive rolls and Semblance uses cannot be attempted. Aura recharges 1 point every hour of non-strenuous action, and fully recharges after a full night's rest.

Capacity

DIS+1

Capacity is the amount of ammunition and Dust a Huntsman's or Huntress' weapon can hold. Using Ranged attacks or Dust depletes Capacity. Characters are considered to have an infinite amount of ammunition on their person, but a finite amount of ammunition is in a given magazine. If a Character possesses Dust, only one color can be declared per reload.
A Character may choose to use normal ammunition instead of the currently equipped Dust. When Capacity reaches 0, the character cannot use ranged attacks or Dust. Capacity is completely refilled anytime the character spends an action to reload.

Semblance

Semblance is the active manifestation of the Character's soul. Every Huntsman and Huntress has a Semblance that is unique to them.

Semblance checks are always a WIL Check and one other attribute. This second attribute depends on how the Semblance is being utilized. When a Character decides how they wish to utilize their Semblance, the GM determines what the secondary attribute will be. This varies from use to use, but some Semblancescan favor a particular attribute. Semblances last 1 turn, and characters can keep the effect up with a WIL+END check each turn.

Empower

Before rolling a Semblance Check a character may choose to Empower their Semblance by reducing their Aura by 1 point to temporarily increase the dice pool for that check by 1d10.

Semblances can also be used to make attacks. However, failing to bypass an enemy's defenses with a Semblance roll reduces the character's Aura by 1, and the attack fails. This is inaddtion to any damage they took from Empowering the Semblance.

Example:
A Character wishes to push a heavy object using telekinesis, the GM would likely have the Character add STR or END to WIL for the check. However, if the Character were trying to assemble a complicated object in midair by manipulating each part individually, the secondary attribute would more likely be DIS instead.

Example Semblances

The following are common Semblances that are straight-forward and easily adapted to most character concepts. This is not a list of every semblance. These are just suggestions. Semblances can be anything, so long as it follows a singular concept. Anything that reasonably falls within that Semblance's realm can be attempted with an Aura check.

Speed
The Character can move at blinding speeds to the point where they briefly disappear, create whirlwinds, or move across the surface of water, even "fly", but only when moving forward.

Glyphs
The Character can create Glyphs that can act as solid objects, manipulate movement or perception of time.

Clone
Semi-solid images of the character are conjured up that can act and move as if it were the original to distract enemies or shield allies.

Berserk
The physical capabilities of the Character increase as they take additional damage.

Telekinesis
The Character can move objects with their mind.

Phase
The Character can dissolve their body into an incorporeal substance to pass through tight spaces, or solid objects. At very high levels, a Character could even become invisible or immune to many hazards.

Possession
This Semblance allows the Character to enter into an unattended object or simple minded animal, gaining a certain awareness of their target's physical or mental state.

Gravity
The Character can manipulate the mass of objects, increasing and decreasing their effective weight.

Link
The Character can establish a personal link with a single target, allowing the transmission of thought, physical prowess, Aura and under incredible circumstances, Semblance.

Teleport
By connecting two points in space, the Character can instantly transport themselves or others short distances.

Summon
The Character can call short lived phantasms and homunculi that vaguely resemble a living creature or robot into existence. These phantasms can perform simple tasks and at higher levels they can distract and attack enemies.

Construct
A character can craft simple objects out of nothing. As Characters roll higher, the complexity of the object increases.

Transform
The Character can modify parts of their own body to temporarily give themselves bestial or demonic traits.

Illusions
The Character can manipulate what other entities around them see or hear, they can even remove any trace of something that is actually there.

Weapon Design

Every Character begins with a weapon. Most Huntsmen and Huntresses forge their own Weapons while some inherit them from family. Huntsmen and Huntresses spend almost their entire lives training with their signature weapon, to the point where it is no longer a tool but an extension of themselves. When using anything besides their signature weapon, including being unarmed, a character's damage is cut in half (rounding down).

There are three Styles of melee weapons and three Styles of ranged weapons. The chosen Style is decided at the beginning of weapon design and cannot be changed. None of these classifications are clearly defined, with many weapons relying more on how the weapon is wielded rather than what it is. Each Style relies on different base attributes to determine accuracy.

Every character begins with a weapon that has both melee and ranged forms.

All weapon damage is equalized at 1d6 regardless of the base weapon.

All Melee weapons can only be used against adjacent enemies, but add the character's STR score to total damage rolled.

All Ranged weapons have a max range of 100ft, and add no attribute to damage.

Melee Styles

Aggressive- STR+END

These weapons are designed to be wielded in two hands even if the character does not do so. Most bludgeoning weapons such as hammers, and shields fall under this Style, as do overly large claymores and scythes. Unarmed attacks and worn weapons such as gauntlets or boots are also Aggressive weapons.

Precise- STR+AGI

Small weapons, wielded in one hand, and usually exceptionally small or thin. Daggers, rapiers or claw-like weapons usually fall under this Style.

Elegant- STR+DIS

Most Melee weapons fall under the Elegant Style. Elegant weapons are any variety that use specialized training to use. Straight swords, whip-like weapons and staves rely more on careful training than physical prowess. Weapons with capacity for Dust are typically Elegant, but are not limited to this single Style.

Ranged Styles

Heavy- AGI+END

Heavy weapons are large or unwieldy, requiring a great deal of strength to use effectively. Heavy machine guns, shotguns, explosive launchers, and bows are all heavy weapons.

Energy- AGI+WIL

Energy weapons deal damage with bolts of pure energy, or by tapping into the Characters Semblance. These bolts are directed with force of will, bending and writhing toward the target, but cannot reach that which the wielder cannot see.

Accurate- AGI+DIS

Accurate ranged weapons are best used when carefully aimed. Pistols, assault rifles, and sniper rifles fall squarely in this category. Most conventional firearms are Accurate weapons.

Modifications

DIS represents the time and effort the character has put into their weapon and training. For every point in DIS, a character may add a level of complexity to their weapon in the form of a weapon modification. While many modifications can be added to the weapon, some apply directly to the character. Players and GMs are encouraged to create or change Weapon Modifications in order to generate a unique character. For example: a character wants to use two weapons but does not want the extra attacks associated with it. They do not need to spend the extra DIS to gain a modification they do not want. Players need to explain to their GM how their weapon design works. For instance: Additional Weapon can be selected multiple times, but it is on the player to explain how 3 or more weapons can be wielded. Some Modifications are infinitely stacking, and can be taken as many times as desired, with the effects combining additively.

Static Weapons

Characters with a DIS of 0 may choose to forgo the melee or ranged form of their signature weapon to gain a weapon modification or Dust. Only characters with DIS of 0 may make this choice. Characters who forgo their ranged weapon cannot make ranged attacks, and characters who forgo their melee weapon may still make melee attacks, but are treated as if they were unarmed.

Dust

Dust is "a naturally occurring energy propellant that can be triggered by the aura of humans and faunas." Dust is energy in physical form, each color representing a different fundamental force of nature. Dust is naturally found in four base colors: Red, Yellow, Green, and Blue. The six combinations of these Dusts create the 10 common colors available to characters.

In Remnant, many facets of everyday life are powered by Dust. Yellow Dust can be found running trains, Orange and Red Dust powering automobiles, and Green and Violet Dust in airships.

Dust comes in ten common colors with three forms for each color. Each color represents an aspect of nature that can be tapped into and each form is the method through which that element can be controlled.

Huntsmen and Huntresses encounter Dust most often in three forms: Crystals, Rounds and Phials.

Crystals and Rounds impart their elemental aspect into targets they strike. Crystals are integrated into melee weapons. Rounds are elemental ammunition fired from a character's ranged weapon.

Phials are Dust in a raw, primal state. Phials are cast into the air and attune the immediate area to the Dust's color element. Phials are significantly more complicated to understand, but for characters willing to put in the effort, are significantly more versatile than Rounds and Crystals.

When using Phials, a character selects what aspect of the Dust they wish to control, and using a DIS roll as a base, the GM decides how those effects are manifested in the world. The second Attribute associated with the Dust Check depends on the color of the specific Dust.

Characters may choose one color of Dust in place of a modification, and have all three forms of that dust available to them. Every time the character reloads, they declare a single color of Dust they possess.

When using a Dust effect, Capacity is consumed regardless of whether the attack or action succeeds or fails.

Direct attacks using Dust phials consume two Capacity and both attack actions. Dust Phials have a maximum range equal to the DIS roll used for the Dust. Dust Phials cannot be used when a character is without their weapon.

Characters cannot "trade" dust with each other or NPCs. Each weapon is designed to use only the selected colors of Dust, and additional Dust colors can only be used if the Characters are presented the opportunity to redesign their weapons or the GM offers an additional Dust type as a story reward.

List of Modifications

Additional Weapon

Effect: Characters may make 1 bonus attack per level of Additional Weapon modification they possess during any turn they make at least 1 normal attack. These bonus attacks add STR to Melee attacks and AGI to Ranged attacks, but no secondary attributes. Bonus attacks add no attributes to damage.
Description: Characters wield multiple weapons or have a fighting style that gives them a great number of attacks.
Special: This modification may be taken any number of times. Each level grants an additional free attack.

Alternate Form

Effect: The Character selects an additional melee or ranged Style for their base weapon. When using this alternate form, they receive a damage bonus equal to the accuracy penalty compared to their primary weapon form.
Example: A character with a +9 Aggressive weapon chooses a +5 Elegant weapon as their Alternate Form. When using this Elegant weapon, they receive a damage bonus of +4. This bonus does not carry over between ranged and melee forms.
Description: By holding back and using their weapon in a sub-optimal form, such as a greatsword rather than a scythe, the character is able to deal significantly more damage.
Special: Characters can select this modification multiple times, selecting an additional weapon Style for every instance they do so.

Armor

Effect: Increase Health by 1.
Description: Either worn heavy armor or a trained physical toughness makes the character slightly more durable than normal.

Dust Infused Clothing

Effect: A Character may select 1 color of Dust they already possess. This specific type of Dust may be used even when the Character is without their weapon. The character may apply the Crystal Dust effect of their chosen color on any unarmed melee attacks at the cost of 1 Capacity. Characters may make Energy (AGI+WIL) ranged attacks while unarmed, but it must always be the Dust Round effect, costing 2 capacity and dealing half damage. Dust Phials may be used normally when unarmed.
Description: An archaic means of utilizing Dust, the Character has woven a color of the substance into their clothing, providing its benefits even when unarmed.

Extended Magazine

Effect: Increase Capacity by 5.
Description: The Character's magazine capacity is significantly increased through either smaller ammunition or oversized loading mechanisms.
Special: This modification may be taken any number of times, each level granting an additional 5 capacity.

Hands Free

Effect: Weapon can be used without holding it.
Description: The weapon can be used while the Character's hands are otherwise occupied. Usually, but not always, the weapon must be attached to the Character in some way.

Hooked

Effect: Effectively grab objects, terrain, or enemies with the weapon. Use melee attack attributes for all Grapple Checks.
Description: The weapon is shaped in such a way that it can effectively hold various things. Weapons such a scythes and whips can be

considered "Hooked".
Special: Hooked can be selected twice. The second version of Hooked gives the character a grappling hook. This grappling hook allows them to make a STR+PER Grapple checks up to a distance of 50ft.

Martial Arts
Effect: Unarmed strikes deal full damage.
Description: Through rigorous training without their weapon, a Character is adept at doing damage with their bare hands. The normal damage penalty for unarmed strikes does not apply. Additionally, an unarmed strike can be of any melee weapon Style, but this Style cannot be changed.

Mixed Capacity
Effect: Declare an additional Color of Dust.
Description: During every reload, the Character declares two Colors of Dust they possess instead of one. All Capacity uses with Mixed Capacity can be either of the two declared Colors, but never both at the same time.
Special: This modification may be taken any number of times, each level grants an additional Color that may be declared every action.

Mobility
Effect: The Character moves 20ft with each action. When using their entire turn on movement, a Character can travel 75ft instead of 50. Also movement Capacity Boosts move the Character 10ft instead of 5.
Description: The Character's weapon includes a means of movement with a small personal vehicle, such as hoverboard or skates. This modification only affects the Character who wields the weapon.

Reach
Effect: Extended melee range.
(+5ft on a battle grid).
Description: The weapon is extremely long and the Character does not need to be adjacent to their target. Almost all pole arms, and even some swords have reach. Weapons at the end of whip-like structures have Reach as well.

Shield
Effect: Use Resistance, END+PER to block attacks for nearby allies.
Description: A weapon that includes a shield of some kind that can deflect damage for adjacent allies. Failed checks result in damage being dealt to both the Character using Shield, and to the Character being protected. Only the Character with Shield may take the damage reduction for failed END checks, the other Character must take the full damage.

Exotic Modifications

Some players will want to craft Characters that are simply not possible under the presented system. A simple way to further customize characters is to allow them to spend a point of Discipline on other abilities that are not specifically tied to the weapon.

Example:
- Scope
- Surpressor
- Oversized

Faunus Traits:
- Gills
- Wings
- Camouflage
- Venom

List of Dust Colors

Color-Element

Crystals- Cost 1 Capacity to use. Effects apply on successful melee attacks.
Rounds- Cost 2 Capacity to use. Effects apply on successful ranged attacks
Phials- Attribute given is secondary attribute rolled with DIS checks using Phials. Characters select one of the three levels depending on what aspect of the Dust's element they want to manipulate. These are not the only options available, just an illustration of the power curve.

1. First level costs 1 Capacity and uses 1 action of the turn budget.
2. Second level costs 2 Capacity and 2 actions of the turn budget.
3. Third level costs 3 Capacity and 3 actions of the turn budget.

