



RIAB

ROLE IN A BOTTLE

1ST EDITION





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Introduction

Welcome to the world of Role In A Bottle, or RIAB for short. This is a guide to get started and create your first character and get an overview of how the system works.

This system is aimed towards players that are new to table to roleplaying but also old fans of the genre that are looking for something different. To achieve this the RIAB game system is built to keep a simple character setup process but still give you the tools you need to play around and build the most overpowered adventurer the world has ever seen, while still giving you a challenge.

This game system is still new and is under constant development to make it a better experience for its players and game masters while still keeping it simple enough for the newcomer so that it doesn't feel like you have to study for university to understand it.

All art in this guide has been generated with AI using multiple generators to give you a representation of what you're reading.

I hope you will enjoy this tabletop roleplaying system and find your new adventure in a new world of magic and mysteries.

OBS! This manual uses AI generated images, if the system gets published they will be updated to proper art, thank you for understanding!

How to create a character

To start out, you need to choose your character type and race. At this time you should also roll your 4 base stats (Intellect, dexterity, charisma and resistance) The number you roll for your base stats is your passive stat score and has no effect when rolling.

NOTE: Your base stat modifiers are added when rolling a check, save or other base stat related actions, check with your DM for alternative additions.

The next part is rolling your characters DC and setting your starting HP and AP(Armor Points) make sure to add any race and type modifiers.

The next step is to roll your combat stats like Discipline and strength. Make sure to add any race and type modifiers.





Next you need to set your characters alignment, this will decide how they react in certain situations where different morale options are available. Think of your alignment like a slider. You can have 3 levels to move around to fit with your character.

EXAMPLE: You can put 2 levels in dark and 1 Level in Light, or 3 Levels in Light and 0 Levels in Dark, this is up to you and what you feel fits the character.

Next you get to choose your weapon. To start with you only get 1 weapon but this can change as the game progresses. You can choose from the different pre rolled weapon archetypes for each type or make up your own, that choice is up to you.

After you have your weapon, it's time to set up your abilities. These are split up into 3 tiers across each type, with each tier adding new abilities but also augments to make lower tier abilities more powerful. It's important to see the difference between an ability, and a Super.

A super is a game changer type ability that draws from a power crystal, consumables that your character carries. A super is often much more destructive and impactful than a standard ability.

Next step is to add your starting equipment in your inventory, simply follow the instructions.

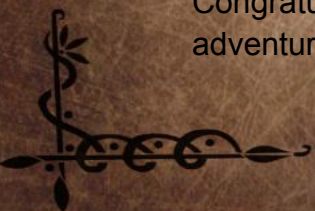
At this point you can choose to create a companion for your character to tag along on your adventures. A companion is a small creature that can either be focusing on healing or on damage, that is up to you.

Now you have made it to the part where you flesh out your characters backstory. Here you choose your character's point of origin in the world. The world of RIAB takes place in Corvus, a supercontinent with 3 smaller islands in the east.

Choose what part of the continent your character originates from and what town/city in that part they come from. This will set the basis for your character's overall backstory and can help you build up deeper lore surrounding the spark that sent your character out on their adventure.

The final step towards completing your character is to tie in to an affiliation, a group of individuals that your character belongs to and considers allies. This however is only available as your character reaches Level 2 after completing their first adventure and has gotten an idea of where they fit in.

Congratulations! You have now set up your own character! Take them out on epic adventures and watch as they grow into their own individual.



Character type - Chargers

About

Chargers are the heavy duty warriors that hold back the enemies of the continent on the front lines or stay behind and protect the weak when their home is under attack. Playing as a Charger allows you to do high amounts of damage and boost your own and your allies resistance to damage. The downside to being a Charger is that you move slower but more than make up for it in combat efficiency.



Modifiers - Chargers

Base stats

Intellect: +1

Dexterity: +3

Charisma: +6

Resistance: +4

Starting HP: 40

DC: +3

Combat stats

Discipline: +8

Strength: +6

Inventory

Grenades: 7

Movement: 6 Meters

5 meters = 4 Squares of movement



Character type - Stalker

About

Stalkers are swift fighters that use light gear and weaponry to be as fast as possible while still being extremely efficient in combat. These fighters are suited to keep themselves alive for as long as possible and are known to put their own survival in front of their allies. Playing as a Stalker means you're going into a world where everything wants to kill you and your best friend is your trusty weapon by your side. Playing as a Stalker also allows you to be more efficient when fighting the dark entities of the worlds, like demons.



Modifiers - Stalkers

Base stats

Intellect: + 3

Dexterity: + 6

Charisma: + 4

Resistance: + 1

Starting HP: 20

DC: + 1

Combat stats

Discipline: + 6

Strength: + 2

Inventory

Grenades: 5

Movement: 15 Meters

15 meters = 10 Squares of movement



Character type - Bender

About

Magic and mystery is the ideal setting of the Bender type. The paracausal fighters use magic blessed or cursed upon them by a paracausal being. Instead of blades and guns, a Bender channels their attacks through an object that has been charged through a rift and looks like any other object to the naked eye. Benders use gear that allows them to be the perfect balance between movement and damage output compared to the other 2 types.



Modifiers - Benders

Base stats

Intellect: + 6

Dexterity: + 1

Charisma: + 3

Resistance: + 6

Starting HP: 30

DC: + 2

Combat stats

Discipline: + 4

Strength: + 4

Inventory

Grenades: 3

Movement: 10 Meters

10 meters = 7 Squares of movement



Base stats



Intellect - This is your character's overall knowledge stat. Roll 3x D6 for your passive Intellect. Add the following numbers to any Intellect checks. Intellect is used when you try to understand the world and figure out your next move in tricky situations.

Chargers + 1

Stalkers + 3

Benders + 6



Dexterity - This is your character's overall physical stat. Roll 3x D6 for your passive Dexterity. Add the following numbers to any Dexterity checks. Dexterity is used when you are attempting a physical activity, like jumping, sprinting or landing on your feet.

Chargers + 3

Stalkers + 6

Benders + 1



Charisma - This is your character's overall personality stat. Roll 3x D6 for your passive Charisma stat. Add the following numbers to any Charisma check. Charisma is used when your emotions or mental ability is tested. For example withstanding a taunt or trying to bribe.

Chargers + 6

Stalkers + 4

Benders + 3



Resistance - This is your character's overall preservation stat. Roll 3x D6 for your passive Resistance stat. Add the following numbers to any Resistance checks. Resistance is used as your character's ability to withstand both mental and physical stress, for example mind control.

Chargers + 4

Stalkers + 1

Benders + 6





Race archetypes

There are many different types of creatures wandering the continent of Corvus, some are friendly, some not. Most of the races possess unique traits that allow them to survive in harsh climates and adapt to new situations. Not every person is fit to be an adventurer, but those who are have learned to adapt their traits and skills to be the most efficient in both combat and social situations.

As a player, you gain two traits from your chosen race that will help you out on your journey. Some races are more efficient in combat whilst some are better in social situations, how you use these traits is up to you. Some races work better with certain types and abilities, but some may reveal hidden powerful bonuses that come in handy when you least expect it.

Each race also has its own Resistance and Weakness to certain damage types. To calculate the damage you take, apply these presets to the rolled damage.

Resistant damage - You take 50% less damage

Weakness damage - You take 50% more damage

Traits

Each race has a set amount of traits you will be able to choose from. You can in total choose 2 traits from your chosen race, you cannot change your race trait later, so take a moment to think about how you want to play your character.

For the best use of a race trait, look over what abilities and weapons you're planning on using to optimize your characters efficiency on your adventures. A well built character should be able to match their race traits with their weapons and abilities to make them as potent as possible. This is however not required as there are traits that don't boost your combat skills but have less serious perks.



Human

The most common race of people on the continent. Humans have the most basic bonuses to stats but are the most versatile at adjusting to the different areas of the continent.

Traits(Choose 2)

Trusted - Once per day, you can add a D10 while persuading another humanoid.

Bilingual - You can speak, understand and write in 3 different languages.

Trickster - You have advantage when attempting to trick any creature.

Pack hunter - An attack made together with another player deals an additional D6 damage.

Popular - You have a 25% discount in all stores.

Modifiers - Human

Base stats

Intellect: +1

Dexterity: +1

Charisma: +2

Resistance: +1

DC: +1

Combat stats

Discipline: +2

Strength: +1

Resistant

Nothing

Weakness

Nothing



Exoforge

These are mechanical beings capable of channeling immense amounts of power through their paracausal circuits. Myths are that the exoforge have a connection with powers beyond the dark barrier at the edge of the system.

Traits(Choose 2)

Purpose built - Once per combat, you can temporarily add a D10 to your next attack roll.

Tank - If within 5 meters of another player being attacked, you take that damage instead.

Calling - You have the ability to talk into the mind of people you have met.

Paracausal - You have access to 1 additional tier 1 ability slot.

Modularity - You can heal yourself by using other mechanical components scavenged from around the world.

Modifiers - Exoforge

Base stats

Intellect: +2

Dexterity: +1

Charisma: +1

Resistance: +2

DC: +2

Combat stats

Discipline: -1

Strength: +1

Resistant

Piercing

Weakness

Paracausal



Orc

If it is raw muscle and pure physical strength you're looking for, the orcs are your best choice. These power houses are very versatile in their skills and can usually be found doing everything between farming and fighting, both on dark, and light sides.

Traits(Choose 2)

Brutish rebuke - If hit with a critical, you get a free attack of your choosing as a reaction.

Rip and tear - An unarmed critical hit deals 3 times damage.

Beast hunter - You can choose to see through your companions eyes no matter where they are.

Warchief - If you roll a natural 20 all other party members get an additional D4 they can use for a roll of their choice.

Imposing - You cannot be intimidated.

Modifiers - Orc

Base stats

Intellect: +0

Dexterity: +2

Charisma: +1

Resistance: +1

DC: +2

Combat stats

Discipline: +1

Strength: +3

Resistant

Blunt

Weakness

Mental



Cattlelack

Born as abominations but accepted as valuable members of society after their unique animalistic abilities turned out to be useful against invasive wildlife. A Cattlelack is half animal and half human.

Traits(Choose 2)

Animalistic - If in your animal's natural habitat, you gain +5 to all your saves.

Primal rage - When taken below 10 HP, you drop your weapons and go wild like a beast, giving you advantage on all attack rolls and an additional D6 damage.

Fur coat - You have advantage against cold effects.

Tracker - You have advantage when tracking a target.

Talk to animals - You can talk to and understand animals.

