



COGENT

R O L E P L A Y

CORE RULE BOOK

Draft Version for Cogent Roleplay Community Project v0.0.1

Welcome and Introduction

Welcome

Cogent Roleplay is the creation of Josiah (Jazza) and Shad Brooks. they created the game with an intent to overcome the many challenges they faces with Tabletop, Pen and Paper, Role-playing games they were playing at the time. In 2023, **Cogent Roleplay** released its first full version, and Jazza handed over the game's development to the Cogent Community. This has been a labour of love for us. We hope you cherish your experiences playing this game to the same level we had in developing it.

Have fun! Play games!

What is a Cogent

Cogent Roleplay is a Tabletop, Pen and Paper, Role-playing game that's easy to learn, but has the depth and sophistication for the most demanding of role-players. The Cogent Roleplay System aims to provide you with the tools you need to experience adventures as any character you can imagine, such as a great hero, scoundrel, villain, thief, rogue or any other. Your stories will unfold in all kinds of worlds and settings, such as classic medieval fantasy, science fiction, space opera, zombie apocalypse, steampunk, superhero – or something of your own unique creation. Have fun, be fearless, and create your own stories worthy of the greatest myths and legends!

What is a Tabletop Roleplaying Game

A tabletop roleplaying game is a type of board game that blends elements of telling campfire stories with war games. Tabletop roleplaying games grew out of the War Game industry in the 1970's and have become mainstream thanks to Dungeons and Dragons and the work of groups like Critical Roll.

Between the different tabletop roleplaying games, there are games that emphasize more on the rules (such as Dungeons and Dragons) and games that emphasize more on storytelling (such as Cogent). Each game will cater to a different type of Player.

Tabletop roleplaying games come in many common settings including, Fantasy, Science Fiction, Historical, Horror, and Comedy/Parody.

- **Fantasy:** Any setting where magic, mysticism, or unexplainable supernatural elements are an expected part of the setting.

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- **Science Fiction:** Any setting where technology explains the supernatural elements of the setting.
 - **Historic:** Any setting taken from a historic period, and incorporates the real, or idealized themes of that setting.
 - **Horror:** Any setting where the Characters have a heightened sense of danger from an overwhelming source that they have no control over. Players should expect their Characters will likely die in these types of settings.
 - **Comedy/Parody:** Any setting meant to be light-hearted or a ludicrous twist on a more serious theme.
 - **Mixed Setting:** A combination of 2 or more settings above (*example* Star Wars would be considered Science Fantasy and combine Fantasy (ie the Force) and Science Fiction (Space Travel))

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What do I need?

Cogent is intended to be played with between 4-8 people. Each game session will typically take between 1 - 5 hours to play, and several game sessions will make up a Story. There are typically 3 - 20 Stories per Campaign. The structure of Stories and Campaigns will be covered in further detail in the **Narrator** Chapter.

All players are expected to bring the following to each game session:

- Several six-sided dice (bring between 4 - 10)
- One twenty-sided dice
- If you are a Player, you will need the [Character Sheet](#)
 - Have some way to modify your Character Sheet (Pencil, Computer version, etc)
 - Have some way to take notes (Notepad, Word Doc, Napkin, etc)
- If you are the Narrator, you will need your Story Notes (*See **Narrator** Chapter*)
 - Have some way to take notes (Notepad, Word Doc, Napkin, etc)

Terminology and Concepts

All Tabletop Roleplaying games have common terms that are used. In addition to these common terms, Cogent has some additional terms that new players may want to know.

Term	Definition
#D6	This is the number of six-sided dice you are expected to roll. <i>Example:</i> 3D6 means you need to roll 3 six-sided dice
Attribute	Your <i>Attributes</i> represent your Character's physical abilities. <i>Attributes</i> will likely never change over a <i>Story</i> , and rarely change over a <i>Campaign</i> . In the world of biology, <i>Attributes</i> are the nature side of nature vs nurture.
Campaign	A <i>Campaign</i> is a collection of <i>Stories</i> that tie a common period in the lives of the Characters. Campaigns should act in a similar way to a TV Season, or a Movie, with most of the main plot points resolved.
Character (PC, NPC)	A Character is any, in-story person that can, through their actions, affect the Story itself. There are two sub-types of Characters; Player Characters

	(PC) who are Characters controlled by Players, and Non-Player Characters (NPC) who are Characters controlled by the Narrator.
CL	Challenge Level. This represents the level of difficulty to competently execute a task.
CP	Commerce Points. This is an abstract method to track a Character's wealth.
Destiny Roll	One, twenty-sided dice that is rolled whenever a Destiny Roll is required. Destiny Rolls are used instead of multiple consecutive dice rolls.
Narrator	(aka Game Master, Dungeon Master, or Storyteller) The role a narrator plays in a book, movie, or tv show is filled by this Player. <i>See Narrator Chapter for a list of roles within the Story.</i>
Players	ie You. All the people playing this game, excluding the Narrator. Players typically only control one Character, referred to as the PC.
Session	(aka Game Session) A <i>Session</i> is a single Player meet-up to play Cogent. <i>Sessions</i> take between 1-5 hours.
Skills	Your <i>Skills</i> represents your Character's innate strengths and weaknesses. In the world of biology, <i>Skills</i> are the nurture side of nature vs nurture.
Specialisation	While <i>Vocations</i> represent all the base knowledge a Character has been trained in, <i>Specialisations</i> represent areas of a <i>Vocation</i> that a Character devotes more time and effort into. Players are encouraged to create new <i>Specialisations</i> for their <i>Vocations</i> as best fits their Characters.
Story	A <i>Story</i> is a collection of <i>Sessions</i> . Stories should act in a similar way to a TV Episode, or Story Arc, with a set-up, climax, and resolution structure.
Vocations	A Character's <i>Vocation</i> represents the career training and experience they have developed.