Red-Fire

Incendiary Crystals- Target is briefly engulfed in flame. Target takes Additional Damage.
Explosive Rounds- An explosion around the target damages nearby enemies. Enemies adjacent to Target take Splash Damage.
Phials- END

Hot to the touch. Handle with care.

1. Heat- Subject increases temperature significantly.
2. Ignite- Flammable material bursts into flame.
3. Detonate- Object explodes.

Yellow-Earth

Fissure Crystals- Target sinks into the ground, its movements impaired. Target is Staggered.
Armor Piercing Rounds- Ignore 1 layer of cover, or Overpenetrate a single enemy.
Phials- STR

Basically dirt. Effective fertilizer.

1. Move- The ground or similar solid object shifts and swells to a new shape.
2. Glass- Create simple solid objects made of thick glass.
3. Shatter- Target object disintegrates.

Green-Wind

Featherweight Crystals- Thrown Melee attacks travel twice as far and return to the Character's hand.
Horizon Rounds- Ranged attacks have no distance limitation.
Phials- AGI

Almost weightless. Disappears quickly if not contained in some way.

1. Gust- Generate strong directional winds.
2. Whirlwind- Create erratic local weather patterns.
3. Shockwave- Generate sudden explosive pressure wave.

Blue-Water

Clouded Crystals- An area 20ft around the target obscured by a thick fog.
Equilibrium Rounds- Target's balance is compromised. Target is Confused.
Phials- AGI

Grains roll over each other like liquid. WARNING: DO NOT ATTEMPT TO SWALLOW.

1. Douse- Object is spontaneously covered in water and soaked through.
2. Fog- Fill the air with fog or steam, obscuring vision.
3. Wither- Dehydrate subject, draining almost all the water out of it.

Orange-Lightning

Arc Crystals- Lightning strikes from Target to all nearby. All enemies adjacent to Target take Splash Damage.
Stun Rounds- Target's legs are paralyzed and cannot move. Target is Held.
Phials- WIL

Glows slightly in the dark.
Keep away from electronics.
1. Magnetize- Object becomes magnetically charged, wipe electronics.
2. Charge- Electrical systems are powered up/down or overloaded.
3. Arc- An instant flash of raw electricity from one subject to another

Violet-Force

Kinetic Crystals- Target is pushed 10ft backward.
Concussion Rounds- When attacking adjacent enemies with a ranged attack at point blank range, deal an additional 1d6-1 points of damage.
Phials- STR

Extremely heavy. Bounces surprisingly well.
1. Lift- Decrease target's mass.
2. Smash- Immediately increase target's mass.
3. Throw- Suddenly accelerate given target.

Brown-Acid

Rust Crystals- Acid burns away armor and defenses. Target is Weakened.
Bleed Rounds- Bullets shatter and heavily lacerate Target. Target is dealt Additional Damage.
Phials- END

Unprotected handling causes minor burns.
Often foolishly used as food spice in Vacuo.
1. Corrode- Compromise structural integrity.
2. Poison- Cause sickness in living subject.
3. Dissolve- Target slowly liquefies.

Pink-Sonic

Scream Crystals- Harsh, distracting sounds play in the ears of the target. Target is Confused.
Echo Rounds- Sound of ranged attacks come from impact, not source.
Phials- PER

Hums gently at all times.
The voices are not real.
1. Whisper- Generate small sounds.
2. Crack- Deafen targets, break fragile objects.
3. Silence- Prevents generation of sound from any source.

White-Ice

Freeze Crystals- A block of thick ice wraps around Target. Target is Held.
Chill Rounds- Target is wracked with shivers and it's movements slowed. Target is Staggered.
Phials- WIL

Extremely cool to the touch.
Less stable mixtures have a cyan tint.
1. Chill- Subject decreases its temperature significantly.
2. Freeze- Solidify liquid material or make solid object brittle.
3. Crystallize - Encase subject in ice.

Black-Light

Star Crystals- Target's vision is obscured by bright lights only it can see. Target is Blinded.
Flare Rounds- Area 20ft around the target becomes brightly illuminated.
Phials- PER

Unnaturally dark, absorbs all light.
Invisible when not observed.
1. Flash- Suddenly brighten local area.
2. Glow- Cause object to glow slightly.
3. Blackout- All light is snuffed out in immediate area.

Additional Damage

Incendiary Crystals/Bleed Rounds
Apply additional damage to the target equal to the total number of damage dice being rolled for the attack. Example: 1d6+1, 3d6+3.

Splash Damage

Explosive Rounds/Arc Crystals
For every damage die being rolled against the primary target, deal a point of damage to adjacent enemies. Example 1d6=1, 3d6=3

Overpenetration

Armor-Piercing Rounds can over penetrate a target. When an attack with Armor-Piercing Rounds successfully hits the target, any enemy standing directly behind the target is treated as if it was attacked by the same attack roll. This second enemy compares its Defense Threshold to the attack as normal.

Status Effects

Fissure Crystals/Equilibrium Rounds/Stun Rounds/Rust Crystals/Scream Crystals/ Chill Rounds/Flare Rounds.
Some Dust effects emulate the Status Effects presented later on page 26.
Status Effects caused by Dust are wiped away and replaced if any new Status Effect is also caused by Dust.

All effects from Dust last no longer than 1 round.

Dust Infused Semblances

Characters can choose to influence their Semblance with the elemental effects of Dust. However, given the nature of Semblances, these infusions have no concrete effect, and vary wildly from instance to instance.

To infuse their Semblance with Dust, Characters must have the desired Color of Dust equipped. If a Character has multiple Dust Colors equipped at once through the use of Mixed Capacity, only one may be selected. Infusing a Semblance with Dust Consumes up to 5 capacity depending on the intended effect. The effect fails if the Character has insufficient capacity.

Ultimately the effect is dictated by the GM.

Examples :

Speed Semblance + Orange Dust = A wall of lightning is created for a short period of time that extends along the path the Character moved while using their Semblance.

Clone Semblance + Pink Dust = Clones make a loud "Bang" when the disappear

Summon Semblance + Red Dust = All summoned creatures are wreathed in flame, dealing damage to any who make contact.

Playing the Game

Skill Checks

A single obstacle can be overcome in any number of ways. How a character attempts to bypass it determines the skill check used. For example, a team of Characters is presented with a locked door. Breaking down the door is a STR+END check, picking the lock is a AGI+PER check and trying to break the lock or hinges is a STR+DIS, while trying to shoot them would be a AGI+DIS. When a task can reasonably be accomplished by more than two attributes, it is a judgment call on the GM to decide which two attributes contribute the most to the given skill.

Skill Checks are a combination of two base attributes, using their ranking as a modifier to add to the character's d10 rolls. There are 15 total combinations of attributes, but countless number of actions that a character can make.

The following skill checks are examples of each of the 15 checks, but ultimately the two most relevant checks are what are used in any given moment regardless of this list.

Some checks can be attempted again on failure. Some, however, cannot until a change occurs allowing a retry. Most physical checks, like acrobatics, can be retried on failure. Something like a Detection check cannot be retried, at least not until a change occurs such as new terrain, additional sets of eyes, or simply waiting.

Weiss Schnee, created by Monty Oum.
Property of RoosterTeeth©

Skill Thresholds

GMs apply the logic of the world and quantify it as tiers of difficulty for players to roll against. Thresholds come in increments of 5. The exact difficulty of a threshold can be withheld from a player if they do not have adequate information, such as making a leap of faith in the dark. Sometimes, players may perceive a given task at a higher or lower threshold than is actually true, if the information they have on the obstacle is inaccurate, such as leaping onto illusionary terrain.

At its most basic level, difficulty thresholds on skill checks can be determined with a simple "10+5 per complexity" system. In essence this means that taking the most basic concept of the skill and associate it with a difficulty of 10. For every level that character's attempt to modify that skill, add 5 to the given check.

For example, a character who wants to hide from an unaware enemy is a 10 Stealth Check. If that enemy is on active watch or the character wants to move while sneaking, the check is 15 for one modifier, or 20 for both.

In cases where multiple modifiers do not adequately describe the task at hand, a simple "easy-medium-hard," scale will suffice. Without RoC, 10 is easy, 15 is medium, and 20 is hard. 25 is the gate between abilities that can be achieved through normal human endeavor, and the realm of the impossible such as hiding when actively being watched, lifting a vehicle to its side with bare hands, or leaping over a 25ft chasm.

10: Simple- Beyond everyday action, but easy enough even for the unskilled. A test to "not fail".
15: Average- Impressive to normal civilians, but par for the course for Huntsmen and Huntresses
20: Challenging- Can only be accomplished by a normal human with a lifetime of training, natural talent, and luck.
25: Amazing- Feats well beyond the normal human, usually associated with popular culture action heroes.
30: Superhuman- Reserved for the very experienced Huntsmen and those with literal super powers.
35: Legendary- Accomplishments that can last forever as rumor or myth.
40: Impossible- The very fabric of reality moves aside for the Huntsman. Even laws of nature stand in the way, but the Huntsman that accomplishes this task pays no heed.

Some checks can be determined with a simple formula. This is most common on checks associated with distance like Acrobatics or Dust checks. Ultimately, this method works best for any check with a gradient of outcomes, rather than a binary pass-fail.

Examples:

Acrobatics checks equal a distance in feet to the die roll.

Heat or Chill aspects of Red and White phials respectively, heat or cool an object by a number of degrees equal to the die roll times 10.

Skill Name (Relevant Attributes)

Description
15: Can be reliably achieved by someone well trained in both relevant attributes (+9)
25: Just beyond the grasp of the most adept people in the world, requires at least 1 level of RoC
35: The epitome of the skill, where the game reaches "Anime" levels of prowess. Requires multiple levels of RoC and a highly skilled base character.

Jump (STR+AGI)

Move through the air from one place to another.
15: Standing jump on the ground into low tree branches.
25: Leap onto a small building
35: From the ground, jump onto a low flying aircraft

Lift (STR+END)

Physically manipulate heavy objects in a meaningful way.
15: Hold a Person overhead
25: Kick a Car a significant distance
35: Push a parked Bullhead Gunship aside

Grapple (STR+PER)

Gain physical control of a resisting entity.
15: Wrestle a Beowolf to the ground
25: Hold onto a thrashing King Taijitu
35: Keep a Nevermore grounded by simply holding its tail

Intimidate (STR+WIL)

Scare subject through appearance or action.
15: Make local police back down from investigation
25: Force Junior to give up some valuable information
35: Stare down a Beowolf

Break (STR+DIS)

Targeted strike on weak part of an object.
15: Kick down a sturdy wooden door.
25: Bend Iron bars of an archaic prison cell
35: Open Hermetically sealed door by applying pressure to specific places in sequence.

Climb (AGI+END)

Usually vertical movement primarily utilizing a Character's hands.
15: Climb the side of a cliff with small, natural handholds
25: Hang for a long time by the finger tips
35: Effortlessly ascend a structure that crumbles to the slightest touch

Dodge (AGI+PER)
Move in a very specific pathway, usually to avoid damage.
15: Avoid a falling rockslide.
25: Cross a flooding river over floating debris.
35: Avoid the Sweeping Tusks of an Elder Goliath.

Sleight of Hand (AGI+WIL)
Using misdirection to hide an object in hand or take an object unnoticed.
15: Perform a professional card trick.
25: Lift a personal possession from a master thief.
35: Steal the power pack for a Atlesian Knight while engaged in combat.

Stealth (AGI+DIS)
Moving carefully or minimizing profile when standing still.
15: Move at full speed on a platform only a few inches wide.
25: Disappear into shadows when being actively watched.
35: Hide while being physically held onto.

Resistance (END+PER)
Withstanding unavoidable hazards unscathed.
15: Resist attacks from a large group of Thugs.
25: Falling boulder breaks on contact.
35: Ignore falling damage.

Performance (END+WIL)
The ability to influence others through speech, mannerisms or song for long periods of time.
15: Perform song that merits applause.
25: Replace a public figure without notice.
35: Fall into character of someone's close personal friend without detection.

Resolve (WIL+PER)
Resist mental hazards and suppress slow moving physical effects.
15: Lie through potent truth serum.
25: Suppress the effects of a teargas grenade.
35: See through powerful illusions.

Influence (WIL+DIS)
Convince others of something they do not believe.
15: "I wouldn't try holding onto my weapon too tight, it's rigged to explode for anyone but me."
25: "I'm the best man, I'm not on the list because I was here before you."
35: "Grimm are harmless, trust me."

Detection (PER+DIS)
Notice the unseen, avoid being mislead.
15: Notice a pack of Beowolves more than 100ft away.
25: See through an elaborate disguise.
35: Detect an invisible entity.

Hacking (WIL+DIS)
Forcing a piece of technology into submission.
15: Bypass the password on a normal Scroll.
25: Change the IFF in a deactivated Sentinel.
35: Hack into the broadcast of the Vytal festival for all to see.

Crafting Semblance Rolls

Semblances present a unique challenge to GMs, given that their variety is truly infinite. Many Semblances will be player created, and encompass a wide array of possible abilities that fall within its sphere of influence.

Crafting a Semblance roll follows the same "10, +5 per level of complexity" as any other skill check. Some complexities are simple increases such as increased range or multiple selected targets but more exotic complexities are more common, and more numerous but can follow a similar path.