Modifiers - Cattlelack

Base stats

Intellect: -1

Dexterity: +2

Charisma: +1

Resistance: +3

DC: +2

Combat stats

Discipline: +1

Strength: +3

Resistant

Depending on the animal

Weakness

Depending on the animal



Abyssian

A mysterious people born in a place no man can go, but forced out of their subterranean home by a demonic presence possessing powers beyond anything seen on the continent above. The Abyssian people possess unique skills that no other being on the surface seems to be able to.

Traits(Choose 2)

Forerunner - Your reflexes are enhanced, add 1x D4 when rolling initiative

Night Vision - You can see in the dark. Your attacks have advantage and attacks against you have disadvantage.

Echolocation - You can use your great sense of hearing to navigate darker areas, this gives you advantage when navigating and fighting in the dark.

Amphibian - You can breathe underwater and on land but you have disadvantage while navigating under the water surface.

Demonic resilience - Damage taken by a demonic force is halved.

Modifiers - Abyssian

Base stats

Intellect: +3

Dexterity: +1

Charisma: -1

Resistance: +2

DC: +2

Combat stats

Discipline: +2

Strength: +1

Resistant

Electricity

Weakness

Shadow



Dwarf

A talkative people with great crafting skills and a well known passion for alcoholic drinks and gold. Dwarfs craft the best gear on the continent and have braved the most deadly landscapes.

Traits(Choose 2)

Stand fast - The pride of your people stand with you. Once your HP is reduced to 0, gain 10 HP and advantage to all attack roles for 5 rounds.

Gold finger - If you find gold while looting, the gold YOU find is doubled in value. If someone steals your gold, you must roll a Resistance save to not become violent.

Hammerfall - You can apply enhancements to weapons if you have a dwarven forge. These are found in specific dwarven settlements.

Double daring - You have advantage on Daring feats, but if you fail the daring feat, your punishment is more severe.

Boozed - You get free beer in all inns and taverns.

Modifiers - Dwarf

Base stats

Intellect: +1

Dexterity: -1

Charisma: +2

Resistance: +3

DC: +2

Combat stats

Discipline: +1

Strength: +2

Resistant

Mental

Weakness

Piercing



Battleborn

Born fighters from the island of Orcus, secluded fanatical worshippers of the fight itself. As a Battleborn, you gain certain unique abilities that boost your efficiency in battle but have a much harder time dealing with social situations.

Traits(Choose 2)

Rage - If you take 40 or more damage in 1 turn, you gain a free turn after the damage is dealt.

War fighter - With every round of combat that passes you add 1 damage to your attack but remove 1 from attack rolls. This resets every time combat ends.

Fanatical frenzy - If you're insulted or attacked, you have to attack the creature insulting you, even if it's a friend. This effect keeps going until you have got the last word.

Melee weapon proficiency - You have advantage while attacking with a melee weapon and disadvantage while using any other type of weapon.

Olympian - You can run an additional 10 meters on top of your type movement.

Modifiers - Battleborn

Base stats

Intellect: +1

Dexterity: +1

Charisma: +2

Resistance: +3

DC: -1

Combat stats

Discipline: +0

Strength: +3

Resistant

Piercing

Weakness

Cold



Elf

A wise people born into riches and knowledge of technology far beyond any other people on the continent, leading them to move their technological wonders to an island off the east coast where they can keep their marvels out of prying eyes.

Traits(Choose 2)

Elvish luck - You can re-roll natural 1 and your 19 counts as a critical.

Range weapon proficiency - You have advantage while attacking with a ranged weapon and disadvantage while attacking with any other type of weapon.

Identify - Once a day you can roll a D20 adding your Intellect to identify an object.

Far sight - You have the ability to spot things from 500 meters away if they are not inside or considered hidden.

Faithful companion - Your companion has a bond stronger than life to you. Your companion cannot die and has the ability to revive you if your HP is reduced to 0, however, this takes 2 turns instead of 1.

Modifiers - Elf

Base stats

Intellect: +3

Dexterity: +2

Charisma: +1

Resistance: +2

DC: +2

Combat stats

Discipline: +3

Strength: +1

Resistant

Resistance depending on alignment

Weakness

Physical damage



Health

Each character type has its own starting HP and its own type level HP bonus. This means that your character will start out with a lower amount of HP but will gain more as they level up. Below you can find each type's starting HP and the level bonus.

Chargers get a starting health of **40 HP + D8 for each level.**

Stalkers get a starting health of **20 HP + D6 for each level.**

Benders get a starting health of **30 HP + D4 for each level.**

The players can regenerate their health to full if they have a long reset when out of combat. A Full rest lasts for 8 hours.

DC

This is the number the player must roll above when attacking another creature or attempting a directed action, like throwing a rock or jumping across two roofs. **Roll 3x D6 to find out your DC** and add your type DC bonus.

Armor points

Armor points are your character's resistance against damage that they can spend to negate damage taken. Each type has their own pool of armor points that they can draw from. Just be careful how you use them as your armor points only reset at the start of a new adventure.

Chargers get **20 armor points + D8 for each level.**

Stalkers get **10 armor points + D4 for each level.**

Benders get **15 armor points + D6 for each level.**

Certain items and enhancements grant you bonus armor points, so be on the lookout for your local merchant.

Revive

Each player can revive a fallen ally by rolling a D12. A roll 9 and below will fail the revive. A roll 10 and above will succeed. A 12 will give the player 50 HP on revive. To revive another character, the reviver must be able to touch the fallen character to commence the revive.



Combat stats

The ability stats help give you the amount of damage you will deal with your unarmed strike and grenade. Different classes give bonuses in attack stats. The number you roll, added with your type bonus, is the guaranteed damage. The Ability stats are:

Discipline - Decides how much damage your grenade does.

Strength - Decides how much damage your melee does.

Roll a D20 for Discipline and a D8 for Strength and add your character typed buff points.

Charger

Discipline +8

Strength +6

Stalker

Discipline +6

Strength +2

Bender

Discipline +4

Strength +4



Alignment

What is an alignment?

In the world of RIAB, alignment is the moral balance of your character's actions and mindset. Think of it as an internal fight between bad and good depending on your actions. As you venture out into the world, your alignment will shift and allow you to do certain things others may not be able to do.

There are only 2 alignments, *Light* and *Dark*. Both have their own properties and abilities they can grant you depending on how much you lean to them. This means that your alignment will be constantly shifting as you explore your surroundings and leave your mark on the world. So be careful what you do, because someone may take notice.

Light

You are a caregiver, a warrior of good and just. Your legend tells of mighty deeds of generosity and justice and the people look up to you and trust that you are a true hero of the light.

Dark

You take what you want and leave a cloud of shadow where you walk. The people fear you, perhaps out of hatred, or perhaps out of respect for what you are capable of.

Alignment bonuses

Both alignments have their own bonuses that your character is granted depending on how much you act according to their moral code. This means that you can possess bonuses from both light and dark. But to get the best bonus from each of the alignments, you must stand on one side or the other. An action that aligns with light will grant you a level of light, and action aligned with dark will grant you a level of dark. Think of the light and dark alignments like a scale, the more good you do the more to the light you will be and vice versa. This way the alignment can be part of your character's core mindset when doing an action while also giving you more toys to play around with as a player. Just know that if you do too much on one side you will gain the most powerful one of that side, but lose all from the other side. There are 3 bonuses you can gain from each alignment, on the following page you can read about them and what they will grant you.

Alignment bonuses count as abilities and super and can be used as your ability action on your turn.





Light alignment bonuses

Light level 1: Create - You are granted the ability to create a smaller object, not larger than half a cubic meter. This object cannot be a game machinic imbued object such as a weapon or armor upgrade. This ability can be used as your ability action on your turn.

Light level 2: Blessing - If you are within touching range, you can apply a blessing upon another creature. The bless adds a D4 to the next action the blessed creature attempts.

Light level 3: Force of light - Radiate a blast of pure light from within you up to 20 diameters. Any creature within range that is aligned with dark takes a D6 x their dark level in damage. So a character with dark level 3 takes 3x D6 damage. This can only be used 2 times each day.

Dark alignment bonuses

Dark level 1 - Destroy - You are granted the ability to destroy a smaller object, not larger than half a cubic meter. This object cannot be a game machinic imbued object such as a weapon or armor upgrade. This ability can be used as an attack ability, any target must beat your ability DC or take a D12 Ripping damage.

Dark level 2: Curse - If you are within touching range, you can apply a curse upon another creature. The curse removes a D4 from the next action the cursed creature attempts.

Dark level 3: Force of darkness - Radiate a blast of corrupting darkness from within you up to 20 diameters. Any creature within range that is aligned with light takes a D6 x their light level in damage. So a character with light level 3 takes 3x D6 damage. This can only be used 2 times each day.



Weapons

Weapon mechanics

Let's get started with weapons and understanding how weapons work for the different types of character. Weapons in RIAB are not pre-rolled individual weapons with their own stat sheets. You will instead be able to choose from a list of weapons that are intended to be used with the different specific types. Perhaps you have a preferred playstyle or you prefer to use a specific type of weapon. Keep these things in mind as you build your character and play around with the different weapons and abilities that go with it. A character can use any weapons in their inventory.

Charger weapon types

A Chargers mission in combat is either to run head first into combat and destroy the enemies with heavy blades and rocket launchers before they can cause any harm, or they stay behind to hold the line with their allies and keep the weaker members of their party going even through the most unfair combat situations. Charger weaponry is built to accommodate their front line bashing playstyle with high damage but slower movement. Together with the abilities that boosts their melee rate and forces them to stay in battle until the fight is done.

Stalker weapon types

Stalkers live in the shadows and strike from unseen angles as they move through the world with as small of a trace as possible. These fighters prefer to keep to themselves and use their weapons and abilities to secure their own survival even in the worst of conditions. Stalkers are equipped with lighter weapons they can quickly whip around and strike their foes multiple times for maximum effect. Due to their high value bounties, these fighters are also known to go after demons and have developed unique skills to fight them.

Bender weapon types

Weapons are for savages and royal fancy people in the eyes of a Bender. Instead of blades and blasters, these fighters have been blessed, or cursed, by the paracausal powers of the astral bodies surrounding them. They channel this paracausal power through an item that they have enchanted in a rift, a strange shattered rift in physical space that radiates magical properties. What powers they are imbued with depends on their alignment, either light, or dark. This is something you yourself get to decide. Powers gifted from the light are elemental powers that pulse with a strange warmth. Powers gifted from the dark draw power from the wielder that slowly corrupts them.

On the next page you will be able to choose the weapon you want for your character depending on its type.



Charger weapons

Heavy weapon - A large melee weapon with heavy damage worthy of a legendary warrior. Many Chargers name their weapons as they serve as their partner in combat.

