

Familiar mechanics. Extraordinary character possibilities.



A tabletop RPG for players who enjoy character builds and tactical choices.

31 combinable aptitudes.

Action Point combat.

Session-based advancement.

Eight free core-book PDFs.

APTUS is a tabletop roleplaying system for fantasy, science fiction, and settings of your own creation. Players combine aptitudes to build their own archetypes, spend Action Points to shape each combat turn, and develop their characters through session-based Character Point advancement. Its eight-book collection includes the rules, character abilities, sample characters, GM guidance, creatures, items, a player setting, and a campaign. All eight PDFs will be free to download, with sharing and personal printing permitted. Paid softcover editions are planned alongside the digital release on DriveThruRPG.

Status: pre-release. Physical proofs precede the planned simultaneous digital and print release.

Creator: Richard Ramage | Platform: DriveThruRPG

Release date: _____ Contact: aptusrpg@gmail.com

Store URL: _____

A complete collection

Start with the Core Rulebook and Aptitude Codex. Sample Characters supplies ready-to-play builds. Every PDF in the collection will be free.

Core Rulebook

The starting point: character creation, shared rules, combat, and advancement.

Aptitude Codex

31 aptitudes and their abilities, core choices, Riders, and progression.

GM's Guide

Adjudication, encounter design, reward guidance, examples, and reference tools.

Sample Characters

16 starting characters, paired fantasy/science-fiction portraits, first-session advancement examples, and blank sheets.

Creature Compendium

Opponents with varied attack and survival strategies, construction guidance, and companion references.

Item Index

Equipment, distinctive treasures, exceptional items, and guidance for adapting rewards.

Twin Worlds Setting (For Players)

A spoiler-free introduction to Apteris, where the accompanying fantasy campaign begins.

Twin Worlds Campaign Guide (For GMs)

A struggle over powerful Gifts, recurring rivals, a major vault expedition, and an optional continuation into the wider twin-world conflict. Contains spoilers.

What makes APTUS worth exploring

Build your own archetype

Combine aptitudes such as Weaponry, Evocation, Stealth, Diplomacy, and Shapeshifting. Specialize deeply or bring different disciplines together.

Make the turn your own

Characters normally have 3 AP. Movement, attacks, spells, and support compete for that allowance. Preparation lets you arrange an action for a declared trigger.

Develop through play

Character Points awarded after sessions fund advancement. Increasing aptitude Rank improves future Feature Point investments and opens access to higher-tier features.

Experiment with spells

Compatible learned Riders can modify base spells across aptitudes. Additional Riders have escalating Mana costs.

Keep the mechanics; choose the fiction

The same rules can represent fantasy or science-fiction characters. The accompanying campaign begins in Apteris as a fantasy adventure.

Share and create

Digital sharing and personal printing are permitted. Creators may sell original third-party adventures, settings, and supplements under the accompanying Community License. Commercial printed editions of Ramage's covered books remain reserved to him.

Suggested demonstration: choose a sample character, play a short combat, then make the first-session advancement choices.

The creator and the project

Richard Ramage is the creator of APTUS RPG. Born in 1971, he grew up with video games and played Advanced Dungeons & Dragons in his school library during the satanic panic. His background includes game modding, an independent game release, and leading an EverQuest guild on a PvP server.

APTUS brings together his love of tabletop roleplaying and video games, his enjoyment of building and optimizing characters, and lessons learned from making games of his own. It gives players room to combine disciplines, develop their own archetypes, and find ways for their abilities to work together.

Ramage designed APTUS and its accompanying books as a foundation people can use and expand. All eight PDFs are planned as free downloads, with permission to share them and print personal copies. Original third-party adventures, settings, and supplements may be created and sold under the accompanying license.

Artwork and development disclosure

APTUS is designed and written by Richard Ramage. The books use AI-generated artwork, and AI assistance was used during development for tasks including PDF formatting, rules review, and balance analysis. Richard intends to replace the generated artwork if the project gains sufficient traction.

For reviewers

The game has undergone extensive rules revision and AI-agent session simulations. Reviewers are welcome to assess the system on its own merits. No embargo has been set.

Included assets

Eight book covers, core cover art without typography, five spoiler-free interior previews, image credits, editable announcement copy, author bios, and a fact sheet.