Take, for example, Telekinesis. A character wants to telekinetically take a stone from one place and gently move it to another location relatively close by. This is about as pure as the Semblance can become so it is associated with a level of 10. If the character wanted to instead throw the stone at speed, it would be an additional level of complexity, bringing the total to 15. If the character wanted to throw the stone a great distance, it would be 20, or if the stone were a boulder of significant weight, the check could increase to 25. Any of these modifiers add 5, and do not need

to be added in any order. GMs have the ultimate power. Some will have very hard semblances, some will have very easy semblances. Some GMs would decide the ability to levitate with Telekinesis has a difficulty of 15, others set the difficulty to 20. Neither are wrong, but the key is consistency.

Characters who want to use the Semblance to directly attack an enemy, the threshold is always at least equal to the enemy's defense.

Example scaling of the Telekinesis semblance:

10: Move simple objects short distances
15: Violently throw light object
20: Levitate
25: Construct extremely complex object by moving dozens of pieces simultaneously
30: Fly at great speed
35: Move massive object, actively resisting, such as stopping a runaway train.

Elemental Semblances

A simple way to generate a Semblance is to use one of the existing elements that Dust normally gives Characters influence over. The key difference in using a Semblance to control an element rather than Dust is they are controlled with WIL rather than DIS. Dust however uses a renewable resource, but requires that the character be holding a weapon and devote a much higher DIS attribute to get the same returns.

Attribute Enhancers

Some of the most straightforward Semblances are Attribute enhancers. Attribute Enhancing Semblances focus on a single attribute that defines the character. Semblance Checks allow the character to attempt a Skill Check normally defined by that Attribute, utilizing WIL as the primary and their focused attribute as the secondary. Skill checks attempted in this way should be one threshold easier to achieve than the normal Skill Check. In all other ways, this functions as a normal Semblance Check.

Healing Semblances

Semblances that give direct control over character health and aura regeneration are inherently unbalanced and usually too clunky to make work in any fashion. There is simply not a large enough economy of mechanics in the Unofficial RWBY Tabletop RPG to allow for one character to nullify damage with little to no investment. Players looking to have a Healing Semblance are directed toward the Aura Healing combat maneuver on page 25.

Flavor Text and Functionally Identical

Two important rules of thumb for any GM are the concepts of "Flavor Text" and "Functionally Identical". Specifically during character creation, these concepts can allow players to craft their play to their desires without affecting the game. Flavor text is any descriptors that are there to simply add flare to an action or a character, and should always be free. Describing in detail how the sheath of the sword folds out into a shield or the character possessing a fully function prosthetic arm do not significantly influence play, and are excellent examples of Flavor Text. A character who wants to wield a high rate of fire minigun and have it reflected in the mechanics may choose to make a weapon functionally identical to having additional weapon multiple times instead of building an entirely new weapon modification.

To use an example this system has already implemented the concept, is the functionality of Stun Rounds. The Flavor Text of Stun Rounds are that the target is paralyzed and cannot move on its own, however the functional description of the effect is Held, identical to Freeze Crystals, rather than generating an entirely new status effect of "Paralyzed". The flavor text of these two Dust forms is wildly different, but are functionally identical. The two concepts are very similar, but are both designed to give players much higher agency over their characters without increasing the workload on the GM.

Combat

Huntsman and Huntresses come in conflict with Grimm by the very nature of their profession. Being combat ready is not just the norm, but it is expected. It is a rare to see pacifists seek this line of work.

In the RoC System, all obstacles Characters must overcome are set values, including enemy defenses, attacks and damages. As with every skill check in the game, Enemy attack and defense thresholds come in increments of 5.

With RoC, Characters will "outgrow" most adversaries. As numbers are rolled higher against enemies, it becomes easier to dispatch them. Against defenses this is demonstrated with passively dealing more damage at higher rolls as well as imparting detrimental status effects to enemies. Against attacks, players avoid weaker entities with ease and will have more opportunities to destroy them.

Defensive Rolls

Any time the Characters come to a hazard that can do them harm, whether it be an entity actively trying to attack them or simply a part of the world that carries no particular malice. In such scenarios characters roll a Defense Check. Defense checks are one of five different rolls, and which attribute is rolled is dependent on how the character chooses to overcome the obstacle. Different defensive checks have different effects depending on which one is used and the outcome of the roll. Characters can generate RoC with a clever defensive action.

Parry- STR+PER

Preempting the strike, and redirecting the damage elsewhere. Melee attacks and most physical hazards like falling boulders can be parried, but ranged attacks and incorporeal hazards like explosions cannot. When a Character successfully parries an attack, they immediately do 3 points of damage.

Dodge- AGI+PER

Moving out of the way as quickly as possible. Almost all attacks and hazards can be avoided by dodging except in special cases such as poison gas. Successfully dodging a hazard allows the character to immediately move up to 15ft away, or any action that does not require a roll.

Resist- END+PER

Reliance on the durability of the body to absorb any ill effects. Characters can attempt to resist any hazard regardless of source. If a character does not succeed at making a resist defensive check, they may choose to take 1 point of damage to Health rather than the normal damage to Aura.

Semblance- WIL+PER

Semblances can be used to avoid damage, but which attack and hazards can be avoided are based on how the Semblance is used. The Character must have at least 1 point of Aura to make this check. When successfully using a defensive Semblance check, the Semblance is manifested as normal.

Dust- DIS+PER

Dust Phial effects can be used to avoid damage, but which attack and hazards can be avoided are based on how the Dust is used. When successfully using a defensive Dust check, the Dust effect is manifested as normal. The Character consumes 1 Capacity to make this check.

Characters who avoid an attack by 5 or more may make a counter attack as their reaction instead of the normal bonus for avoiding the attack. They may also choose to perform any sufficiently complex task that requires a roll or a simple action, but only characters who Dodge can move with this action. Characters may at any time choose to do nothing with their reaction.

A Character has the following array:
STR: 2
AGI: 5
END: 3
WIL: 1
PER: 4
DIS: 0

The Character is attacked by a Beowolf and chooses to dodge its attacks, adding a 5+4 to their die result. Beowolves have an attack value of 20, and deal 1 point of damage.

Example 1
The Character rolls a 17 for dodge and take 1 point of damage to their Aura.

Example 2
The Character rolls a 21 for dodge and avoid the Beowolf's attack. They may then take a "Non-Attack Reaction", using it to move 15ft away from the Beowolf.

Example 3
The Character rolls a 25 for dodge, taking no damage. The character is then allowed to immediately make a counter attack instead of the normal dodge bonus.

Turn Phases

Combat is held in a series of phases. Characters conduct their turn during the phase corresponding to their WIL score. Characters with a high WIL score lack hesitation in the face of the unknown, and more naturally take the initiative in dangerous situation.

Characters with higher WIL scores act before characters with low WIL scores. Characters with the same WIL occupy the same phase, and can act individually or simultaneously. Acting individually is functionally identical to normal turn order, only the participants may chose to swap places at any time. Acting simultaneously requires weaving actions between two or more characters until their respective action budgets have been filled. Characters may also hold their turn until they see fit to act in a different turn phase. If a Character holds their turn for the full round until their phase again, their held action is lost and their new turn begins. Enemies always act between phases, but characters holding their action may interrupt an enemy "between" the Phases. Enemies can hold their turn as well, but this is mostly limited to intelligent entities.

Action Budget

Players are not given a hard number of actions in a turn. Instead they have an "Action Budget". The Action Budget is used all at once by players describing their actions for a turn. The limit on the number of actions is generally 3. This number can fluctuate based on the complexity of the tasks, level of RoC, or any number of situational modifiers, but 3 is usually appropriate.

Players who declare "I hit it with my axe" for their turn, only perform a single action, the remainder are lost, meanwhile, players who declare, "I run along the branches, dive on top of the Beowolf and stab him in the back," has almost entirely filled their action budget, losing any remainder. GMs decide when a player has exceeded their action budget for the turn, cutting the string of skill checks short.

Some checks require less effort than others, and some do not count against the action budget. Other actions consume more than one action in the budget, such as attacks, or careful movement. Talking and general communication do not usually count against the action budget.

Once the Player has finished describing their actions, the GM dictates what skills to roll, and what level difficulty the rolls will be. Players do not get to change their minds once the actions have been rolled unless the GM presents them the option. Failing Skill checks mid action changes the nature of the turn spent, but the general momentum of the turn is maintained.

Presented are three scenarios, one where every skill check is a success, and one where some fail, and one where all fail.

Example 1:

Player: "I run along the branches, dive on top of the Beowolf and stab him in the back."
GM: "Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap."
Player Rolls
Player: 22 Balance, 17 Acrobatics.
GM: "You run at full speed through the trees and land squarely on the Beowolf's back, Roll advantage STR attack for taking it by surprise"

Example 2:

Player: "I run along the branches, dive on top of the Beowolf and stab him in the back."
GM: "Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap."
Player Rolls
Player: 17 Balance, 22 Acrobatics
GM: "Your foot slips as you move towards the Beowolf, falling slightly out of the tree. You scramble back to get your balance. The Beowolf is now aware of you, losing any advantage your sneak attack would provide. Would you still like to attack, or stay in your tree?"

Example 3:

Player: "I run along the branches, dive on top of the Beowolf and stab him in the back."
GM: "Roll Balance, AGI+PER 20 to for the branches and Acrobatics, STR+AGI 15 for the leap."
Player Rolls
Player: 17 Balance, 13 Acrobatics
GM: "Your foot slips as you move towards the Beowolf, falling entirely out of the tree. You fall on your back and scramble to your feet. The Beowolf is now aware of you, and your turn ends."

Combat Maneuvers

Attacks and Semblances

Characters may perform 1 attack or Semblance use per action, but not more than 2 such actions per turn. An "attack" is any action where the only intended result is direct damage to an entity. Semblances and Attacks pull from the same pool of two actions per turn. Attacks made with Dust phials consume both of these actions.

Movement

Movement is 15ft per action, but if the Character spends their whole budget running, the character can move 50ft.

Reload

Reloading Capacity is 1 action.
When reloading, a Character may declare 1 color of Dust they possess.

Unarmed Attacks

Unarmed attacks are STR+END rolls that deal half damage.

Capacity Boost

Characters can consume one capacity to improve an non-attack skill check by 1 point. Typically movement based checks such as lift or acrobatics can be boosted, but so can non-physical checks such as Intimidation. Characters can also use a Capacity boost in conjunction with standard movement, or a ranged attack, in which case they immediately move 5ft in a given direction (directly away from their target in the case of a ranged attack). Which skill checks can be boosted vary on the situation, and their relevance is determined by the GM.

Suppressing Fire

Consume a point of capacity to suppress an enemy in cover. Designate a specific enemy or piece of cover, and automatically roll attack against them if they move into a targetable position.

Non-Lethal Attacks
Enemies can be knocked unconscious by bringing their Health to 0 exactly with lethal attacks. Non-Lethal attacks can be used to bring the target's Health to 0 without overkill, losing any remainder. To perform a Non-Lethal attack, a Character may take disadvantage on the attack and cut all damage in half, and any bonus damage for beating defenses is lost.

Additional Weapon Attacks
Additional Weapon allows Characters who spends any part of their turn making any normal attack, may make an additional attack using a single relevant attribute. Additional Melee attacks only roll STR, and additional Ranged attacks only roll AGI.

Charge Attack
Characters can spend their entire action budget and their remaining Capacity, up to 5, on a single well aimed charged attack to hit targets that would otherwise be beyond their capability. Characters to make an charge attack increase their attack roll by the amount of capacity consumed. Charge attacks can be melee or ranged attacks. Ranged Charge attacks consume 1 additional capacity without additional benefit as a normal ranged attack would.

Execute
Consume full action budget to Instantly kill a helpless target.

Grapple
Characters roll a STR+PER Grapple check against an adjacent opponent. Human sized opponents are held in place, while massive opponents are held onto, with higher levels of RoC being able to treat enemies as smaller than they actually are. Characters with Hooked weapons may roll their melee attack attributes instead of STR+PER, and any reach the weapon has also applies.

Aura Healing
Characters may spend a full action budget to increase an ally's Health through touch. The Character spends 2 points of Aura for every point of Health recovered. This awakens unconscious Characters, and also removes any status effects. This effect cannot be used to increase Aura, and Characters cannot use this on themselves. Characters may attempt to perform this feat over distances, using a WIL+PER Aura check equal to the number of feet away their target is. Characters can also perform this feat rapidly, and must roll WIL+PER 20 for it to only consume 2 actions of the turn, and WIL+PER 30 for it to consume 1. The two modifiers of distance and time are added together if used at the same time.

Sneak Attacks
Characters cannot miss when attacking an un-aware target with a melee weapon. Characters are guaranteed a successful attack regardless of how low the attack roll, including on missed Targeted Strikes. However missing the necessary threshold for a Targeted Strike results in normal damage and no status effect. Attack rolls of a Natural 2 still miss and critically fail. Only applies to the first melee attack while hidden to target.

Throwing a Weapon
Characters can roll a melee attack against a target at range. The maximum distance to the target cannot exceed the character's accuracy roll in feet, and no STR damage is added to successful attacks. The Character's weapon is dropped at target's feet. Characters can use the Green Dust Crystal to double this range limitation and return the weapon to their hand.

Targeted Strikes

Declare a specific body part of the intended target. The Target's defenses are increased by the amount specified. Missing this threshold results in a miss, even if the strike would hit the target's standard defense. Successfully hitting this threshold results in a status effect on target depending on selected body part. Base damage and bonus damage from RoC or Dust are applied, but passive bonus damage from bypassing defense is not.

Modifier	Status	Common Body Part
+0	Stagger	Legs (Primary means of movement)
+5	Cripple	Arms (Primary means of attack)
+10	Cleave	Torso (Vital Defenses)
+10	Stun	Head (Control Center)

Status Effects

Status effects are anything that hinders the target in some way beyond damage. Most Status effects are applied by targeting an enemy's weak points, or through the use of Dust.