Attacks per round - 1

Damage - 1x D16 Slashing/Blunt damage

Range - 3 meters

High velocity blaster - A purpose built projectile launcher made to serve the Chargers as they fight on the front line. Damage types depend on the projectile.

Attacks per round - 2

Damage - 2x D8

Range - 21 meters

Sword and shield - The ideal set of weapons for a knight. This weapon combo allows for both a weapon strike and an enhanced guard against your enemy.

Attacks per round - 2

Sword damage - 1x D10 Slashing damage

Shield damage - 1x D6 Blunt damage

Shield DC bonus - 3

Range - 3 meters

Wooden weaponry - A handcrafted masterpiece built for combat with the best wood the continent has to offer. Perhaps every kill is marked to keep track.

Attacks per round - 1

Damage - 1x D6 Kinetic + character strength

Range - 2 meters



Stalker weapons

Lightweight blade - A smaller bladed weapon built for speed and fine cuts while keeping a deadly momentum.

Attacks per round - 3

Damage - 3x D4 Slashing damage

Range - 3 meter

Long range projectile weapon - A weapon built for long range combat to keep the wielder hidden from its target while still being effective. Damage type depends on the projectile.

Attacks per round - 1

Damage - 1x D12

Range - 45 meters

Dual blades - A set of smaller bladed weapons that are just as deadly as they are elegant. These weapons are extremely fast and can be thrown.

Attacks per round - 6

Damage - 6x D4 Slashing damage

Point blank range - 1 meter

Thrown range - 10 meters

Staff weapon - An elegant weapon of old with the possibility of greatness. This weapon can also be fitted with a blade at both ends.

Attacks per round - 2

Damage - 2x D6 Blunt damage + 1x D4 slashing damage with blade.

Range - 3 meters





Bender blessings

Light blessings

Plasma beam - Harrow has blessed you with the power of the sun in your hand. Channel its power through your object and fire a beam of pure plasma that burns your target.

Attacks per round - 1

Damage - 1x D14 Fire damage + Intellect modifier

Range - 10 meters

Lasting effect - Target must roll a successful DC15 Dexterity save or be burned for an extra D6 damage at the start of their turn.

Lightning bolt - Carzan has blessed you with the electrified energy of the world that lashes out in the form of 3 devastating lightning bolts from your object.

Attacks per round - 3

Damage - 3x D6 Electricity damage + Intellect modifier

Range - 15 meters

Technocrat

Carzan has blessed you with the wonder of technology brought up from the long lost past. Channel the power of pure creativity and innovation through your object as you blow the minds of your foes.

Attacks per round - 2

Damage - 2x D8 Kinetic damage + Intellect modifier

Range - 15 meters

lasting effect - A creature defeated by your blessing is bent and broken into a temporary weapon dealing damage using the value of your Intellect + your level.

Frost walker

Harrow has blessed you with the frozen energy of its core, giving you a frozen aura of whining wind as you channel its bone shilling energy through your object.

Attacks per round - 1

Damage - 1x D12 Cold damage + Intellect modifier

Range - 10 meters

Lasting effect - If you roll a 15 or higher when attacking, your target is frozen until the end of your next turn. The creature can also roll a DC13 at the start of their turn to break free.



Dark curses

Necrotic grip - The dark entity Fairya uses you to channel its dark power of necrotic withering magic. Touch your target with your object and suck the life force out of the target, pleasing your paracausal god. The damage you deal gets stored in your object.

Attacks per turn - 1

Damage - 1x D10 Necrotic damage + Intellect modifier

Range - Touch

Weapon perk - On your own, or an ally's death, pump the stored life force into their body. 50 HP drained gives you 1 soul charge. Each resurrection requires 1 soul charge. You can hold up to 1 soul charge + your level.

Blood curse - The pitch black entity Zoder requires your life force to gift upon you its cursed blood magic. Shape the blood into a weapon of dark power that you unleash upon your enemy.

Attacks per turn - 1

Damage - 1x D20 Mental damage drawn from your own HP

Range - 10 meters

Weapon perk - On hit, the target must roll against a DC15 Resistance. On failure, the target will take half of the inflicted damage at the start of its next turn on top of the damage already dealt.

Paracausal

The dark entity Fairya has cursed you with the power to bend reality itself. Channel the power to hurt your enemies on an atomic level, but risk losing yourself to its reality shattering power.

Attacks per round - 1

Damage - 1x D14 Paracausal damage + Intellect modifier

Range - 20 meters

Lasting effect - The target must roll a DC14 Resistance or become paralyzed by their body being ripped apart on an atomic level. This effect lasts until the start of their next turn.

Death blade

The pitch black entity Zoder has cursed you with the jagged edge of its dark stare in the night. Use your object to rip and tear at your enemies with the power of gravity itself.

Attacks per round - 3

Damage - 3x D6 Force damage

Range - 30 meters

Lasting effect - The target must roll a DC16 Dexterity or be pulled 10 meters towards you. If the target rolls a 1, they take an additional D10 damage and permanently have their max HP reduced by the value of the taken D10 damage.





Critical hit

A critical hit is when you roll the highest number on your 20 sided die. To give your character that extra boost of badassery it will be able to perform an extra effect on top of the damage dealt by the weapon. To spice things up you roll a D6 and the critical effect with the rolled number activates immediately.

Critical success

- **1: Double damage** - double the rolled damage.
- **2: Knockback** - Your target gets knocked back 10 meters.
- **3: Venom** - Your target must beat a D14 Resistance or take 1xD4 venom damage for every turn until the start of their turn.
- **4: Shock** - Your weapon attacks releases an electric shock that stuns the target and chains to any other enemy within 5 meters. The shock deals an additional D4 damage.
- **5: Flash** - Your weapon flashes a blinding light that blinds everyone within 5 meters. Beat a DC13 Dexterity to avoid the light or be blind for your next turn.
- **6: Soundwave** - Your weapon emits a shattering blast of sounds that deafens anyone within 5 meters. Beat a DC13 Resistance or be deaf for your next turn.

Critical failure

- **1: Recoil** - Your weapon bounces off your target and knocks you prone. Beat a DC13 Dexterity to stay on your feet.
- **2: Ghost** - Your blade turns into a mist and reforms as soon as it's no longer in contact with your target.
- **3: Warp** - Instead of hitting your target, you get teleported 5 meters in any direction and hit whatever is in front of you.
- **4: Sudden explosive** - An explosion that damages anything within 5 meters erupts from your weapon. Beat a DC13 Dexterity or take 1xD6 damage.
- **5: Rebel blade** - Your weapon stops right before it hits your target and turns to hit you instead. Roll damage like normal and apply it to yourself.
- **6: Ability surge** - The last ability you cast suddenly activates in the direction you are looking at. You lose your ability action for your current and next turn.



Abilities and supers

Abilities

Welcome to the wonderful world of ability confusion! Hopefully that is not how you feel after reading through the abilities and how they work in RIAB. To get started we need to talk about the difference between abilities and supers. You need to choose what abilities you want to use as you start a new adventure and won't be able to change until you have completed your current one. Every character starts out with 2 ability slots per tier but will earn more as they level up.

All character types have 15 different abilities that have been split up into 3 tiers.

- Tier 1: 5 starter abilities
- Tier 2: 5 new abilities / 5 tier 2 augments for tier 1 abilities
- Tier 3: 5 new abilities / 10 Tier 3 augments for tier 1 and 2 abilities.

Augments

Augments are upgrades for lower tier abilities that allow them to still be useful even when newer abilities are unlocked as the character levels up. This way the character doesn't have to swap an ability they are used to using just because it's no longer useful. When applying an ability you simply write which tier it is next to it.

Supers

Abilities are one thing, supers are abilities on steroids. These are supercharged special abilities that require a power crystal to be used. A super is an ability that is meant to function as a tiebreaker when the situation calls for it. A super can for example reset all health of the party, give you triple damage output or even allow you to walk between dimensions.

There are 4 supers for each type and you can only choose 1 super for each character. You can only change your super at the start of an adventure, at which point all 4 supers are available to you.

MTP

After your character reaches level 7 you may choose to do Multi-Type-Play, MTP. This means that they can use an ability or super of another type. A bender can decide to run Stomper, a charger ability. And a stalker may run Mind's eye, a bender ability. Mix and match to find your perfect ability combo!

On the following pages you can find the different abilities and supers you can choose from.



Charger abilities

Charger abilities use your character passive Charisma as the ability DC. This is the number your target must roll above to evade the full effect of the ability you cast. Some abilities will still do part of the full damage even if the target saves against the ability DC.

Tier 1 abilities

Stomper - Smash your foot into the ground and create a shockwave that stuns everyone within 6 meters for their next turn. The initial stomp deals 1x D8 damage. Any creature within 6 meters must beat a Dexterity save equivalent to your ability DC.

Grapple - Grab a hold of any creature that isn't larger than twice your size. The target must beat a Dexterity save equivalent to your ability DC adding their strength.

Homerun - Throw your weapon up to 10 meters + character strength. Any target further away than 10 meters has advantage and only takes half damage if hit. The target must beat a Dexterity save equivalent to your ability DC adding their Dexterity modifier.

Forge ahead - You start a destructive charge in one direction for 10 meters. Anyone and anything that stands in your way takes 3x D6 damage if hit. If you hit an immovable object before you reach your maximum charge distance, you become stunned for the rest of your turn and your next turn. Any creature in your path must beat a Dexterity save equivalent to your ability DC adding their Charisma modifier.

Force feedback - Chance to return half the damage dealt to you back to the attacker. Beat your own Ability DC to successfully use ability.





Tier 2 abilities

Land tank - Sacrifice your own HP to take up to half of the damage dealt to your closest ally. The ally must be within 20 meters to do so.

Overcharge - Add half of the last damage you took to your own attack for that turn.
Example: *You took 4 points of damage during the enemy turn. You add 2 of those 4 points to your own attack for that round.*

Crown Splitter - Drive your fist into a target, dealing a D16 + strength damage. Target must beat a Dexterity save equivalent to your ability DC to evade all damage.

Heavy metal - Lose half your movement speed (from 6 meter to 3 meters) but gain an extra action of your choosing.

Strength of the pack - While 3 or more allies are within 5 meters of you, unleash a warcry that gives those allies and yourself +1x D6 against target DC and their own DC.

Tier 2 ability augments

Stomper augment - This ability now deals 3x D6 damage.

Grapple augment - Any target now has disadvantage on their Dexterity save.

Homerun augment - You can now throw your weapon up to 20 meters + character strength. Any target further away than 10 meters has advantage and only takes half damage if hit. The target must beat a Dexterity save equivalent to your ability DC adding their Dexterity modifier.