When Characters are affected by Status effects, the effect lasts a number of turns equal to the amount of damage received from the hazard or attack that caused the status effect. Any status effects applied without a direct damaging effect last 1 turn.

Status Effects do not stack on the same target more than once, but different status effects can be applied to the same target.

Status Effects that affect Attack and Defense Thresholds only affect the lowest threshold. Bonuses like Bonus Damage, Maximize damage and Counter attacks retain their normal thresholds.

Blinded

As Crippled, but lasts 1 turn.

Cleaved

Decrease base Defense Threshold by 5.

Confused

Cannot use special abilities for 1 turn.

Crippled

Decrease Attacks by 5.

Held

Cannot make any movements for 1 turn. Can still attack.

Helpless

Cannot make any actions at all, subject to Execution. Unconscious characters are Helpless.

Stunned

As Helpless, but lasts for 1 turn.

Staggered

Lose 1 action next turn.

Weaken

As Cleaved, but lasts 1 turn.

Advantage & Disadvantage

Advantage and Disadvantage are terms to describe further modifiers to the players' dice. Advantage describes anything that would give the Character the upper hand. High ground and surprise are examples of Advantage. When Advantage is applied, a player rolls their dice, and before success or failure is determined, can roll their lowest die and take the better result. Anytime the character is at a disadvantage, such as darkness or being attacked by unknown assailants, Disadvantage is applied. Disadvantage is equal and opposite of Advantage, the players take their highest die and re-roll it, taking the worse result Advantage and Disadvantage are used to note slight variables, as some variables are significant enough to merit an entirely new tier of check. This tool can prove useful for GM's looking to give players little modifiers without giving a full level of RoC.

Wealth

Huntsmen and Huntresses are trained, employed, and paid by the Kingdom they live in. Their primary function is the protection of the Kingdom from the forces of Grimm, but many are often hired for scouting, law enforcement and diplomatic relations. Huntsmen and Huntresses enjoy a level of fame and status, and most of their worldly needs such as housing, transport, and sustenance are covered by the state.

However sometimes characters find themselves in need of certain goods and services not otherwise provided, in which case a wealth check is rolled. Wealth checks are a way to keep the management of a character's finances from getting as complicated as actually balancing a checkbook. The wealth check takes into account their commission from the state, and day-to-day expenses. A measure of a character's wealth is in the form of a WIL+DIS score, the ability to influence others through experience and study. Any time a character wishes to make a purchase of goods, They roll this bonus against a threshold that the GM has set as to the difficulty to acquire those goods, as with any other check. Cost is not the only factor of this threshold, scarce and illegal goods increases the difficulty threshold, and any time the characters have come across a windfall temporarily decreases it. Characters who exceed the threshold of a given purchase acquire the given item or service, and those who fail simply don't have the funding available at this time. Depending on the cost of the purchase, the amount of time needed to wait to before trying again varies. Purchases requiring a 15 need to only wait a day or so to check again, while 25 and over can take a significant amount of time. Barely exceeding a given check, represents using most of the funds available, and may increase subsequent checks until a suitable amount of time has passed.

Lien changes hands in physical cards a few inches across. Different colored cards represent different values.

Example Wealth Checks:

10: Purchase of small luxury items like clothes or entertainment.
15: Bribing a bouncer at Junior's Club
20: Buy Junior's silence
25: Purchase tickets for an exclusive gathering
30: Purchase a personal vehicle with cash
35: Bribe a Central Council member of Remnant.

Vehicles

Most Characters will encounter vehicles at some point in their careers. Different vehicles have different attributes required to successfully pilot Them, as well as: speed, health, and means of attack if any exist. Vehicles with integrated weapons do not take a damage penalty for not being a Character's signature weapon, but actions such as ramming do. Attempting an action that is above normal operation such as hard turns as full speed, ramps, or evasive maneuvers requires making a check.

Bumblebee Motorcycle

Remnant Motors is proud to unveil the CCX-Bumblebee. A sleek and agile bike that traverses the urban environments of Vale quickly and in style. Using a new mixture of Orange and Red dust, is able to push the bounds of the road to their limit, and turn heads the whole way. Comfortably seats two.

Pilot Check: AGI+PER
Health: 15
Speed: 50ft/action
Attack
Weapons held by Character at Disadvantage
Purchase: 35

Mount

Horses are the most common mounts, but any quadrupedal animal can become a trained mount. Some citizens of Vacuo and those who live in the Wilds often ride mounts to get from point A to point B.

Pilot Check: STR+PER
Health: 10
Speed: 30ft/Action
Attack
Weapons held by Character
Purchase: 25+, Variable

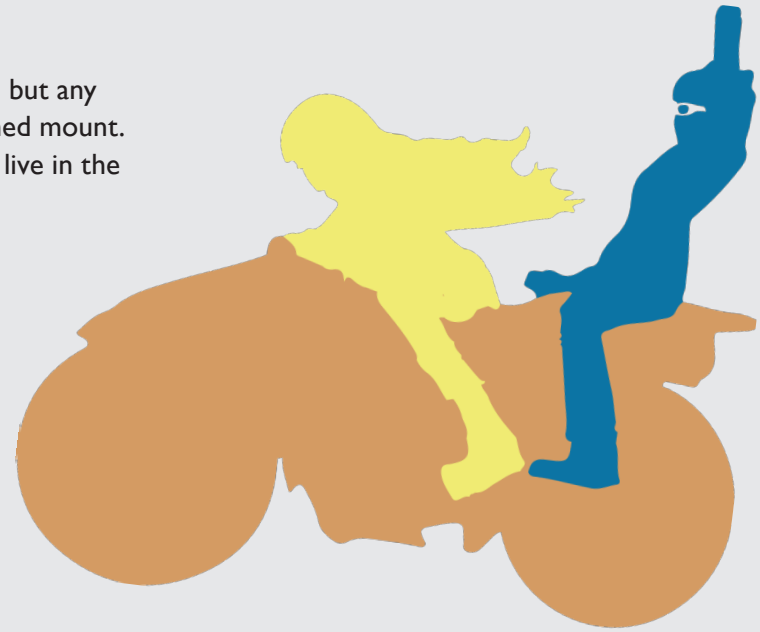
Atlesian Paladin

The newest addition to Atlas' defense force, used when a more human touch is still required in an otherwise android dominated space. The Atlesian Paladin houses a single pilot, and stands over 15ft tall. It is surprisingly nimble for its size, and often ignores any obstacles placed in its way. Given the nature of the Paladin, characters assume it's physical attributes rather than use their own, but must succeed a Pilot PER+DIS check of 25 to be able to use it. The paladin has no aura, and Characters usually cannot make Semblance or Dust checks while inside.

When piloting a Paladin, a Character is treated as uniquely being 1 RoC higher than normal.

Pilot Check: PER+DIS
STR: 8
AGI: 0
END: 7

Health: 25
Speed: 20ft/action
Attacks
Hydraulic Arms: STR+END
Homing Rockets, PER+DIS,
Targets up to four enemies simultaneously.
Deals Splash Damage.
Purchase: -



Assets

Assets are a means for Characters to have progression that lasts between sessions.
Assets are presented to characters after a major combat encounter, such as after fighting a difficult Enemy Rival or a major plot development.
Every Character may possess multiple assets.
Some assets have similar functions to weapon modifications or Dust, but have unique properties or mechanics that make them incompatible with standard character creation.
Assets are not always objects, and can instead be a more abstract concept like favors.

Example Assets:

Sentry Turret

Once in an encounter a single Character may place an automated sentry turret that acts on their turn. The Turret cannot move, but draws attention to itself as if it were a character. The Character who placed the Turret rolls its attack and defense checks, using its attributes rather than their own. The turret has no Aura, and can only roll the single given bonus to defense. When Turret is destroyed it cannot be used again until making a AGI+DIS repair check of 25.
Health: 5
Attack: Machine Gun, +7
Defense: Armor, +4

Whisper Rounds

A Character may select to use Whisper Rounds in place of Dust when they reload. Characters that already have Pink Dust equipped may choose to utilize Whisper Rounds at any time, but the effects do not stack concurrently with Echo Rounds. Whisper Rounds make no discernable sound outside of a radius of 50ft around the shooter.

DJ Helmet

A large and top heavy helmet worn by Junior's DJ. This helmet is almost two feet in diameter and resembles the head of a teddy bear. While wearing the helmet, Characters are completely unaffected by all sonic attacks and Pink Dust effects, but their PER is treated as 0 for all non-defensive skill checks.

Additional Assets:

- Thermal scope that can see through thin walls.
- Jump pack that allows movement in three dimensions freely.
- Exotic Dust crystal that holds affected targets in temporal stasis for 1 round.
- Deep diving gear for water breathing.
- Bumblebee motorcycle.
- Deployable hologram.
- Bullhead pilot on retainer.
- A single use magazine of Dusts that emulate any effect in the order of Red-Blue-White-Purple-Yellow.

Player Versus Player

Sometimes players want to test themselves against each other. There are two ways to run player combat, Balanced and Unbalanced.

In Balanced Combat, RoC is homogenized for all sides, and is the same for everyone. In Unbalanced Combat, each player (or team) has their own RoC score, and must compete to keep from falling Behind.

A key change to both types is turn order is held in descending order of WIL score, in the event of a tie use PER, and if the result is still the same, use AGI Any further conflict in turn order is determined by dice roll.

When players attack, they roll the relevant offensive attributes and the defending player makes a defense roll as normal. The higher number succeeding, with ties going to defender. All checks between players are opposed rolls, extending from attacks to Semblance and Dust uses.

In Unbalanced Combat, Natural Rolls of 20 and 2 do not modify RoC.

Sanctioned matches are usually fought to 1 Aura, but there are other "official" rules such as, Aura Break (Aura reaches 0), First Blood (Health takes 1 point of Damage), and KO(Health reaches 0). In all other ways combat functions normally.

Monster Verses Monster

When two entities that would normally be controlled by the GM come in conflict, a simple format can be used to determine the winner. The two monsters have their health compared, the health of the weaker monster is deducted from both monsters' health, killing the weaker monster. This effect happens over a number of turns equal to the weaker monster's damage value. Multiple monsters acting in sync are crafted into a singular entity by adding their health together, otherwise they function as above.

When a Rival faces any other type of Enemy, the Enemy's threat level is treated as it's health, otherwise everything functions as normal.

Example:
A Beowolf and a Thug attack each other. The Thug has 10 health, the Beowolf has 25. The Beowolf's health becomes 15 in 1 turn and the Thug is defeated.

Multiple monsters acting in sync are crafted into a singular entity by adding their health together, otherwise they function as above.

Dust Shards

Dust Shards are a naturally occurring form of Dust that can be found and used by Huntsmen and Huntresses. Dust Shards are most commonly found in Red, Yellow, Green and Blue colors, but all types are possible. Dust Shards imbue a temporary elemental effect into any weapon they come in contact with. Weapons affected by dust shards exhibit the same Crystal and Round effects as if the character had selected the same color of dust during weapon design. Dust Shards can also be used as a short lived focusing agent for Phial like effects. All Dust Shards come at a maximum of 5 capacity. Upon consuming all the Capacity of a Shard, it becomes inert and useless. Shards may be used by any character regardless of their existing Dust selections. Characters may not take Dust Shards as part of weapon design.

Variant Rules

Every rule in this book can be thrown out and replaced, every GM can build the game as they see fit. The following are simply guidelines on how to change the game and the possible consequences of those changes.

Adrenaline Rush

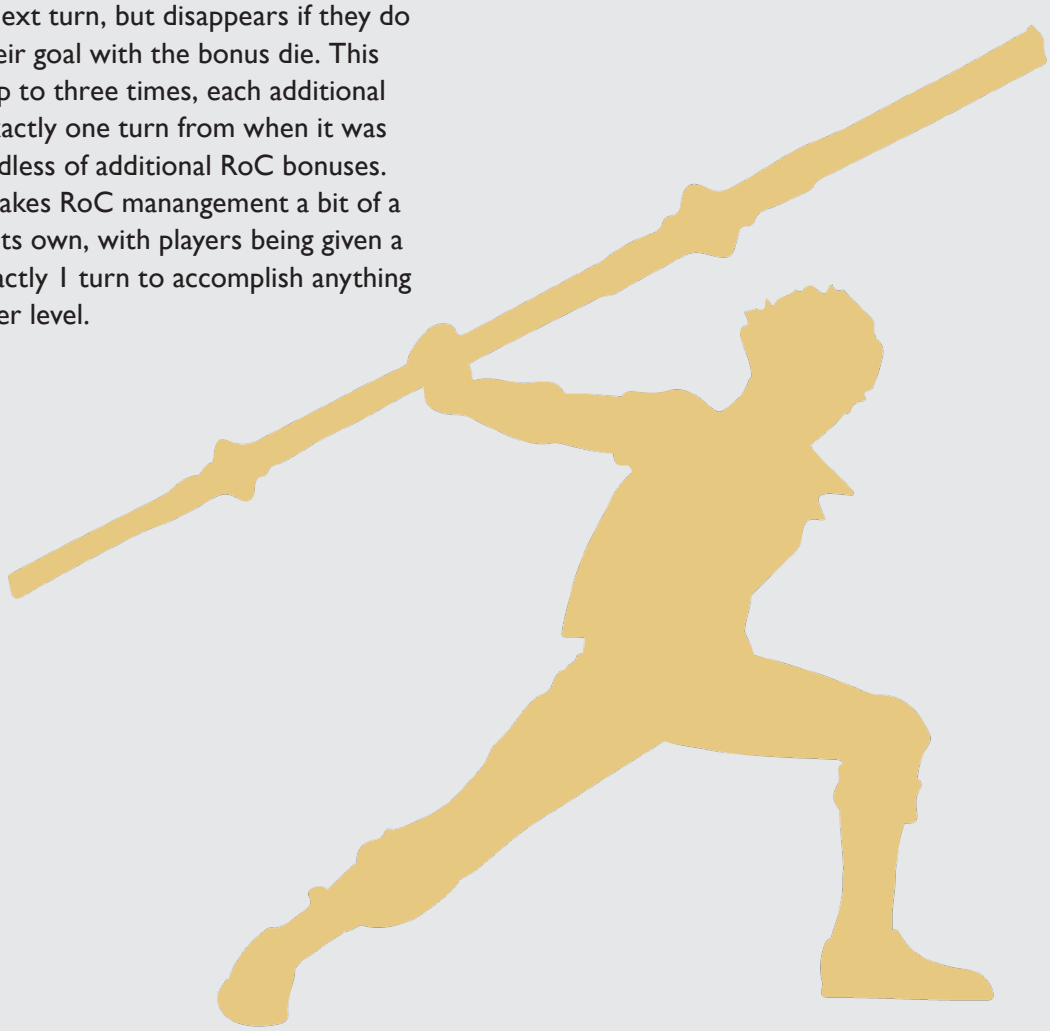
As a Variant to the standard mechanics of RoC, Adrenaline Rush gives players a greater degree of agency over the effects of RoC on their game. Under the Adrenaline Rush Variant, players receive the bonus 1d10 from a creative or cinematic solution immediately, applying it to their actions for the turn right away. If they succeed in these actions, the d10 remains in effect until the start of their next turn, but disappears if they do not achieve their goal with the bonus die. This effect stacks up to three times, each additional die expiring exactly one turn from when it was awarded regardless of additional RoC bonuses. This Variant makes RoC manangement a bit of a metagame on its own, with players being given a deadline of exactly 1 turn to accomplish anything at a given power level.

Alternate Attribute Generation

The given system of ranking attributes from 5 to 0 starts all Characters at the same level, and forces every player to make tough decisions regarding their skills. Other forms of attribute generation can make these attributes more or less extreme.

Variant: Roll 1d6-1 six times. This can give a completely randomized array between 0-5.

Variant: Divide 15 points between the 6 attributes. Attributes can be made no higher than 5 or lower than 0. This tends to create more extreme characters with little middle ground.



Making Heritage Matter

Characters hail from all corners of Remnant. Depending on their personal history and heritage, characters can gain boons that are not normally represented in the mechanics of the game.

Variant: Characters declare one of six heritages that they have. These boosts do not stack, even if a character associates with multiple in their personal history. Each heritage boosts a given attribute by 1 point. This does, however, incentivize players to build certain play styles into certain histories.

Atlas: Characters receive rigid military training, increasing their natural Strength by 1.

Vacuo: These Characters are rugged individualists, and are used to their native land's harsh climate, increasing their Endurance by 1.

Mistral: Mistral is known for its massive universities and libraries. Characters from Mistral are often very educated and naturally have a large breadth of knowledge, increasing their Discipline.

Vale: Vale lies in the center of the four kingdoms, and those who have lived their whole life in its borders are well versed in the ability to influence others, increasing their Willpower by 1.

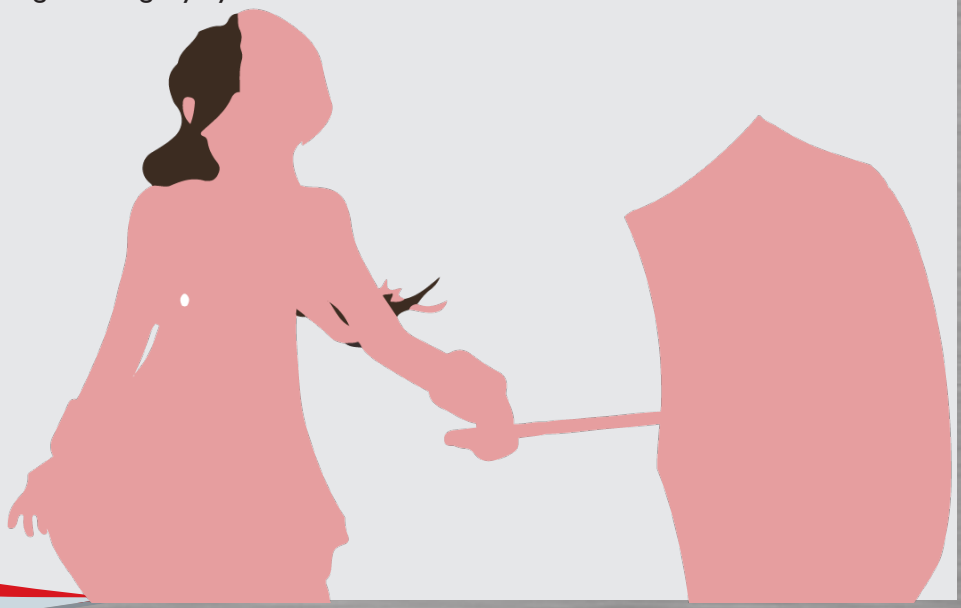
Wilds: Two kinds of people are in the Wilds between the Kingdoms, the quick and the dead. Characters need to be quick because they are well within the food chain, increasing their Agility by 1.

Faunas: Characters with any Faunas blood have heightened senses regardless of the Kingdom they hail from. They have an acute sense of smell and their acclaimed night vision, increasing their Perception by 1. This replaces the night vision mechanic in the core game.

Character Progression

Characters in the base RoC system do not level up, as they are very powerful out of the gate, and the primary drive to overcome obstacles is creative thinking and generation of RoC. However some players will be looking to play the long game and would want a means to represent their previous experiences.

Character Level	Bonus
2	Increase Health and Aura by 1 Point
3	Gain an additional Weapon Modification, Dust or Semblance Aspect
4	Increase one attribute by 1, and any bonuses that it entails
5	Naturally roll 1d10 RoC
Beyond	Repeat as necessary. At this level, however, the game becomes highly unbalanced.



Grimmoire

Enemies are any entity that is opposed to the Characters and has a degree of intelligence. Enemies come in three basic types, Grimm, Robots, and Humans. There are also Rivals, who are enemies that possess some degree of training as a Huntsman or Huntress; and Swarms which are large groups of easily dispatched enemies. Enemies have the use a similar action budget as Characters: three total actions, no more than two of which can be attacks. Special Abilities consume the attack actions first. Enemy movement is 15ft per action and 50ft if only using movement actions, unless otherwise noted.

Every aspect of Enemies is a fixed number that players roll against. Players rolling attacks against Enemies are awarded bonuses upon defeating the monster's defense threshold by a given threshold. All bonuses for defeating an Enemy's defenses stack.

Defense Thresholds

+5	Bonus Damage
+10	Maximize/Collateral Damage
+15	Instantly Kill Target
+20	Kill Multiple Targets

Bonus Damage varies by enemy type, this is added on top of the natural damage from the base 1d6 and any RoC bonus damage.

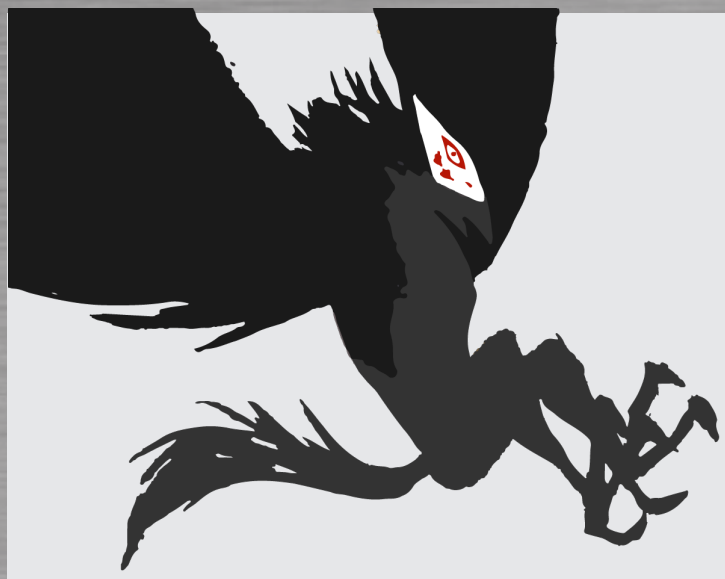
Maximize Damage treats all damage dice that would be rolled, including Bonus Dice from defeating a defense by 5, automatically as a 6.

Collateral Damage deals damage to all enemies adjacent to the primary target with a defense lower than the primary target..

When bypassing an Enemies Defense by 10, the player chooses whether to deal Maximized or Collateral damage.

Instantly Kill Target immediately reduces its Health to 0.

Blake Belladonna, created by Monty Oum.
Property of RoosterTeeth©



Kill Multiple Targets immediately reduces the health all enemies adjacent to the target that have a defense equal to or lower than the target's defense to 0.

Enemy Health Pools

Add the health pools of all enemies in an intended encounter. This total correlates with a how difficult a fight will be. Typically an encounter should last at least 5 turns of full combat. Given the nature of RoC, these numbers can fluctuate significantly, but this is usually a suitable starting point.

Easy: Less than 100 health
Medium: Between 100-200 health
Hard: Over 200 Health

Enemy Statistics

Name

Description: A short physical description of the enemy in question.
Health: How much damage an enemy can withstand before being defeated, killed, or destroyed.
First Turn: Enemies act as if this number is their WIL score to determine turn order. This number is represented as ½ numbers so they never occupy the same Turn Phase as player Characters. On the First Turn, no Enemy of a given variety can act before this point. Following the first turn, Enemies are placed in the turn order as evenly between the players' turn order as possible.
Attack: Threshold characters must beat with a Defensive Aura check to escape unscathed. Melee attacks can only be made to adjacent characters, ranged attacks can be made to attack anyone within 100ft. The source of the damage is noted in each attack.

> ***Damage:*** How much damage is dealt to players when they fail a defensive check.

Defense: Threshold characters must surpass with an attack roll to begin dealing damage.

> ***Bonus:*** Extra damage awarded for defeating a creature's defenses by 5 or more.

Special: Additional action the enemy can perform, consuming one or two actions during its turn. Certain enemies can have a Passive ability that is always active, and never needs to be used as part of a turn. Some special abilities are Special attacks that function as an attack with a defense threshold and damage.
Threat: A general guideline of how much RoC is necessary to defeat the enemy in question.

Grimm

Grimm are the greatest persistent threat to every person on Remnant. They are drawn towards large concentrations of negative feelings and energy. Generally Grimm have little more than a rudimentary instinctual intelligence, but as they age they can learn and grow significantly. Grimm all have crimson eyes, and pitch black fur or scales. Older Grimm have large plates of white bone armor etched with red streaks from the head down. When a Grimm's health is reduced to 0 it immediately begins to evaporate into a black mist that quickly dissipates.

Creep

Description: A recently discovered Grimm, this bipedal subterranean monster has extremely powerful jaws, legs, and tail. However it lacks arms altogether. Its existence was theorized many times before finally being revealed to the populace as a whole.
Health: 15
First Turn: 2 ½
Attack: 15, Tail.
Damage: 1
Defense: 15
Bonus: 1d6
Special: 2 actions. The Creep Digs into the ground and moves undetected (Detection: PER+DIS 20 to know the location of a burrowed Creep). While Burrowed the Creep cannot attack or be attacked through conventional means. Ground based attacks through Semblance or Dust still function.
Threat: 0 RoC

Beowolf

Description: Beowolves are dangerous bipedal canine creatures about six feet tall. They are universally encountered in packs of any number, ranging from groups of 4 to massive hordes that number in the dozens. While their offensive potential is threatening,, some huntsmen have been known to kill numerous Beowolves in a single attack.
Health: 25
First Turn: 3 ½
Attack: 20, Claws
Damage: 1
Defense: 15
Bonus: 1d6
Special: 1 Action. The Beowolf howls, increasing the damage of its next attack by 1.
Threat: 0 RoC

Boarbatusk

Description: A solitary pig-like Grimm, the Boarbatusk is surprisingly fast, often catching unfamiliar hunters aware. It stands about four feet tall at the shoulder, its wicked tusks nearly the length of its body. They are only ever found in pairs, making them prime targets for capture by tenacious Huntsmen.
Health: 35
First Turn: 5 ½
Attack: 15, Tusks
Damage: 1
Defense: 20
Bonus: 1d6
Special: Passive. The Boarbatusk curls into a ball and rolls at high speed towards its target. The Boarbatusk can move normally during any attack action.
Threat: 0 RoC

Ursa

Description: Ursa are large, bear-like Grimm that stand at about 8 feet tall on their hind legs. Its claws and bite are fearsome, and Huntsmen not weary of their surroundings may find the raw strength too much to handle. Ursa should rarely be taken head on by inexperienced huntsmen. Usually found in pairs, head on attacks are usually left for the brave and foolish.
Health: 75
First Turn: 1 ½
Attack: 20, Claws.
Damage: 2
Defense: 20
Bonus: 2d6
Special: 1 action. The Ursa grabs the nearest large object, typically a boulder or tree, and throws it at its target. This attack has threshold of 15, a range of 50ft, and deals 2 damage.
Threat: 1 RoC

Beringal

Description: An ape-like Grimm with long, powerful arms and short, stout legs. It stands about 15 feet tall with it's knuckles dragging on the ground before it. It's lumbering movements are immediately identifiable at a distance and smaller Grimm are naturally drawn to it.
Health: 105
First Turn: 1 ½
Attack: 20, Claws.
Damage: 3
Defense: 20
Bonus: 2d6
Special: 1 action. Monstrous Throw.
The Beringal throws an adjacent Grimm ally at an opponent. This Thrown Grimm must be smaller than the Beringal. This gives the thrown ally an immediate attack action that does not consume its normal turn.
Threat: 1 RoC

Taijitu

Description: The King Taijitu is a strange snake-like monster. Huntsmen unfamiliar with it will find there to be far more to it than meets the eye. It is actually two creatures in one, a snake with a head at each end of its 30ft body. The Yin end is the black, and most active half of the Taijitu utilizing deadly venom. The white Yang half of the Taijitu is a bit more reserved, using brute force to slowly crush its prey. When one head is destroyed, the other continues to function normally. The two heads can move independently but cannot be farther than 30ft apart.