Forge ahead augment - Anyone you hit now takes 5x D6 damage and is considered prone if they fail to beat your ability DC adding their Dexterity modifier.

Force feedback augment - You can now choose at who you want to direct the damage.





Tier 3 abilities

Last resort - Drain up to 25 HP and add it to any unarmed strike made during the same turn.

Projectile shield - charge up a projectile barrier over your entire body. The shield gives you +10 to your DC against projectiles for 3 turns. Requires 6 turns to charge up again before use.

Stand my ground - Plant your feet to your current position. While you keep your position, you get -5 your DC but the character closest to you gets +8. Additionally, any weapon attack you do has advantage. If you move from your spot, you lose your bonus. This ability lasts for as long as you can stand your ground.

Silent knight - If you get a stealth kill, your next attack will have +10 damage. If your next kill is also a stealth kill, the attack after that will have +5. If you get 3 stealth kills in a row, the next attack will have advantage. If you get 4 stealth kills in a row the bonus damage resets to +10.

Rewind repeat - Lash out with 3 quick attacks with your weapon at half damage for each strike. If you hit all 3 attacks the target is knocked back 6 meters and is considered Paralyzed.





Tier 3 ability augments

Stomper augment - This ability now deals 6x D6 damage and the shockwave grows to 10 meters. Anyone hit by the shockwave now gets knocked back 5 meters unless they beat a Dexterity save equivalent to your ability DC.

Grapple augment - If the target beats your ability DC, they take 3x D4 damage wrestling themselves free.

Homerun augment - You can now summon your weapon back to you as long as it's within 100 meters.

Forge ahead augment - Anyone hit by you now takes 7x D6 damage and gets thrown back 5 meters and is considered paralyzed.

Force feedback augment - You can now store the taken damage and add it to your next attack against any target. If the target dies before you can use the stored damage you lose it. You have to use the stored damage before you can store more.

Land tank augment - You can now draw as much of your own HP as you want to heal an ally within 20 meters.

Overcharge augment - You can now use the points taken to heal an ally instead.

Crown splitter augment - If you kill using this ability you must now roll against your own ability DC or go berserk. To calm back down you must either kill again or attempt to beat your own ability DC again.

Heavy metal augment - You now gain 2 additional attacks.

Strength of the pack augment - You can now use this ability when 3 or more allies are within 10 meters of you and anyone affected gets +D8 against target DC and their own DC.





Stalker abilities

Stalker abilities use your character passive Dexterity as the ability DC. This is the number your target must roll above to evade the full effect of the ability you cast. Some abilities will still do part of the full damage even if the target saves against the ability DC.

Tier 1 abilities

Bushcraft - Use items around you to craft a weapon for your next turn. The weapon will deal a D10 damage. This weapon can be used for 3 turns. Beat your own ability DC to successfully craft a weapon.

Prophet - Distract an enemy to draw their attention to you. Target must beat an Intellect save equivalent to your ability DC adding their Intellect modifier. Distracted targets get +3 against your DC, you get -3 against distracted target DC, everyone else gets +3 against distracted targets DC.

Blast off - Either jump 20 meters in any direction, or direct it at a target. The target must beat a Resistance save equivalent to your ability DC or be launched 20 meters backwards.

Translate - Allow yourself to be able to understand and talk to creatures speaking other languages.

Trap - Set a trap on your position. Any creature stepping into it has to beat a Dexterity save equivalent to your ability DC adding their Dexterity modifier or take 1x D8 damage.





Tier 2 abilities

Survivalist - When you roll a natural 1, you may reroll it. If that reroll results in a natural 20, you gain 2 extra actions of your choice for that turn.

Double tap - On a hit with your weapon attack you get 1 additional weapon attack for that turn.

Tide break - If cast during the day, your attacks cause blind. If cast during the night, any creature you hit starts glowing like a star and everyone has advantage against it. This ability has to be cast before the attack to have effect. Target must beat a Resistance save equivalent to your ability DC adding their Resistance modifier or suffer the effects.

Bladestorm - If using a bladed weapon, unleash 3 attacks instead of 1 at any target. Missing the first attack causes the following 2 attacks to do half damage.

Gamble - You deal double your weapon damage on that turn if you hit. If you miss, you will take half of your total weapon damage yourself. This ability must be used before doing the attack.

Tier 2 ability augments

Bushcraft augment - Your crafter weapon now deals 1x D12 damage for 6 turns.

Prophet augment - Your target now has +4 against your DC but your allies have +4 against the target DC.

Blast off augment - The launched creature now takes 2x D8 on landing if they fail their Resistance save.

Translate augment - This ability now becomes a passive. +1 ability slot if ability is applied.

Trap augment - The target now has advantage on their Dexterity save against your ability DC using their Dexterity modifier.





Tier 3 abilities

Reflection - Beat your own ability DC adding your Resistance modifier when being attacked to reflect the incoming damage away from yourself. You can direct it at 2 targets of your choosing. If you choose 2 different targets the damage will be half of the original damage for each target. Can not be used while paralyzed or stunned.

Absorb - Absorb half of a creature's total health if you deal the final blow. This does not work with a Boss. The absorbed health can either be applied to you immediately or be put into a health bank and be used over time.

Demonic resonance - While close to a demonic being, you get +7 to your DC against that demonic being. Ability must be activated and only applies to the caster. Applying this ability allows you to choose 1 additional ability.

Born of shadow - Beat a Resistance save equivalent to your passive Resistance or become enveloped in a shadow aura with a 2 meter radius. While within the shadow aura you get +3 to your DC. If you are within your shadow aura in the dark or during the night you become invisible to the naked eye. If you roll above 18 you become a shadow. While in shadow form you are immune to all damage except Dark damage types damage and demonic attacks. The shadow form lasts for 10 turns.

Dark future - Take an action from yourself and give it to an ally. What action is up to you. It can be a movement action, ability action or attack action. The action you give will have advantage no matter what the target is. If the action is a damage action it will do double damage.





Tier 3 ability augments

Bushcraft augment - Your crafted weapon now deals 3x D6 for 8 turns.

Prophet augments - 5 Your target now has +5 against your DC and won't stop coming after you until you're down, you get +4 against the target until the target is down or you are down.

Blast off augment - The target must beat a Resistance save equivalent to your ability DC or take 3x D8 damage on landing and be considered paralyzed.

Translate augment - On a nat 1 you permanently start speaking the language of the creature you were trying to communicate for the rest of the day.

Trap augment - Your trap can now be used twice and deals 2x D12 damage.

Survivalist augment - You now gain 3 actions of your choosing on a nat 20.

Double tap augment - Your extra attack now deals double damage if it hits.

Tide break augment - This ability now becomes a passive and the target has disadvantage on the Resistance save.

Bladestorm augment - The second attack now does full damage even if the first attack misses. This ability now works with any weapon.

Gamble augment - You will now heal your total weapon damage if you hit your target with a nat 20.





Bender abilities

Bender abilities use your character passive Intellect as the ability DC. This is the number your target must roll above to evade the full effect of the ability you cast. Some abilities will still do part of the full damage even if the target saves against the ability DC.

Tier 1 abilities

Vex teleportation - Manipulate space and time around you to teleport yourself anywhere within 21 meters. Roll a D4 to find out if you ended up at a less than convenient position.

Platformer - You summon a platform with a HP of 70 and a DC equivalent to your character Resistance + level that fits 1 creature. The platform can be summoned anywhere in sight within 10 meters.

Lifegiver - Roll a D12 to drain your own health and give it to your ally. The ally has to be within 10 meters.

Morph - The caster transforms into a creature of their choosing.

Small

- HP - 10 + Intellect modifier
- Attack damage - D10 + Intellect modifier

The ability lasts for 5 turns or until the caster cancels it.

Hive mind - Every ally within 10 meters gets +3 against target DC for 5 rounds.





Tier 2 abilities

Flash freeze - Unleash a blast of cold, freezing energy in a 10 meter radius. Everyone within range must beat a Resistance or Dexterity save equivalent to your ability DC adding that stats modifier or take 2x D8 damage HP damage and become slowed. A success blocks half the damage.

Lifestealer - Touch an ally or enemy and roll a D12. The number you roll is the amount of health you steal and gain yourself. Target must beat a Resistance save equivalent to your ability DC adding their Resistance modifier to avoid effect.

Flight - The caster starts flying and has its movement speed doubled. This ability can also be casted on 2 other creatures. Effect lasts for 1 hour.

Inverted eruption - Beat your own ability Dc adding your Resistance modifier to channel the damage dealt by the previous character in the initiative order and channel it into the attack of the next ally in the initiative order.

Mind's eye - Tap into the mind of any creature you know or has a belonging to. While in their mind, you can see through their eyes and talk through their mouth. The target must beat a Resistance save equivalent to your ability DC adding their Resistance modifier. A critical failure on the save allows the caster to gain full control of the creature until the target has rolled a successful save.

Tier 2 ability augments

Vex teleportation augment - You can now teleport to any location within your sight and you can carry 3 creatures with you.

Platformer augment - Your platform now has 100 HP.

Lifegiver augment - You no longer need to draw from your own HP to heal.

Morph augment - You can now turn into the following type of creature.

Medium

- HP - 30 + Intellect modifier
- Attack damage - 2x D10 + Intellect modifier

The ability now lasts for 10 turns or until the caster cancels it.

Hive mind augment - Allies within 10 meters now get +6 against target DC for 10 rounds.



Tier 3 abilities

Taken - Touch a target and turn them against a target of your choosing. The target must beat a Resistance save with disadvantage equivalent to your ability DC adding their Resistance modifier or suffer the effects.

Blind rage - Release your inner rage and boost your weapon damage with a D10. Effect lasts until you take damage. On effect removal you are considered exhausted.

Touch of death - Touch a target and apply a damage curse on them. The curse lasts for 5 turns and deals 6x D6 damage each turn. Target must beat a Resistance save equivalent to your ability DC adding their resistance or suffer the effects. The initial touch deals full damage on failed save.

Heaven and hell - This ability can be activated while you are doing death saves. If you cast the ability and then roll a successful death save, you will pull D10 HP from the closest creature to revive yourself. If you cast the ability and fail your death save a demonic entity will take your place. The demon has 20 HP and has to be killed before you can be revived or continue doing death saves. The demon will share your character's stats.

Chaos blade - Call upon the dark energy of Fairya and summon a blade of dark chaos energy channeling the paracausal power of a god. Every strike you do with the blade uses your Intellect to boost its damage. The blade deals 5x D10 damage + your character Intellect. Any target you kill becomes a demonic entity with 30 HP and 3x D8 weapon damage. The summoned demonic entity lasts for 10 turns or until your character's HP is reduced to 0. Any summoned demon evaporates in a haunting flash of dark energy and returns to its master when the ability ends. All targets must beat a Resistance save equivalent to your ability DC adding their resistance modifier or have the cursed condition applied to them for 30 minutes.