Yang Taijitu

Health: 45
First Turn: 3 ½
Attack: 20, Bite
Damage: 2
Defense: 25
Bonus: 1d6
Special: 2 actions. The Yang Taijitu coils around its target and slowly crushes it. Characters cannot Parry this attack, and those who fail take 1 point of damage every turn and cannot make any action besides attempt to get free. A character is freed from the constriction if they make a STR+END check of 25, an ally makes a STR+END Check of 20, or the Yang Taijitu is killed. The Yang Taijitu cannot take any other actions while a character is being constricted.
Threat: 1 RoC

Yin Taijitu

Health: 45
First Turn: 1 ½
Attack: 25, Bite
Damage: 2
Defense: 20
Bonus: 1d6
Special: Passive. Any targets hit by the Yin Taijitu's bite are Confused, and can only make Resist (END+PER) defensive checks. This effect subsides if the character makes an effort to suppress the poison on their turn with an END+DIS check of 20.
Threat: 1 RoC

Griffon

Description: A quadrupedal Grimm that has similar dimensions to a normal horse, but with large bird wings and beaked head. They move very quickly, and can travel equally effectively along the ground or in the air. Griffons tend to travel in large hordes, but keep away from civilization most of the time. They have been known to swallow their unsuspecting prey whole. A Griffon has the ability to fly short distances, but cannot hover.
Health: 65
First Turn: 4 ½
Attack: 25
Damage: 3
Defense: 25
Bonus: 2d6
Special: 1 Action. The Griffon lifts onto hits hind legs and outstretches its wings, buffeting any targets adjacent to it with wind. This attack has a threshold of 20, deals 2 damage and Blinds anyone its strikes.
Threat: 2 RoC

Nevermore

Description: A huge avian Grimm, with a wingspan of over 50 feet. They are notoriously tough creatures, known to have no regard for colliding with solid objects. The Nevermore always attacks from the air, and is almost always found alone. Inexperienced Huntsmen need to be particularly creative to destroy this variety of Grimm. This Grimm's base movement speed is 50ft per action while in the air.
Health: 100
First Turn: 6 ½
Attack: 30
Damage: 3
Defense: 25
Bonus: 2d6
Special: 2 Actions. The Nevermore launches a flurry of massive feathers from its wings. This attack targets every character below the Nevermore. This attack has a threshold of 25, does 2 damage, and has no range limit.
Threat: 2 RoC

Deathstalker

Description: Normally found in pitch-dark caves, this colossal scorpion-like Grimm is about 60ft from head to tail, its body held about 10ft off the ground. The Deathstalker's amber glowing stinger has been known to attract treasure hunters by mistake.
Health: 120
First Turn: ½
Attack: 25. Stinger.
Damage: 3
Defense: 30
Bonus: 2d6
Special: 2 actions. The Deathstalker grabs a foe with its claw and throws it a great distance. This attack has a threshold of 25, and deals 1 damage. Characters take an additional 1 point of damage when they hit the ground 200ft away.
Threat: 2 RoC

Goliath

Description: A truly awesome, elephantine Grimm. The oldest and most massive Grimm most Huntsmen ever have the misfortune to see. Goliaths are found in large herds, and are almost never alone. One ofthe more docile varieties, they have been seen on the edges of society, but never outwardly aggressive. It is suggested even highly trained Hunters avoid Goliaths at all costs.
Health: 150
First Turn: Last (Always moves after last player)
Attack: 30
Damage: 4
Defense: 30
Bonus: 3d6
Special: Passive. Characters standing underneath a Goliath on their turn are considered to be automatically attacked with a threshold of 20. This "attack" deals 2 damage. If the Goliath is Confused, the threshold of the attack increases to 25 and its damage increased to 3.
Threat: 2 RoC

Robots

Robots on Remnant are synthetic entities typically used for security. Both private companies and the military make extensive use of automations. Robots typically have standing orders such as "Protect the area", "Destroy Target", but can also be remotely controlled. Some piloted vehicles are also considered robotic enemies if the the pilot is completely encased in the vehicle. All robots are made of synthetic materials like metals and ceramics and are generally more resilient than humans or Grimm of similar threat levels. When a robot's health is reduced to 0 it is destroyed, but can be repaired given enough time and proper skill.

AK-130

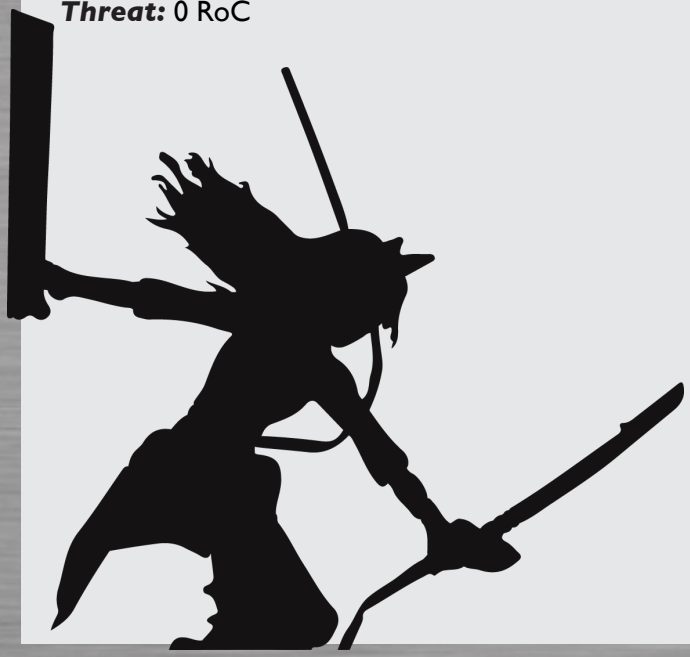
Description: An aging humanoid robot, the AK130 utilizes a standard issue rifle and rudimentary self repair.
Health: 20
First Turn: 2 ½
Attack: 15, Rifle
Damage: 1
Defense: 15
Bonus: 1d6
Special: Passive. Unless Instantly Killed or Executed, the AK-130 is rendered Helpless at 0 Health instead of being destroyed. The following turn the AK-130 reactivates at 10 health.
Threat: 0 RoC

AK-200/a

Description: Atlas' newest line of defense. The AK-200s are stronger, faster and more reliable than their predecessors, the AK-130. AK-200 can switch between its two variants boosting its attack or defensive capabilities.
Health: 30
First Turn: 3 ½
Attack: 15, Arm Blades
Damage: 1
Defense: 20
Bonus: 1d6
Special: 1 action. Change to the AK-200/b variant. Existing damage does not recover.
Threat: 0 RoC

AK-200/b

Description: Atlas' newest line of defense. The AK-200s are stronger, faster and more reliable than their predecessors, the AK-130. AK-200 can switch between its two variants boosting its attack or defensive capabilities.
Health: 30
First Turn: 3 ½
Attack: 20, Rifle
Damage: 1
Defense: 15
Bonus: 1d6
Special: 1 actions. Change to the AK-200/a variant. Existing Damage does not recover.
Threat: 0 RoC



Sentinel

Description: Designed specifically to fight Huntsmen and Huntresses in training, the Sentinel is actually less effective at fighting Grimm like other automated robots. It stands almost 20 feet tall, and typically appears to be a humanoid wearing antique plate armor. It wields a large broadsword about half as long as it is tall.
Health: 60
First Turn: 2 ½
Attack: 20, Sword
Damage: 2
Defense: 20
Bonus: 1d6
Special: Passive. Once a color of dust is used against the Sentinel, the Sentinel becomes permanently immune to that Dust effect..
Threat: 1 RoC

Spider Droid

Description: Still a prototype not yet in full service, the Spider droid is a machine just under 10ft tall. It has two arms, and sits on a platform held aloft by four powerful hydraulic legs. A collection of 4 conductors sit on its back and move into position to activate its powerful Charge Beam.
Health: 90
First Turn: ½
Attack: 20, Stomp
Damage: 2
Defense: 25
Bonus: 2d6
Special: 2 actions. By spending both of its actions, the Spider Droid can attack all Characters within its 10ft by 100ft Charge Beam. This attack has a threshold of 20 and deals 2 damage.
Threat: 1 RoC

Atlesian Valkyrie Gunship

Description: A heavily modified and stripped down Bullhead, this gunship is capable of adept aerial maneuvers by rotating the engines that lie on the tips of its wings around in any direction. Each Valkyrie carries a single squadron of AK-200 androids for ground operations.
Health: 80
First Turn: 5 ½
Attack: 25. Gattling Guns
Damage: 2
Defense: 20
Bonus: 2d6
Special: 1 action. Usable only once, 2 of each variant of the AK-200 androids is added to the encounter.
Threat: 1 RoC

Atlesian Paladin

Description: The newest addition to Atlas' defense force, used when a more human touch is still required in an otherwise android dominated space. The Atlesian Paladin houses a single pilot, and stands over 15ft tall. It is surprisingly nimble for its size, and often ignores any obstacles placed in its way.
Health: 125
First Turn: 1 ½
Attack: 25 Hydraulic Arms.
Damage: 3
Defense: 25
Bonus: 2d6
Special: 2 Actions. The Paladin locks in and fires a barrage of rockets.Targets all Characters within 50ft. This attack has a threshold of 20 and does 3 damage.
Threat: 2 RoC

Humans

Compared to Grimm and Robotic Enemies, humans are fairly weak. There isn't a great deal of variety in possible human opponents that a Huntsman and Huntress will come in conflict with, and usually a large group of them is necessary to pose noticeable threat. Generally human opponents are members of a street gang, the White Fang, or the military. Faunas are interchangeable with all Human enemies.
When a human's health is reduced to 0 they are knocked unconscious and rendered Helpless.

Thug

Description: Thugs are unarmed and untrained. LIttle more than cannon fodder if coming in conflict with a Huntsman or Huntress.
Health: 10
First Turn: 1 ½
Attack: 15. Fists.
Damage: 1
Defense: 15
Bonus: 1d6
Special: Passive. If a character is hit by a Thug, any damage done by other Thugs in the next turn increases by 1.
Threat: 0 RoC

Soldier

Description: Soldiers have significantly more skill or equipment than the common thug making them far more dangerous. They posses either a pistol or rifle depending on the situation.
Health: 15
First Turn: 3 ½
Attack: 20. Firearm.
Damage: 1
Defense: 15
Bonus: 1d6
Special: 2 actions. The Soldier takes a carefully aimed shot with its normal attack values. Characters hit by this attack are staggered.
Threat: 0 RoC

Fighter

Description: Fighters are tougher and more resilient than common thugs, and are far more dangerous. Fighters use basic melee weapons, commonly a sword or club. The Fighter has the ability to recover from wounds that would incapacitate most normal humans.
Health: 20
First Turn: **2** ½
Attack: 15. Sword.
Damage: 2
Defense: 20
Bonus: 1d6
Special: 1 action. The Fighter immediately heals 5 points of damage.
Threat: 0 RoC

Rivals

Rivals are any enemy that has similar capabilities as a Character trained as a Huntsman or Huntress. They are almost always Human or Faunas, but extremely advanced robots or even exotic varieties of Grimm can rival a Character. Rivals are exemplified by very high damage and very low health pools, thus conflict with them tends to be very quick and costly. Not limited to being a Mastermind, Evil-doer, or Bad guy, but can be a mercenary, tournament opponent, or simply another hero on similar but conflicting quest. Fights with rivals are tailored to a given adventure and the examples below are simply generic stat blocks,

Standard Rival

Description:An antagonist that fits the narrative. Standard Rivals are typically encountered as a team of up to 4 at once. Rivals can make three actions a turn, only two of which can be attacks. Rivals can attack at range up to 100ft away, but deal 4 damage.
Health: 20
First Turn: 3 ½
Attack: 20
Damage: 5
Defense: 20
Bonus: 1d6
Special: As fits the narrative. Any effects characters must roll against have a threshold of 15.
Threat: 1 RoC. As fits the narrative, Rivals can increase their thresholds as best fits the situation they are called for. For tougher Rival fights, increase their attack and defense thresholds by 5.

Advanced Rival

Description:An antagonist that fits the narrative. Advanced Rivals are significantly more powerful than the player characters. They are typically a "boss" fight meant to be tackled alone, or with a large group of non-rival minions. Rivals can make three actions a turn, only two of which can be attacks. Rivals can attack at range up to 100ft away, but deal 4 damage. Advanced Rivals act 4 times in a turn, separated as evenly between players as possible.
Health: 30
First Turn: 5 ½ (3 Turns per round)
Attack: 20
Damage: 5
Defense: 20
Bonus: 1d6
Special: 1 RoC. Any effects characters must roll against have a threshold of 20.
Threat: Variable. As fits the narrative, Rivals can increase their thresholds as best fits the situation they are called for. For tougher Rival fights, increase their attack and defense thresholds by 5.