Tier 3 ability augments

Vex teleportation augment - You can now teleport to any place if you have an object from the destination and you can carry 6 creatures with you.

Platformer augment - The platform now has 200 HP and fits 2 creatures.

Lifegiver augment - You can now heal 2x D12 HP.

Morph augment - You can now turn into the following type of creature.

Large

- HP - 60 + Intellect modifier
- Attack damage - 2x D20 + Intellect modifier

The ability now lasts for 15 turns or until the caster cancels it.

Hive mind augment - Allies within 10 meters now get +8 against target DC for 10 rounds.

Flash freeze augment - The radius is increased to 20 meters and deals 2x D12 damage to anyone within its radius for 3 turns. In addition, anyone who fails against your ability DC is considered frozen for the next 2 minutes.

Lifestealer augment - You can now draw 2x D12 HP from your target.

Flight augment - You can now cast flight on 4 other characters.

Inverted eruption augment - You can now choose to instead soak up the damage dealt by the previous character in the initiative order and release it as a damage pulse in a 20 meter radius. Every enemy target within the radius must beat a Resistance save with disadvantage equivalent to your ability DC adding their Resistance modifier or take the full damage.

Mind's eye augment - The creature now takes a D6 damage for every 10 seconds you are in control. If the creature dies with you still inside its mind, you take 1x D10 damage experiencing the death of another being first person.



Supers

What is a super

Supers are built to be game breaking powerful abilities that could turn the tide of battle, both for the better and for the worst depending on how you use them. Each type of character has four super abilities to choose from depending on what you want your character to maximise. Supers can be used instead of an ability when doing an ability action. Having two ability actions would allow you to use both an ability and a super ability which could unlock powerful combinations that break the fabric of reality.

What is a good super

If you're a Charger looking to pump out as much damage as possible in one turn Rampage will be your best friend. Meanwhile a Bender looking to stay back more and give support to its team will have use of Full Reset allowing them to replenish all allies HP to max, but suffer themselves. The agile Stalker may prefer to make it from point A to point B in the fastest way possible so would have great use of Superspeed. What super ability you choose is up to you and what you are looking to do.

Power crystals

The use of a super ability is no ordinary action and has to be drawn from a paracausal crystal that can be found or earned within the world of RIAB. These are called power crystals and work as consumables. For each super ability you use, you will consume one power crystal. You can as mentioned find and even earn power crystals on your adventures but can only hold a certain amount of them due to their potent power. ***Each character can hold 2 powercrystals + their character level.***



Charger Super Abilities

Fist of fury

Description - A powerful single strike with your fist fuel by the paracausal energy of your crystal that can shatter bone break concrete, one blow can change the path of your life.

Tier 1 - 1x D30 / Minimum 15 damage / Target must beat a Dexterity save equivalent to your ability DC adding their Dexterity modifier. A successful save deals minimum damage.

Tier 2 - 2x D30 / Minimum 30 damage / Target must beat a Dexterity save with disadvantage equivalent to your ability DC adding their Dexterity modifier. A successful save deals minimum damage.

Tier 3 - 3x D30 / Minimum 45 damage / Target must beat a Dexterity save with double disadvantage equivalent to your ability DC adding their Dexterity modifier. A successful save deals minimum damage. A failed save also applies the paralyzed condition to the target.

Barrier

Description - The energy drained from your crystal allows you to summon an energy barrier in front of you that covers 3 creatures including you, allowing you to rethink your current position and stall for time.

Tier 1 - 20 Barrier HP / Lasts for 4 turns / +2 to covered creatures DC

Tier 2 - 40 Barrier HP / Lasts for 8 turns / +4 to covered creatures DC

Tier 3 - 60 Barrier HP / Lasts for 10 turns/ +6 to covered creatures DC

Rampage

Description - A power like no other is given to you upon draining the power from your crystal. Every part of your body goes into overdrive and you lash out against your foes with an unmatched rapid fury.

Tier 1 - Gain 3 additional attacks during that turn

Tier 2 - Each attack has advantage

Tier 3 - Each hit now stacks the Stunned condition on the target

Temple

Description - A powerful pulse of raw potential energy reaching 30 meters shoots out from within you in all directions, boosting your allies chances in battle, or in that baking competition.

Tier 1 - + 2x D4 to any of your and allies within range roll for the next 5 minutes

Tier 2 - + 3x D4 to any of your and allies within range roll for the next 15 minutes

Tier 3 - + 4x D4 to any of your and allies within range roll for the next 15 minutes.

Additionally, for each nat 20 rolled within the duration of this super, you gain a power crystal.



Stalker Super Abilities

Superspeed

Description - A jolt of energy shoots through your body from your consumed crystal activating a hidden boost of speed from within allowing you to triple your movement speed.

Tier 1 - After using this super, you become exhausted

Tier 2 - Any creature you pass while this super is active must beat a Resistance save equivalent to your ability DC adding their Resistance modifier or become deafened for 1 minute

Tier 3 - You no longer become exhausted after using this super.

Cloak

Description - A reflective coating drawn from your paracausal crystal covers your entire body, allowing you to blend in with every surrounding you can find yourself in for 15 minutes

Tier 1 - You have advantage when attempting a stealth related action

Tier 2 - You can now apply this supers effect to one more creature

Tier 3 - You no longer generate any noise or trace while having the cloaked effect applied to you. Additionally you will automatically succeed any stealth related action you do while the cloaked effect is active.

Turret

Description - A paracausal companion appears by your side with a link to your mind allowing you to use its energy projectiles as an additional weapon action. The paracausal companion stays by your side for 10 minutes.

Tier 1 - 1x D10 damage + Intellect modifier / 10 meter range

Tier 2 - 2x D10 damage + Intellect modifier / 20 meter range

Tier 3 - 3x D10 damage + Intellect modifier / 30 meter range

Shatter reality

Description - A corrupting shadow envelops you from within the crystal, thrusting you into the shadow reality. While in the shadow reality, you are exposed to the demonic energy of Fairya, allowing you to hunt down demonic entities with lethal efficiency. The effect lasts for 5 minutes or until your HP is reduced to 0.

Tier 1 - Gain +4 against the DC of demonic entities

Tier 2 - Gain +6 against the DC of demonic entities. Additionally, you now take half the damage dealt by demonic entities.

Tier 3 - You can now teleport to the location of the closest demon if you choose, dealing 3x D20 damage to everything within 6 meters when you appear.



Bender Super Abilities

Self resurrection

Description - You grip your crystal of paracausal power as you fall to the ground, the energy inside it spreads through your body, rocketing you back to life again.

Tier 1 - You come back to life with 10 HP and have the Exhausted condition

Tier 2 - You now come back to life with half your max HP and all conditions are cleared.

Tier 3 - You can now resurrect one creature within touching range instead if you choose. Apply tier 1 when resurrecting another creature.

Full reset

Description - A blast of healing energy erupts from within you, fusing your energy with your allies, returning their HP to MAX, but you stay the same.

Tier 1 - Return all allies HP within 100 meters to MAX

Tier 2 - Gain +1x D4 to your next roll for each ally you heal when casting this super

Tier 3 - You now give all allies you heal advantage on their next roll

Split personality

Description - Rip your personality in two and summon an exact copy of yourself.

The copy has its turn after yours and spawns with half of your current HP. The copy has all of your abilities but cannot use the split personality super itself. The copy will have a copy of your weapon with any added benefits like enhancements added to it. The copy Lasts until its or your HP has been reduced to 0 or by the will of the caster.

Tier info - This super ability gets stronger as your character does and wont be getting any tier upgrades.

Cataclysm

Description - A force of mass destruction erupts from your crystal, its volatile energy bending the fabric of reality to deal Ripping damage on a large scale, no matter who it comes across.

Tier 1 - Summon a 10 diameter orb on your position. Anyone within the range of the orb must beat a Resistance save equivalent to your ability DC adding their Resistance modifier or take 1x D20 ripping damage

Tier 2 - The orb of destruction is now 15 diameter and deals 2x D20 Ripping damage. Additionally, any creature caught in the orb is considered slowed.

Tier 3 - You can now pick a position within 5 meters and summon the orb of destruction at that location. Additionally the orb is now 20 diameter and deals 3x D20 Ripping damage. If a creature stays in the orb for more than 2 turns is considered Cursed and Suspended until they exit the orbs range.



Damage types

Light damage types

- Fire - An elemental force that burns the target
- Electricity - An elemental force that shocks and stuns the target
- Cold - An elemental force that freezes the target and slows them down
- Piercing - Damage that can punch through armor and skin
- Kinetic - Standard physical damage
- Blunt - A hard hitting physical damage that breaks bone
- Slashing - Damage that leaves bloody wounds.

Dark damage types

- Necrotic - A life draining effect that drains health
- Force - A reverse gravity blast damage type vibrating through your body
- Mental - A pulsing pain shooting through your mind
- Ripping - A reality shattering ripping at your soul
- Paracausal - A strangely cold paracausal energy that does damage on an atomic level
- Shadow - An influence based damage that twists the mind of the target into succumbing to once will.

Movement

Movement is an important part of combat as it decides how far you can run within your turn. This distance does not count when you are out of combat. The different types have different movement speeds as they have different physical attributes.

Some abilities and attacks can affect your movement speed, either boost it or limit it. Below you can see how far each type can move. Keep track of your movement speed when you are in combat as it can decide the outcome of the combat.

If you are playing with a gridded map layout, the thumb of rule in RIAB is [1 square = 1.5 meters].