Exotic Enemy

Use of Exotic Enemies should be reserved for set piece encounters or the culmination of an adventure. They are "Boss" battles that have multiple phases, invulnerability mechanics, or numerous special abilities. The examples given here are Grimm, but Robotic and Human Exotic enemies are just as common. There is often a great deal of overlap between Rivals and Exotic Enemies.

Nucklavee

Description: A truly terrifying creature, the Nucklaveee is extremely rare and dangerous. Few have seen a Nucklavee and those who have are often unable to face one again. It has the appearance of a massive skeletal humanoid atop a horse, but is really one creature. The Nucklavee is about 20 feet tall from head to toe and every movement it's humanoid form makes makes is a sudden twitch. Because of it's size the Nucklavee has a movement speed of 50 feet per action.
Health: 150
First Turn: 3 1/2
Attack: 25. Claws
Damage: 4
Defense: 25
Bonus: 2d6
Special: Passive. Being Struck by the Nucklavee forces a character to make a END+DIS resolve check or cower in fear. Characters who are afraid of a Nucklavee must roll this resolve check before they can attack this creature.
Special: 2 Actions. The Nucklavee stretches its two arms out to 50ft to each side and spins them wildly, targeting every character within range. This attack has a threshold of 25 and does 2 damage.

Geist

Description: An exotic, ethereal Grimm. The Geist travels by floating a few feet off the ground, its body appears no more tangible than wisps of smoke. In its natural form, it is very frail, and takes possession of objects and creatures to defend itself.
Health: 1
First Turn: 5 1/2
Attack: 15
Damage: 1
Defense: 25
Bonus: 1d6
Special: Passive. The Geist can only be damaged by Dust infused attacks
Threat: 0 RoC.

Petra Gigas

Description: A golem that takes form when a Geist inhabits rocks in a natural setting. Its torso floats in the air hung by force of will from its four limbs. It stands over 50ft tall.
Health: 100
First Turn: 1 1/2
Attack: 20
Damage: 2
Defense: 25
Bonus: 1d6
Special: Passive. The Petra Gigas takes half damage from all attacks. The Petra Gigas takes full damage when it is Cleaved, Crippled, and Staggered at the same time. When Petra Gigas' health is decreased to 0, it changes to a Geist. Immune to Dust Effects.

Threat: 1 RoC.

Swarms

Swarms are for any encounter that calls for an unorthodox number of combatants. A Swarm is numerous, and has as many entities in it as it has health, but act as a single enemy. Characters will defeat multiple members of a swarm in a single attack. Swarms lack a special ability, and instead simply act between every player character, effectively 4 times a turn. Swarms can be of any enemy type, not simply the example given. Swarms of Humans and Robots are also possible, but are less common. Typically any creature in a swarm is of a weaker and less threatening variety than its full grown/trained counterpart. Swarms are incapable of ranged attacks. Dust Effects with Over-penetration and Splash Damage deal Additional Damage instead.

Rapier Wasps

Description: Rapier Wasps are flying insect Grimm approximately the size of a bat with long dagger like stingers on a black and white striped body. They make a tell-tale buzzing sound. Rapier Wasps are attracted to sweet substances and tend to attack anything on sight.
Health: 60
First Turn: First. Always moves before the first player Character.
Attack: 20
Damage: 1
Defense: 15
Bonus: 1d6
Special: None.
Threat: 0 RoC.

Templates

When an encounter calls for a certain enemy type, but at a greater or lesser difficulty, a Template is used.

Major Enemy

Description:Elder Grimm, Prototype Robots, and Expert Humans. These are far more dangerous than their normal counterparts. Add the given modifiers to an Enemy's statistic block.
Health: +20
First Turn: +1
Attack: +5
Damage: +1
Defense: +5
Bonus: +1d6
Special: If it requires a roll, +5 any thresholds, otherwise unchanged.
Threat: +1 RoC.

Minor Enemy

Description: Immature Grimm, Obsolete Robots, and Incompetent Humans. These are far less dangerous than their normal counterparts. Add the given modifiers to an Enemy's statistic block.
Health: -20 (Minimum 10)
First Turn: -1
Attack: -5
Damage: -1
Defense: +5
Bonus: -1d6
Special: If it requires a roll, -5 any thresholds, otherwise unchanged.
Threat: -1 RoC.

Elemental Templates

The following templates are to add Dust elemental effects to various types of Grimm that have improvements and drawbacks and do not increase the threat level, but do slightly increase the deadliness of the creatures. These templates replace the existing Special abilities of the Grimm that they are added to.

All elemental templates are immune to the Dust effects of the same color.

Red- Fire

Special Ability: Passive. When a Fire Grimm dies, it explodes and deals 1 point of damage to all Characters that are adjacent to it. The Fire Grimm can also choose to detonate prematurely using its full attack and damage values.

Yellow- Earth

Special Ability: 2 actions. The Earth Grimm encases itself in rock, becoming nearly impervious to damage until it's next turn. the Earth Grimm increases its defense by 5 points until the beginning of its next turn.

Green- Wind

Special Ability: Passive. A Wind Grimm gains the ability to fly and its movement speed is doubled.

Blue- Water

Special Ability: 1 action. A Water Grimm shoots a stream of highly pressurized water out of its mouth at its target. This attack has a threshold of (-5 of normal attack.) and does normal damage. This attack has a range of 50ft and pushes characters hit by it 5ft/damage back.

Adventure

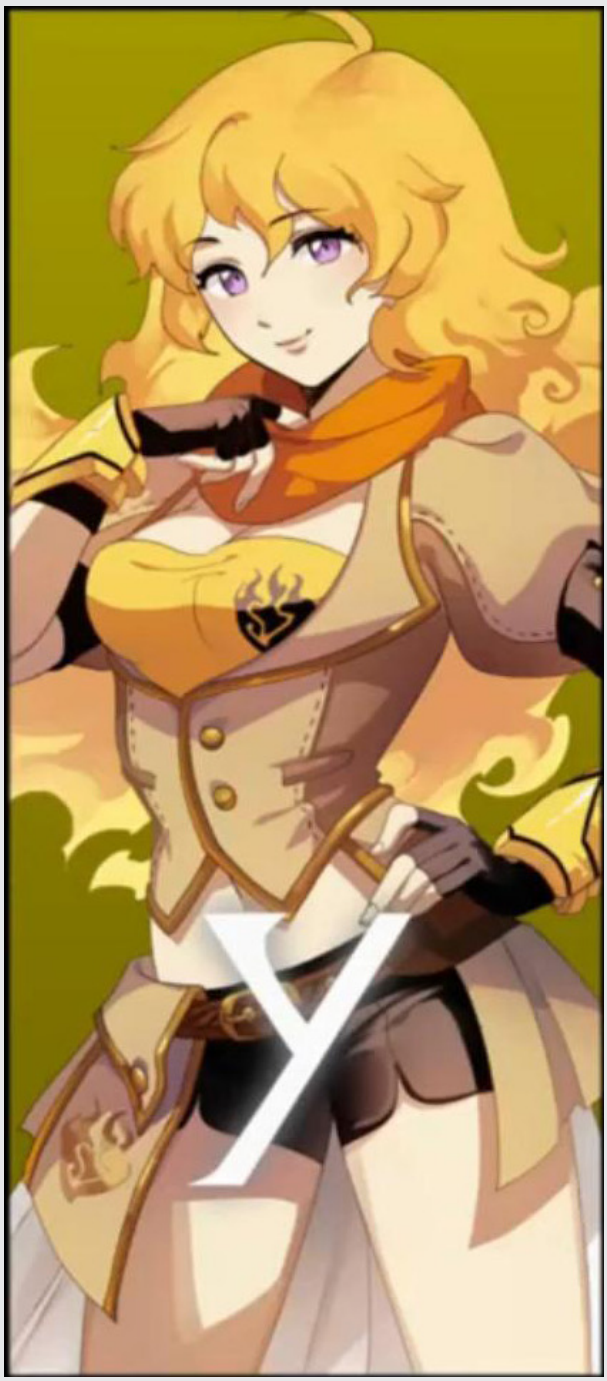
Game Mastering

Game Mastering is a daunting, but very important job. Without the Game Master, no game would be Possible. The GM's primary role in any given roll is to follow the logic of events and explain the consequences of the players' actions, GM's are the ultimate law of the game, they are the window into Remnant for their player, set the conflict, play every villain, and every friend. It is a huge undertaking, but ultimately rewarding. The most important thing to remember about Game Mastering in general, is that everyone is there to have fun, GMs and Players alike. If the game is fun, and has people asking "when is the next game?", then the Game Master has succeeded. Even though the GM sets obstacles in the path of their players, the GM is never their enemy. Game Masters have ultimate control over the game and the rules. A great deal of these rules rely on a Game Master's digression, especially RoC, the cornerstone of the Unofficial RWBY Tabletop RPG.

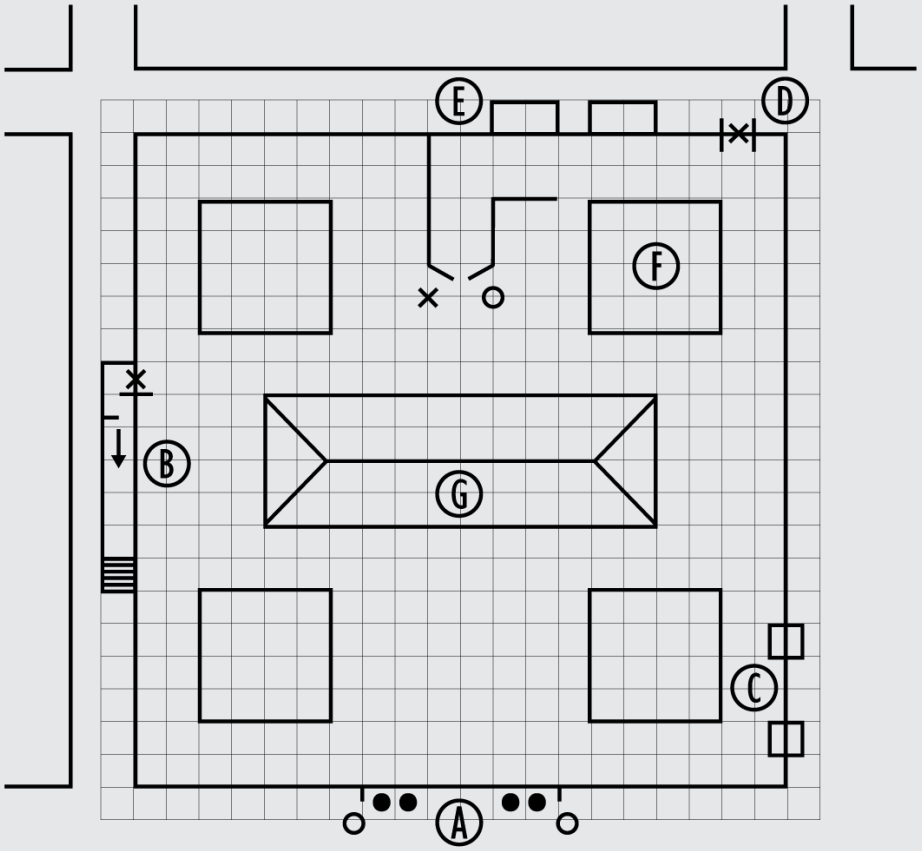
Junior's Club

Near the docks and under a freeway is a repurposed warehouse filled with noise and people. The characters have been tasked by Vale Police Department to investigate one of Junior's nightclubs as there is supposed to be a shipment of weapons coming in tonight.

The building is approximately 100ft square, 50ft tall and made of steel. It is flanked by identical warehouses on either side and a parking garage from behind. A 10ft alley separates it from all adjacent buildings. A large and noisy crowd gathers in the front behind velvet ropes. Along the side a fire escape rises about halfway down the left side alley. Junior's gang is distinguishable from civilians with their telltale red ties, glasses, and fine black suits.



Yang Xiaolong, created by Monty Oum. Property of RoosterTeeth©



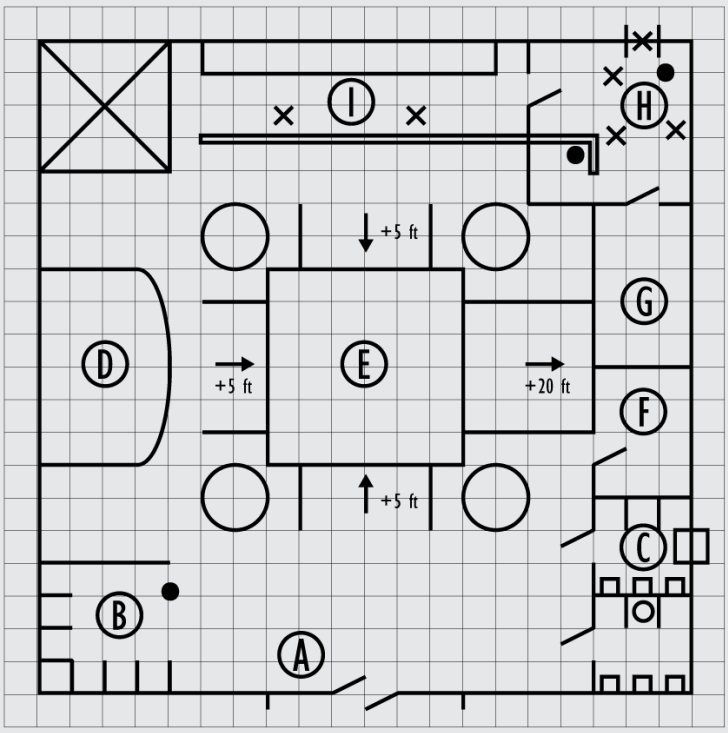
Exterior

- (A) Door
- (B) Fire Escape
- (C) Windows
- (D) Gang Lounge Door
- (E) Dumpsters
- (F) Air Conditioning Units
- (G) Roof Access

Enemies

- ✕ Soldier
- ○ Fighter
- ● Thug
- \+ Rival

□ 5 ft



1st Floor

- (A) Door
- (B) Private Booths
- (C) Bathrooms
- (D) Stage
- (E) Dance
- (F) Storage
- (G) Armory
- (H) Gang Lounge
- (I) Bar

Exterior Map

A) Doors. These two sliding Bay doors are currently closed, but two Man doors cut into each is open. In front of the doors stands two Fighters and four Thugs. The Fighters act as Bouncers and actually talk to newcomers, the Thugs are just extra muscle. To enter the club through normal means is a WIL+DIS check of 10 for a "cover charge". Connects to A1.

B) Fire Escape. A set of metal walkways that rise from the alley on the left side to the Club to the roof. The second floor of the fire escape leads to a locked emergency exit that connects to B2.

C) Windows. Two small windows in the alley way on the right hand side. Connect to C1.

D) Gang Lounge door. Locked door with a sliding eye slot. An Intimidate, Influence, or Bribery Check of 15 opens the door. Connects to H1.

E) Dumpsters. Filled with garbage and debris.

F) Four large air conditioning units sit at each corner of the warehouse room. Each stands approximately 10ft tall and makes enough noise to cover normal speaking conversation.

G) Roof Access. Standing in front of the door is a Fighter and a Soldier. Connects to F2.

H) A long, angled skylight stands in the middle of the warehouse roof. Its glass is an opaque red that pulses with the lights of the dance floor, but otherwise block all vision.

Inside the Club is a large raised dance floor brightly lit from below with four purely aesthetic glass pillars at each corner. Against the wall directly opposite the door is a Bar with a bear helmeted DJ above. To the left is a stage, and to the right is a staircase that rises onto a balcony that runs the perimeter of the interior. Everything is dark with flashing strobes of red and white.

Interior Map, 1st Floor

A1) Doors.

B1) Private Booths. A quieter corner of the Club fill with a handful of couples being "close". 1 Thug stands nearby.

C1) Bathrooms. Three stalls on the left, three sinks on the right, a window in the center facing the door. Both bathrooms have identical layouts. The Men's restroom has a Fighter in it. The women's has two civilians.

D1) Stage. Currently empty and being used as a projection screen for visuals of the dance music.

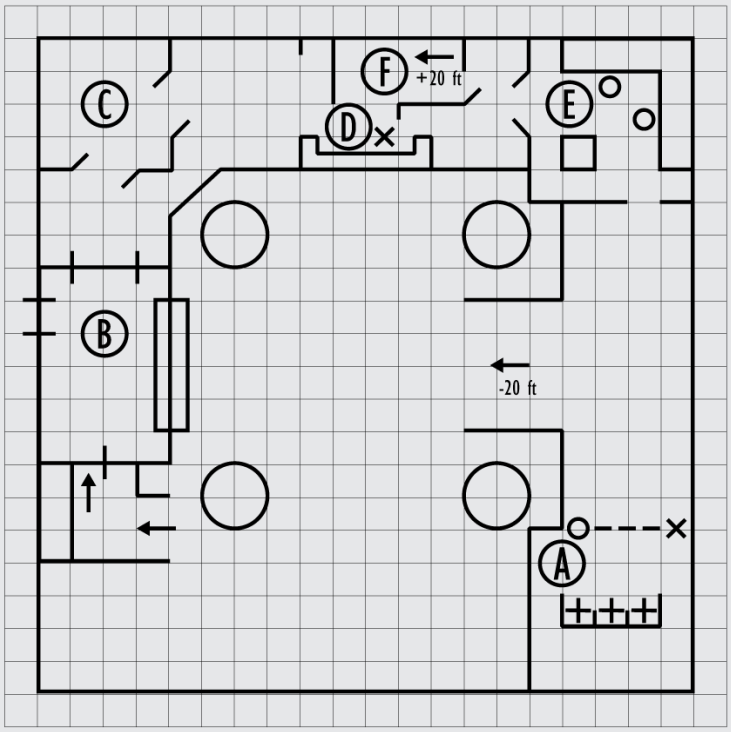
E1) Dance floor. A raised platform lit from below and filled with a dancing crowd. The music is loudest here. Directly overhead is a quickly spinning circle of hanging lights.

F1) Storage. Quiet and mostly filled with extra liquor and a small collection of cleaning supplies.

G1) Armory. Filled with legal surplus guns for Juniors gang. If a fight breaks out on the dance floor, nearby Thugs will rush this room and their attacks will become ranged.

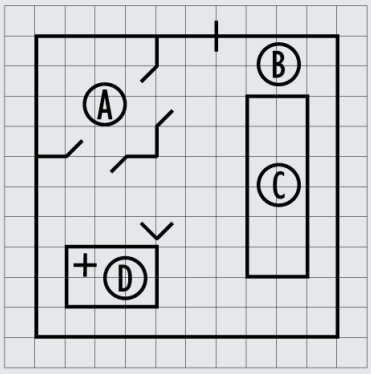
H1) Gang Lounge. A private back room with a card table and a small bar. There are three Soldiers and two Thugs in this room.

I1) Bar. Two Soldiers stand behind the long, well stocked bar.



2nd Floor

- (A) VIP Lounge
- (B) Junior's Office
- (C) Service Elevator
- (D) DJ Booth
- (E) Security
- (F) Roof Access



Basement

- (A) Service Elevator
- (B) Loading Dock
- (C) Shipping Container
- (D) Junior's Car

Enemies

- × Soldier
- ○ Fighter
- ● Thug
- \+ Rival
- ⌄ Grimm

□ 5 ft

Interior Map, 2nd Floor

A2) VIP lounge. A Soldier, a Fighter, and a velvet rope divide this area from the rest of the Club. Lorenzo Chalk and the Malachite Twins sit on a sofa. The Malachite twins each hold one of the key cards necessary to use the Service Elevator.

B2) Junior's Office. Every door to Juniors office is locked behind a 20 Lockpicking or Break check. The room has dark wallpaper and maroon carpet. The music is almost completely inaudible from inside. Along a wall overlooking the dance floor is a one way mirror. Inside the office is a desk with a computer and a picture frame. Inside the desk is a large collection of files of the legal operations of the Club. Junior's Computer can be accessed with a Hacking check of 15. This will reveal a series of emails with an unnamed benefactor who has recently delivered "Stock" to Junior. The Benefactor only puts their name down as "C".

C2) Service elevator. Locked with two key cards. Cannot be picked or locked in any reasonable fashion. It is loud and slow, and any use of it is obvious to everyone in the club. Does not stop on the ground floor. Connects to A3.

D2) DJ Booth. Sitting in front of a turn table is a Soldier wearing a large spherical bear shaped helmet. The DJ also has basic control of the lights on the dancefloor and stage.

E2) Security. Locked behind a single door that requires at least a 15 Lockpicking or Break check. There are two Fighters in this room looking at security feeds from the Bar, the VIP lounge, Dance Floor, Stage, and Loading Dock. The Loading Dock screen shows a shipping container being loaded in by four AK-130 robots and Junior.

F2) Roof Access.

Basement Map

The Basement of Junior's Club is much smaller than the warehouse above it. One wall is almost completely devoted to a Loading Dock that has been closed by a large rolling door. Storage crates line the back wall. A Shipping container is in in the center of the room partially blocking the door, a large hole punched in the side of it. Four destroyed AK-130 Droids are lying in heaps around the container. A very nice black car is also parked in here but is blocked from leaving by the shipping container. The Car is currently being assaulted by an Ursa Major.

A3) Service Elevator.

B3) Loading Dock. A large rolling door that has been shut. Attempting to open it reveals it has been locked from the outside with heavy chains.

C3) Shipping Container. On the side of the Shipping container is a large hole ripped from the inside.

D3) Junior's Car. Junior sits inside cowering from the Ursa Major that is attacking it.

The Backdoor

If the Characters decide to explore the surrounding buildings, they can discover the shipping container in the basement of a parking garage before even entering Junior's Club. In this case the AK-130 droids are still active, the Ursa loses its major template, and Junior is upstairs with Chalk and the Malachite twins. In essence the encounter moves backwards. In this case Junior has the same stats as a Major Ursa, with ranged attacks instead of the Ursa's special ability.

Characters

Lorenzo Chalk

Chalk is a business partner of Junior. He is a rail-thin man, with a finely groomed goatee wearing an impeccable white suit. He is not brave or smart, but considers himself both. If he does fight he uses a set of silver brass knuckles and a pistol. He oozes overconfidence.

Health: 10
First Turn: 1 ½
Attack: 15
Damage: 2
Defense: 15
Bonus: 1d6
Special: Passive. If a Character is damaged by Chalk, any damage done by Chalk's allies in the next turn increases by 1.
Threat: 1

Melanie Malachite

Half of the the identical Malachite twins. Melanie wears a pure white dress and high boots with blades in the heels. Both her and her sister appear very aloof and uncaring. She possesses one of the keys necessary to operate the service elevator. Melanie does not possess ranged attacks.

Health: 20
First Turn: 5½
Attack: 15
Damage: 3
Defense: 20
Bonus: 1d6
Special: 1 action. Melanie switches places with Miltia.
Threat: 1

Miltia Malachite

The other half of the Malachite twins, Miltia is identified by her crimson red dress and clawed gauntlets. Both her and her sister appear very aloof and uncaring. She possesses one of the keys necessary to operate the service elevator. Miltia does not possess ranged attacks.

Health: 20
First Turn: 2½
Attack: 20
Damage: 3
Defense: 15
Bonus: 1d6
Special: 1 action. Miltia switches places with Melanie.
Threat: 1

"Junior" Hei Xiong

The owner of this club, Junior is a large man dressed in a black suit and red tie. He is locked in his armored car and is being assaulted by a Major Ursa. He is unarmed, and has the same statistics as a Fighter.

Questions, Secrets, and Further Adventure.

Questioning Junior after the defeat of the Ursa will reveal he was receiving what he thought was a shipment of weapons from his business associate, Lorenzo Chalk. This raises several questions and how the adventure continues is determined by how the GM answers those questions.

Lorenzo Chalk could be trying to destroy Junior's Gang as an act of revenge. Characters can retrace Chalk's steps to find out where he acquired an Ursa, and what past event was he trying to pay back.

Chalk is being set up by the White Fang. He intended on delivering several thousand Lien worth of weapons to Junior. Similar questions are raised as above with the major characters changing roles.

Adventure Hooks

Adventure hooks are means to draw players into a story, hint at danger and subsequent reward. Some adventure hooks ask a question, some are rumors, some are designated missions.

•A Blue Dust mine has exploded for no apparent reason.
•A huge surge of Grimm have been recorded on the walls of Vale.
•The Vytal festival is a month away.
•A teacher at Beacon is missing.
•An Atlesian airship has crashed in the desert and no one is on board.
•Elder Grimm have all but disappeared.
•A string of robberies have been taking all the Dust from local stores, and leaving all the money.
•A submarine with markings of the White Fang washes up on shore, its hull torn asunder.
•Someone is selling an exotic form of dust that is being used as a very dangerous recreational drug.
•A White Fang hideout is rumored to be somewhere in the south east.

Story

Cooperatively telling a story is a major aspect of playing a tabletop role-playing game. It is the GM's responsibility to present the story, and the player's responsibility to drive it forward. The story can be anything from a simple as extermination of Grimm to a complex political game involving the council, backroom deals and mysterious benefactors. GMs should have a story in mind when first building a team of players, and also be prepared for players to take an entirely different path than expected.

Beyond Remnant

The RoC system is meant to a recreation of elaborate action scenes and reward player creativity in a simple and easy to pick up manner. These concepts are not limited to Remnant and The world of RWBY. Characters could just as easily be superheroes inspired by comic books, or soldiers in power armor during an alien invasion, mech pilots on the frontier of space, or even the generic medieval fantasy that was the origin of tabletops in general. Any story a GM wants to tell, any land players wish to live in, Remnant is only the beginning of the worlds to be explored.

RWBY

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Property of RoosterTeeth 2017

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RWBY
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Strength

Willpower

Health
END+1

Emblem

Character Name

Gender

Heritage

Color

Hair

Eyes

Agility

Perception

Aura
PER+10

Endurance

Discipline

Capacity
DIS+1

Melee Accuracy

Ranged Accuracy

Semblance

Weapon

Name: _____

Description: _____

Modifications

1. _____
2. _____
3. _____
4. _____
5. _____

Dust

Red — Orange

Yellow — Green

Blue — Violet

Brown — Pink

Black — White

Design

The Unofficial RWBY Tabletop RPG has been a labor of love since October 2014. After being introduced to the jaw dropping animation style and unique world, I immediately wanted a way to put myself into Remnant. Finding no satisfactory game to fulfill that fantasy, I started work on the book you see before you. It began as a expletive filled, tongue and cheek modification of a popular Tabletop RPG, but in the time since, has evolved into something else entirely. This game was created with three major design philosophies: Keep it simple, lore friendly, and allow players to play however they want, and it is my hope that has held true. Moving forward, this project will likely never be "finished", as there is always more to be added and adjusted, and with every new piece of information we learn about the world of Remnant and RWBY itself, this game will adapt. Ultimately my dream is to see this in the hands of the creators of RWBY, and work with them to not only make a fun, and easy to play game for fans, but also a thorough and accurate resource for anyone who wishes to learn more about and experience this fantastic world on their own.