Type specific movement

Chargers - 6 meters = 4 squares

Stalkers - 15 meters = 10 squares

Bender - 10 meters = 7 squares



Conditions

- **Prone** - you've fallen on the ground and need to use half your movement to get back up. When you have the prone condition you have disadvantage and everyone else has advantage against you
- **Paralyzed** - If you get the prone condition applied to you while already being prone, you get the paralyzed condition. When you get the paralyzed condition you lose your next turn and revert to the prone condition at the start of your following turn
- **Suspended** - Your body forcefully starts hovering 1 meter above the ground and your movement is reduced to 2 meter. You also have disadvantage on attack rolls and Dexterity saves
- **Exhausted** - As an effect of your body being put through too much stress, you become exhausted and have disadvantage on all your saves and lose half your movement until condition is gone.
- **Poisoned** - An alien substance has infiltrated your blood, causing you to have disadvantage on all Resistance related rolls.
- **Frozen** - You are covered in ice and lose all your movement speed. While frozen you also take double damage and have a reduced DC.
- **Freezing** - Your fingers are freezing and you now have disadvantage on all Dexterity and strength related rolls.
- **Frightened** - You're so scared you lose your sense of the real world, everything looks like a living nightmare and you now have disadvantage on all Charisma related rolls.
- **Stunned** - You temporarily lose all your movement speed and can not do any actions. You also get -5 to your DC.
- **Deafened** - You can no longer hear anything, causing you -5 in initiative and disadvantage in Dexterity saves.
- **Blind** - You can no longer see anything, causing you to have disadvantage on all attack rolls and dexterity related rolls.
- **Mute** - You can no longer talk, causing you to have disadvantage on Charisma related rolls.
- **Distracted** - Something has you laser focused making you miss other details. You now have disadvantage on Dexterity saves and Intellect saves.
- **Cursed** - The dark shackles of demonic power hold you tight. You now have disadvantage on your Resistance saves.
- **Invisible** - You are invisible to the naked eye and have advantage on all attacks.
- **Hidden** - You are hidden from view and get +5 to your DC.
- **Flying** - You are no longer bound by the ground and have double movement speed. You also don't take any fall damage.
- **Sleeping** - Your thoughts are in the dream world. You now have disadvantage on all rolls.



Inventory

Each player gets to store up to 10 items on their character. At level 4 you can drop off and pick up items from your storage box.

Money

Each player gets 10 gold coins each at the start. They can use the gold to buy stuff from NPCs. The gold coins do not take up inventory space but should instead be stored in your gold, silver and copper coin inventory respectively.

10 Copper = 1 Silver

10 Silver = 1 Gold

10 Gold = 1 Green Crystal

10 Green Crystals = 1 Blue Crystal = 100 Gold

10 Blue Crystals = 1 Red Crystal = 1000 Gold

10 Green + 10 Blue + 10 Red Crystal = 1 Power Crystal

1 Power Crystal = 11 100 Gold

Grenades

Grenades are throwable objects with explosive power that every adventurer has by its side in the field. These can really look like anything the size of an apple.

Grenades are stackable and go into your inventory as an item.

Grenades count as weapons and can be used as your attack action or alternatively used for another purpose if stated and accepted by your DM.

When using a grenade, roll to hit like any other weapon.

On hit - Deals damage the value of your character Discipline in a 5 meter radius

Range - 10 meters

Every type starts off with different amounts of grenades but can pick up more as they go. Be careful how you use them as when you have run out, you either need to find more on the way or wait until the start of your next adventure when they get supplied.

Type specific starting grenades

Chargers get 7

Stalkers get 5

Benders get 3



Companions

Companions are creatures and adventurers can acquire one or it can be created alongside the character. The Companion is meant to accompany the character on its adventures and help it in battle. Why not name your companion as well.

Companion base stats

HP - D6 + character charisma modifier / +D6 for each character level

DC - D20

Types of companion

There are 2 different types of companions with 2 different subtypes to choose from, you can only choose one of each. These are the following:

Types

Ground creature - Any creatures that travel by ground or underground.

Movement - Character base movement + 10 meters

Scout - D6 + character Intellect modifier

Air creature - This can be any creatures that travel by air.

Movement - Character base movement + 30 meters

Scout - D10 + character Intellect modifier

Scout allows your companion to spot things ahead of you or in spaces you cannot see into, the higher number rolled when using scout, the higher chance your companion spots something that can be of value to your characters current objective

Subtypes

Damage - This subtype is focused on damage output to help their master deal as much damage as possible.

Companion weapon damage - D10 + Character dexterity modifier + 1x D4 per character level

Long ranged weapon - 20 meters

Close ranged weapon - 5 meters

Healing - This subtype is focused on healing its master and any target its master tells it to.

Healing grasp - D10 + Character charisma modifier + 1x D4 per character level

Range - 5 meters

Healing Sight - D10 + Character charisma modifier + 1x D4 per character level

Range - 20 meters



Character background

To get a connection with your character on a deeper level, a character backstory and a motivation can be created. This can be everything from a sci-fi knight who has lost his ways of old and is now on a spiritual journey to find a new purpose, to a man who just wants to matter in the world he calls home.

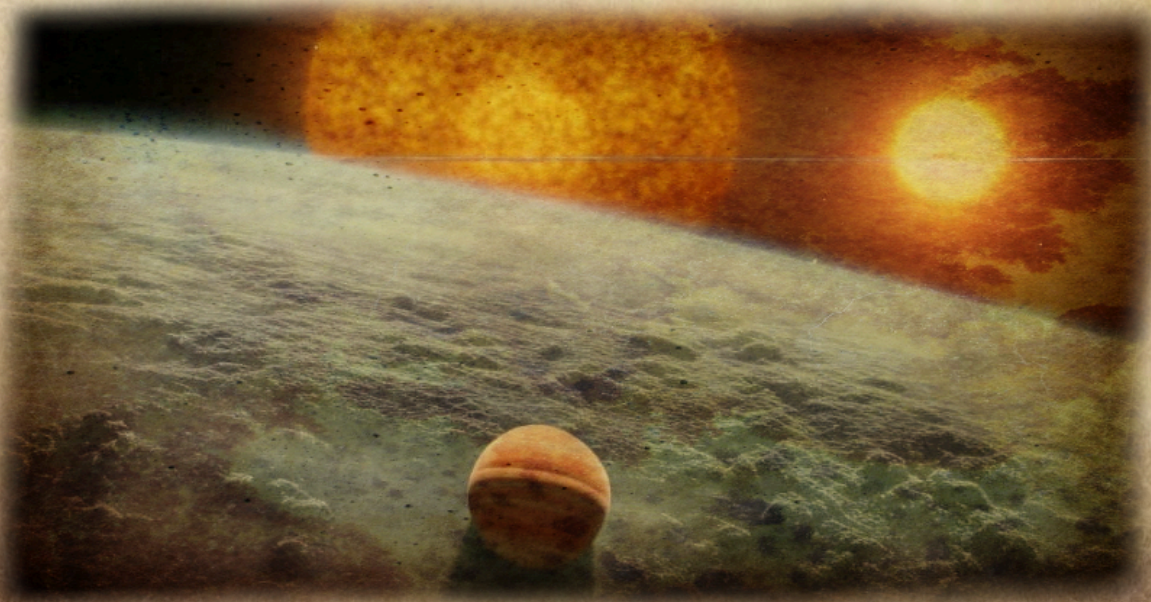
Astrology

Out in the distant empty space, a black hole roams around a cluster of planets and suns, eating up whatever planetary body and rock it comes across. A trail of destruction and dust trails behind it, reshaping itself into new bodies, forming new systems. This is Fairya, the world eater.

Formed from the trails of Fairya many millennia ago, a red giant has settled in the dust cloud, sucking up all the energy it can from what remains. The red giant has during its time in space built up a system of planetary bodies. This is Harrow, the light.

Surrounding a planet in the Harrow system, a small satellite body swirls around, dragging the liquid on the planet towards it, creating tides that come and go. The satellite body sucks all light it touches, radiating a dark aura . This is Zoder, the dark.

In the center of the story, a planet filled with life and mystery circles around the red dwarf Harrow, absorbing its life and drinking the energy of Fairya's trail, giving it to the population in the form of powerful minerals conducting powers that could be seen as magic. The planet is dotted with cities, mountains, oceans, massive fields of flowers and villages, built and created for the inhabitants of the world. This is Carzan, the creator incarnate.



Place of origin

Adventures come from all over the world, both underground and high up in the mountains. What city or town you choose as your origin point won't change the way you play or add any modifiers to your stats. Your character's place of origin is here to give your character depth and give it that little extra flair. Perhaps your character has family or friends in this town and they haven't seen them in many years. Or perhaps they came from another town but fled from a ravenging band of bandits and set up shop in this other town where they ended up settling down for the time being.

Ask yourself what your character thinks about their home, if they miss it or if they would rather go anywhere else as they left their home on bad terms and simply aren't welcome there anymore. This all is up to you.

On the next page you can read about the different parts of the continent and the different cities and towns you can find in that part. You may also find out about the town's current status and who is in charge.

Where are you from?



Central Corvus



Cinantap

Cinantap is the main capital of Corvus. This is the central hub for trading, travel and religion on all of the continents. If you want something, you can most likely find it here. The city is under the rule of president Marakoos Di'veil, a highly respected leader with the power to shut down the entire continent if need be.

Condrovia

Condrovia is the center for magical practice in Central Corvus. Any magical being on the continent has or will at some point travel here to learn about their magical abilities. Many of the continent's most powerful magic wielders has at some point studied here and can later come to teach younger magic wielders in their craft in Condrovia.

Andor

Andor has become a safe haven for the people of Riverdale after Atheraad attacked the city with his dragon. Andor lies just at the edge between East and Central Corvus. This has led to the city becoming a frontline in the battle against the dark that still lingers in the east.

Three Peaks

The Three Peaks that connect Central, West and North Corvus is located at the north part of Central Corvus. This is where you can find one of the strongest allegiances in all of Corvus, the Brotherhood of frost. Three Peaks is their stronghold and one of the most heavily fortified places on the entire continent.

Riptas

Riptas is located at the south part of Central Corvus and functions as the central lake city. This is where you have to pass any sea vessel that is traveling by water through the continent to one of its three large lakes. This has led to the city becoming a hotspot for taverns and boat racing.



South Corvus



Gamer Castle

The Gamer Castle stands steady in the middle of South Corvus and functions as the continent's kingdom of old.

On the throne of the kingdom sits the gamer king, a wise and old man with knowledge of a time long past. Surrounding the castle is a large field of flowers that is said to have magical energy flowing through it.

Beatspoke

Beatspoke is located right at Death Bay and has become a hotspot for drinking and games. The town is known for a savage killer that is thought to roam its streets at night, murdering unknowing people in the town's many dark corners. Beatspoke has its own royal ship, the kings concord, that sails the seas around the continent, trading and transporting goods, mostly white healing powder.

Wenton

Wenton is the foodiest town on the continent. The town has an annual baking competition that has become a hotspot for food lovers all around the continent. To support the town's massive reputation, the king has had his men set up massive farms all around the town. This place is the best place to experience the ultimate Corvus feast.

Botar

Botar is South Corvus's own bay for its ships to stop at. The town has a slight problem with pirates plundering its smaller ships from time to time, something that the king has tried to stop by planting fake riches on his cargo ships, to little effect. The town is a great place to get your first ship if sea travel is your thing.

Bridgetown

Bridgetown is the most southern place on the entire continent. The town is known for its many rivers and coastline views, leading to the town gaining a rather large reputation for its beauty, and its popularity with weddings. Sometimes, the town hosts a fishing competition to see who can feed the kingdom the most fish, which has led to the town having a slight smell of fish, constantly going through the air.

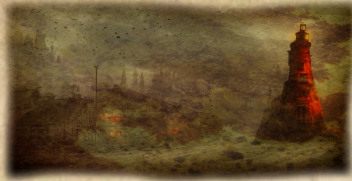
Draco

Draco is the magical hotspot of South Corvus, the king's best Benders have their stronghold here. Part of their mission is to hold back the dark in the east. Due to its location on the line facing East Corvus, the town has together with Anly set up a strong allegiance to hold back the dark and protect the kingdom.

Anly

Anly is on the verge of being taken over by the dark of the east. The town has for many years held the line against the dark and has now reached its breaking point. Many of the kingdom's warriors have been sent to assist the town in its constant fight, leaving the kingdom weaker at some locations. The town is located between two mountains, giving it the feeling of being constantly surrounded.

East Corvus



Riverdale

Riverdale is a beautiful city in the north of East Corvus, filled with rivers and lakes that spread out around the area. This city is the capital of East Corvus and has been standing strong ever since the dark of the east arrived on

the continent. Many of its civilians had fled to Andor over the border between East and Central Corvus when the situation got out of control.

Silverstone

Silverstone is relatively untouched, even though it is located very close to Sorrow's Peak. This is due to the town's strong presence in the area, being known for having a mystic warrior within their midst. Silverstone has, as the name suggests, a large silvermine running, making the town weapons and armor of silver to fight back against the dark.

Sirax

Sirax is separated from the rest of East Corvus by a mountain range that stretches the southern part of the area. The town has the summits of the mountains under their control, keeping the dark pouring out of Hell's Gate at bay. The town itself is a rather quiet place. Most of their people keep to themselves and has a steady relationship with the pirates of Orcus.

Ruins

In the place of what once was a majestic city, standing tall above the lands of the east, now only the ruins of a once mighty empire remains. Within what remains, small communities still linger in caves and under the rubble, trying to stay alive, keeping themselves hidden from the dark. In the center of what was a city, a giant crater stares up at the sky, a dark memory of the lives that were lost.

Sorrows Peak

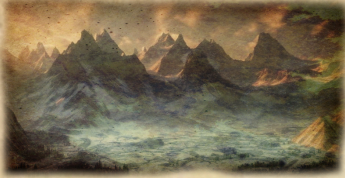
On the haunted mountain top of the Valamir mountain, a creature of cosmic origin, and its raging beast nests. The entire area has turned dark with evil magic and ruins of many villages that scatter the lands. Many adventurers have attempted to take back the land, but few return. Those who do, are no longer what they were.

Hell's Gate

A gaping hole in the side of a mountain has been the hotspot for mysterious activity ever since Atheraad corrupted the land. Legend tells of a hidden civilization beneath the mountains, one of immense power and technology far ahead of anything above. The Hell's Gate is a place very few dare to venture in to, and the demon that lingers within it, knows no end to its rage.



North Corvus



Krakatoa

In the deepest, most northern part of Corvus, the mountain city of Krakatoa stands alone in an area dominated by snow, ice and dark mountains and volcanoes. The city is one of the oldest on the continent and holds many secrets from the history of Corvus. Due to its location, the city is one of the harder places to live in, but hunting and gathering has turned the city into a steadily growing community.

Concordia

Concordia is the city of frozen bays. The city is located at the northern part of the continent and is home to its most reckless fighters. The city holds an annual tournament where adventurers from all around the continent come and race against the night to survive the longest in the freezing wilds.

Frostfall

Frostfall is the most secluded town on the continent, not counting the three islands. This is due to a giant ice wall that has formed after thousands of years of moving ice plates in the area. Every summer, the town comes together to set up new routes through the wallside. This city is thought to hold a powerful secret that could help in the fight against the dark of the east.

Foxbourne

Foxbourne is the most southern town of the north, and is located right at the border between East and North Corvus. The town regularly sends in brave warriors to help in the fight against the dark of the east, leading to the town having one of the most efficient combat drills on the continent. In the more civilized parts of the town, beautiful half frozen gardens and cozy inns can be found.

Sirius

Sirius is one of the three towns at the Three Peaks and is the northern part of the allegiance that has formed in the mountains. Sirius is located right at one of the three large lakes on the continent and has the most inland shipping bays of any town. Here you can find the experienced frost guides that regularly guide people through the mountains and extract any injured from its frozen peaks.



West Corvus



Helios

Helios holds the most established military presence on the continent and is rumored to never have been taken by an enemy force. The city is located on the cliffs of

West Corvus and is too high up for ships to dock. The city relies on its many bridges and ziplines to get across to the different fractured cliffs that the city is built upon. Overlooking the city is a group of rangers that deal with everything from minor thievery to large scale fights.

Lindor

Lindor is the west side marketplace for everything weapon related. Most of the town's income comes from its massive weapon manufacturing, a skill that has led to the town being the origin point for many legendary blades. Some magic wielders have come to the town to grant the forgers their elemental magic to be infused into weapons of ritualistic gear.

Vadamee

Vadamee is the home of a community of warriors, long respected for their honor and glory in combat. To be welcomed into their midsts is seen as an act of utmost respect and a chance that shouldn't be squandered. The town is open to visitors and the most tourist heavy attraction is the town's own ritualistic combat in the town square.

Arath

In the most northern parts of the continent, Arath sits between two mountains, making the town look like a gateway to the sea if you enter from the inland. Built between the two mountains is a large bridge that houses the Sons Of Faiyra, the cult that follows the black hole that one day will consume the planet. The town has become one of the most religious places on the continent, believing that the intergalactic being is a space bridge of sorts, altho no one can confirm this.

Dul'Incaru

Named after the powerful Bender that once liberated the town from the dark, Dul'Incaru is a rather mysterious place to find yourself in. Many of its streets release a purple smoke and the volcano that sits a mile away from the town spits out purple lava once every year for unknown reasons. Due to the town's dark past, benders might find their powers to be elevated compared to other places on the continent.



Borkus



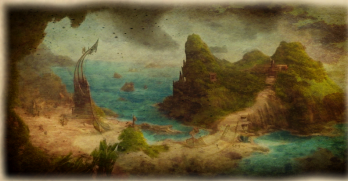
Supra

Home of the most secluded warriors Corvus has ever seen, Supra is the city of legends. On its streets, the mighty Dakra warriors walk, a much respected group of warriors that live their lives for the fight. Altho the city is close to the east, none of its warriors has set their foot in its now corrupted lands. To grow up in Supra, is like being born into the military, you are born to fight.

Nidus

Nidus may be located on Borkus, just like Supra, but the inhabitants of Nidus are not warriors. These people are farmers, traders and regular folk just trying to make it past the weekend. Where Supra is a city, Nidus is only a village, and depends on the protection of the Darkra warriors when pirates invade their homes.

Orcus



Brakion

Home of the pirates and center of the Orcus's Wrath, Brakion sits upon the cliffside of a now dormant volcano that once formed the tropical island. The pirates of the continent have claimed the island as their own, and all their ships have at one point visited the city for amusement and wine.

Orcus

Named after the island, Orcus is the most southern town in all of the land. Any pirate knows that Orcus is home to the fabled Radaghast, a merciless pirate with his fleet of ships. When the pirates first got exiled from the mainland, Radaghast was the one who claimed the island for the pirates and has held it in his grasp ever since.



Elidal



Apex

Apex must be the most luxurious city in the entire world. Its many gold lined towers can be visible from the sea and its beautiful golden coasts line the city at the water.

Being born in Apex leaves you with little to achieve in your life, you would already have access to everything. Some of the more adventurous people in the city seek their fate on the mainland instead, leaving the life of luxury behind.

Nexus

Nexus is the island's technological marvel. A city with the capability to communicate with a mysterious entity. Due to this, the city has become a popular target for the pirates, leading to the fighters of Elidal setting up underwater defenses to combat the pirates constantly trying to take their technology for themselves.

Vamprah

Located closest to the mainland, Vamprah is the central hub for ships traveling around Corvus when visiting Elidal. The city is dotted with inns and taverns for the sailors to entertain themselves with. In contrast to the other two cities on the island, Vamprah is much more similar to the town of the south. Leading up to the city are countless cliffs and smaller islands where individuals has set up their homes away from everything else, the perfect home for a hermit.



Affiliation

At level 2 each character can start aligning themselves with one of the following groups and gain a new skill:

Sons of Faiyra - A radical group of fanatical warriors looking to worship the world eater circling the world, eagerly awaiting its eventual arrival and embracing its might.

Skill granted: Religion D12

Heroes of Helios - A group of military grade fighters originating from the west corvus city of Helios. These rangers look to eradicate all fanatical worshiping in west corvus, no matter the cost.

Skill granted: Will D12

Secret seekers - A group of agents working from the shadows, looking to document the deepest secrets of their world and protect the history of Corvus. These agents are known to snatch magic items and archive them for safe keeping.

Skill granted: History D12

Orcus's wrath - A band of pirates that keeps to the southern half of Corvus to both trade and steal high value items. These pirates are known to wander inland from time to time, joining the inland communities to squeeze them of valuables.

Skill granted: Persuasion D12

The king's guard - The main security of the southern part of Corvus. These knighted warriors seek to protect the king of gamer castle and the villages surrounding it. The king's guard are pushed to reject magic of any kind in their ranks.

Skill granted: Magic resistance (Advantage against magical effects)

Sorrow's saints - A group of magical creatures looking to serve the Blight of Corvus, Sorrow Wind, a massive dragon under the control of a cosmic being, channeling its magic through the dragon.

Skill granted: Detect magic D12

Brotherhood of frost - A strong allegiance that has formed between Central, West and North Corvus warriors that fight to keep their lands from falling into the hands of darkness. These warriors have their stronghold at Three Peaks in Central Corvus.

Skill granted: Cold resistance (Advantage against cold effects)

The lightless flame - A band of underground bounty hunters known to hunt in pairs all over the continent. Its members consist of people from all cultures and races and are sworn in with an oath that lasts for life. If a member breaks that oath, one of the council's personal headhunters comes after you.

Skill granted: Tracking D12



Ashen past - What remains of the city that once stood in East Corvus has banded together to fight evil at their doorstep. This group is made up of civilians that have taken up arms to fight. Their leader is an old demon hunter that survived a fight with the Dragon that flattened what used to be their home.

Skill granted: Fire resistance (Advantage against heat effects)

Heart of the wild - Followers of the elemental lords of the planet. These people aim to uphold the natural balance on the planet and are split up into their own elemental sub groups. If one seeks the secrets of nature at its core, these people are the closest you will get.

Skill granted depending of alignment:

Earth enhancement D12 (Heart of earth)

Fire enhancement D12 (Heart of fire)

Water enhancement D12 (Heart of water)

Air enhancement D12 (Heart of air)

Nightstalkers - The main group of stalkers on the continent. This group is led by a stalker by the name Citan, a bow wielding warrior from a land long forgotten. If a stalker cannot find another faction, the Nightstalkers are always open to any new and old stalkers who are just looking to belong.

Skill granted: Survival D12

The titan charge - The main group of chargers on the continent. This group is led by Jack Hammer, a highly skilled knight who left the king's guard to guide other chargers to greatness. The titan charge looks to turn any new charger into a mighty warrior of legendary proportions.

Skill granted: Charge D12

Mind benders - The main group of benders on the continent. This group is led by Vizourah, a former lieutenant under the warlock Atheraad. Altho Vizourah originates from dark ideals, his morality clashes with the actions of genocide. The mind benders welcome any bender, new and old, to help them understand the powers they have been granted.

Skill granted: Paracausal interference D12

Lone ranger - If an individual has nowhere to go, and finds a place to belong, the lone ranger is your go-to affiliation. To be a lone ranger means that you work alone, you have hideouts in every city you have visited. Your hideout is where you can store items you have discovered on your adventures and where you can hide to lower your heat. Just know that if your hideout is discovered, all items you had stored there will be taken and you cannot make another hideout in that city.

Skill granted: Self preservation (Advantage when doing an action in your own interest)



Enhancements and enchantments

While exploring the world and completing quests, the characters may run into upgrades they can apply to their gear, usually a weapon. Most of these boosts the weapons damage output, but some of them can add something more unique.

How to earn an upgrade

If a player finds an object in a creative way or completes a certain mission, the DM may give the player an upgrade from the upgrade list. To find out what kind of upgrade it is, the player rolls a D4 and a D12, then the DM or player checks the enhancements and enchantments list to find the rolled upgrade.

Using upgrades

If a player wants to use an upgrade, whether it's an enhancement or an enchantment, they must first equip that upgrade on the weapon they want to use it with. To do this, mark the upgrade with the name of the weapon, or write the upgrades name in your weapon field. It is allowed to swap or unequip upgrades, just unmark the upgrade to do so. Equipping and unequipping an upgrade takes 1 action. Upgrades are unique to each player, so when you get an upgrade, it is yours, and only yours.



Fighting

Turns

Every character has a certain amount of actions they can do during their turn. An in game turn is about 10 seconds long. The actions you as a character can do on your turn are the following:

- **Movement action**
- **Weapon/equipment action**
- **Ability/super action/Alignment**
- **Item/Interaction**
- **Companion movement action**
- **Companion damage/healing action**

PvP

A player may only attack another player if the target player consents to being attacked. If the player does not consent the attack will be an automatic miss. If the player does consent, the fight will be played out like a normal PvE fight.

Holding an action

A character can be prepared for when an activator happens. For example, an action to attack may be held for when a teammate is struck within the character's range.

Flank

When two or more characters cover both front and back of a target(At least 5 meters away), both characters can roll an attack with advantage(Roll two dice, choose the highest number). If more than two characters surround the target, everyone who does gets advantage on that target.

Cover

If a character finds themselves behind some sort of cover, for example behind a rock or door, any attacks against that character is rolled with Disadvantage(Roll two dice, choose the lowest number)

Advantage and disadvantage

This mechanic comes into play when a DC roll is considered hard in relation to the character's state or position. A more difficult action is rolled with disadvantage while an easier action is rolled with advantage.

Dash

Use your attack and ability action to move instead, essentially doubling your movement that turn.



Death saves and revives

When a character takes enough damage to have their HP reduced to 0 or lower, the player will have to do what's called a death save. This involves the player rolling 2 dice, one life die and one death die. The highest number will determine if it is a failed death save or a successful death save. The character will need 3 successful death saves to return with 1 HP. If the player fails the death save, they will have one last chance to return to life through a bargain with the gods. A healing potion or healing ability can also bring a character back from death saves. The character will wake up with the corresponding amount of HP as the healing gives.

Bargain with the gods

When a character has used up all their ways of returning to life, they may bargain with death itself by giving up half of their currently highest stat. Every time a player has failed their death saves, this method may be used to bring them back, but at the cost of the character's stats being dragged down further and further until the bargain has been done 7 times. At this point, the next failed death save will lead to the character being permanently dead as there is nothing left to revive.

Death

When a character has died, they may not be revived anymore unless a Bender uses the tier 3 Self Resurrection which circumvents this. The player may say its last goodbyes to their character and then move on to the next when the time is right. Why not let the party play out a funeral for the character, give it some impactful meaning and send it out with a bang.



Interacting

Bribing

Bribing can be done by either having a high enough passive Charisma stat, or by rolling for a higher chance to convince the target. When rolling, the player adds their type bonus to Charisma to the rolled number.

Stealing

A player can attempt to steal from an NPC if they want. To do this, the player must tell the DM that they are going to try to steal an item, then which item it is. The DM then must set a suitable DC for the item to be stolen. If the character has a high enough Dexterity or Intellect stat for the action, it will succeed automatically. If the Intellect or Dexterity is too low, a D20 can be rolled where the characters type bonus can be added.

Conversations

Trying to keep a conversation going with another character can be difficult sometimes. Keep in mind that the things you say and the things you do will leave lasting impressions on the character in relation to you. You can use your Charisma, Resistance and Intellect when talking to someone else to help you along the way if the conversation starts going the wrong way.

Daring Feat

A special action made when a character attempts an action that the DM considers to be a daring feat, and extra difficult action that requires a higher DC than a D20. The daring feat is rolled with a D30 and has a DC higher than 20. A failed daring feat does not have any consequences unless the character rolls a natural 1. If the character rolls a natural 1, the DM decides the punishment in relation to the action's goal. If the character rolls a natural 30, the DM decides the reward in relation to the action's goal. Add your type bonus to the rolled number if a base stat is used. *A player may request to turn an action into a daring feat, but the choice is ultimately the DM's choice.*

Long and short rest

The group may choose to take a long or a short rest. A short rest replenishes half of the characters max health and half of the ability slots. A long rest replenishes all HP and all ability slots. A rest may not be carried out while in combat, or in a unsafe area, for obvious reasons.



Levels and progression

Levels

Levels in RIAB are divided by progression which means that for every completed adventure, the character gains a level.

Level bonuses

For every level you gain, your storage of power crystals and access to new abilities and mechanics will grow.

Level 2

- 3 maximum power crystals
- + 1x D4 weapon damage
- + 1x Type level HP bonus

level 3

- Affiliation
- 4 maximum power crystals
- 1x Tier 1 ability slot
- + 1x D4 weapon damage
- + 1x Type level HP bonus

Level 4

- Storage box
- 5 maximum power crystals
- + 1x D4 weapon damage
- + 1x Type level HP bonus

Level 5

- Tier 2 abilities
- 6 maximum power crystals
- + 2 Tier 2 ability slots
- + 1x Ability action/turn
- + 1x D4 weapon damage
- + 1x Type level HP bonus



Level 6

- +1 attack action/turn
- 7 maximum power crystals
- +1 Tier 2 ability slot
- +1 D4 weapon damage
- +1 Type level HP bonus

Level 7

- MTP
- 8 maximum power crystals
- +1 D4 weapon damage
- +1 Type level HP bonus

Level 8

- +1 Tier 2 ability slot
- 9 maximum power crystals
- +1 D4 weapon damage
- +1 Type level HP bonus

Level 9

- +1 D4 weapon damage
- +1 Type level HP bonus

Level 10

- +1 ability action/turn
- 10 maximum power crystals
- Tier 3 abilities
- +2 Tier 3 ability slots
- +1 D4 weapon damage
- +1 Type level HP bonus



Adventures

What is an adventure?

Adventures are the progression system that RIAB uses to tell the story of the characters and allows them to progress the levels. Instead of XP, RIAB uses an adventure system to let the characters grow. These adventures work as a series of One-Shot short campaigns where the characters are able to keep their gear and story going from one adventure to the next. An adventure doesn't have to be a set path that the characters have to follow either, instead it can be a point in their story progression where the adventure party has completed a task that has significant impact on the narrative for example.

How to set up an adventure

To get started with creating an adventure, you need to keep a few things in mind.

- Where does the adventure start?
- What is the trigger for the adventure to start?
- What is the end goal of this specific adventure?
- Is the adventure part of a longer narrative campaign or a stand alone story?

These points are just examples of things that you as a game master can think of when you set up the narrative for your player characters. The adventure system could work as a shorter quest that the player characters are given by an NPC or perhaps a defining event in a player character's story that forces them to go on the adventure to save what they love.

Completing an adventure

As the player characters reach the end goal of their current adventure, they will be able to level up their characters and unlock new ways to play and progress.

Completing an adventure should feel like you have accomplished a major story arch in your journey if it's a longer campaign or it should be the ending of the current story where the story wraps up with the characters defeating the villain and returning home. How you do this is up to you.



World events

A world event is a non-combat initiative based event that can be triggered if the world die (In my game, this is a big D20). If the die lands on 5 or lower, a world event may appear. The players only get to roll initiative before being hit by the first wave of damage if they spot the event happening. Each event has a spotting DC and the players must roll above this number to spot it. The kind of event depends on which number they hit and which location they are at when rolling the world die.

Rounds

The world event round works much like a combat encounter. The only difference is that if the player doesn't spot the event before being hit by it, the event always has the first turn. If the player does spot the event, the world event has the last turn of the round.

Damage

Each world event has different "attacks" that it can throw at the player. Each one of these attacks has different DC and damage points. A world event may throw an attack at every player that is involved in it that round. If a player is not involved with the event, for example, the player is at another location, they don't have to roll initiative and they will not be attacked. If the player does walk to the event while it is taking place, they as well roll initiative and will immediately have an attack thrown at them.



How to use the character sheet

RIAB uses a digital character sheet through Google Drive which will be updated at a later date. This guide will show you how to apply stats, weapon, inventory, abilities and other things you may want to keep track of.

Extra information

This rule book is under constant change and is subject to experimentation in games to improve the balance of its features. This TTRPG system is made with the goal of having a more beginner friendly system and introduction into the world of table to role playing games without all of the complicated game play features of other systems. This system does however use similar features to other TTRPG systems and does use the same 7 dice sets and most others do.

Recommended materials when using this system

- A set of 7 role playing dice(D4,D6,D8,D10,D12,D20 and %dice)
- A D30(For daring feats)
- A separate D20(World dice)
- Pen and paper