What is Included

This **Rulebook** contains the *Core Rules*, or the basic rules that all *Modifications* are built upon. The rules included here are not intended to be followed exactly, but are to be used as a guide for *Narrators* and *Players* to best tell the *Stories* they want to tell.

The first rule of **Cogent Roleplay**, and the only rule that matters is;

The **Story** and **Characters** come first. Do what work best for them.

Playing the Game

The following chapter covers the basic rules that Players will need to play the game. *Narrators* will have additional rules and tools in the *Running the Game* chapter.

The first and most important rule of *Cogent Roleplay* is; **The Story Comes First!** If at any time these rules will interfere with the Players and Narrator from collaboratively telling the Story, put the rules aside and tell the Story. These rules are guidelines to help you tell the Story.

Character Creation

Character Sheet

Character Creation

The Character Creation process is the standard method to create new Cogent Characters. There will be other Character Creation methods that will be introduced in specific Settings and Stories, but all methods are compatible with the standard method. An overview of the process is:

- **Character Identity:** Using a writer's tool, create your Character narratively.
- **Attributes:** Assign your Attribute Points.
- **Vocations:** Choose a Vocation, and Specialisations.
- **Skills:** Assign your Skill Points to Core Skills and Specialisations.
- **Purchase Equipment:** Assign Commerce Points, and purchase equipment (weapons, armour, tools, etc).
- **Finishing Touches:** Assign Destiny Points, and Characteristics. Share your Character with your group and Narrator for approval.

Character Identity

You are playing a Character in a Story. **Cogent Roleplay** encourages you to design your Character as if you are a writer, and start first with the Character Concept before moving onto the game rules. This ensures your Character will be fun to play, and have a great story.

Character Concept

Every Story setting has archetypes that are common for that setting. An example of this is in D&D there are the 5 Character Classes (Fighter, Wizard, Thief, Bard, and Cleric). Review your Story

setting and understand what archetypes exist within the story. Think about what Stores each archetype can tell, and which appeals to you the most. Great Characters typically are twists on the original core archetypes (like the Barbarian Class in D&D), do not be afraid to mix things up for your Character.

Write down this Character Concept on your Character Sheet.

Elevator Pitch

Now that you have a Character Concept, imagine that you are pitching the idea to a movie/book publisher. You have only the time it takes an elevator to travel to the publisher's floor (maybe 2 min max) so you need to be clear and engaging. An example would be,

Olga was an orc that was raised in a human town, and never fit in. One day bandits came to raid her town, and she was there to stop them. Now Olga is the protector of her town, and she is seeking allies to protect those she loves the most.

Write your elevator Pitch on your Character Sheet.

Flesh it Out

Write a short story about your Character, what they did prior to the events of the Story, what their motivations are, and what they want most in life. Be sure that your short story includes the following:

- Where your Character was born and raised.
- Any allies and enemies your Character has made along the way.
- Your Character's "Call to Quest" (the event that set them on the motion to becoming a Character in the Story).
- Your Character's goal(s) in life (what do they want to be when they grow up?).

Attributes

Tie	0	1	2	3	4	5
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AP	0	1	2	3	4	5
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Within TTRPG games, an **Attribute** describes a Character's specific natural characteristic. **Cogent Roleplay** uses four **Attributes**;

- **Strength (STR):** For interactions that manipulate the physical world.
- **Relfex (RFL):** For interactions to move through the physical world.

- **Intelligence (INT):** For mental interactions.
- **Charisma (CHA):** For social interactions.

Depending on your starting **Tier** of play (see [Tier Progression](#)) use the table above to determine your starting **Attribute Points (AP)**. These can be assigned to any of the **Attributes**. There are no restrictions on how many **AP** can be assigned per **Attribute**, only that you have a limited number of **AP** across all your **Attributes**.

Vocations

Tier	0	1	2	3	4	5
VP	0	0	1	1	2	2
Max VP	0	1	2	3	4	4

Within **Cogent Roleplay**, **Vocations** fill the same role as Archetypes or Classes in other TTRPGs. They are the profession your Character has been trained in. It is assumed that your Character knows all the essentials of your **Vocation** to the level they are currently trained to (Apprentice for 1 rank, Journeyman for 2 ranks, Tradesmen for 3 ranks, and Master for 4 ranks).

Depending on your starting **Tier** of play (see [Tier Progression](#)) use the table above to determine your starting **Vocation Points (VP)**. These can only be assigned to **Vocation** ranks, and can not be used for Skills, or Specialisations. Depending on your starting **Tier** of play, Characters can only have a maximum **VP** per **Vocation**.

Characters will be allowed to use **Skill Points (SP)** as **VP** at any time, but the restriction for the maximum **VP** per **Vocation** remains.

Skills

Tier	0	1	2	3	4	5
SP	4	8	1 2	1 6	2 0	2 4
Max Skill	0	1	2	3	4	4

Within TTRPG games, **Skills** define the strengths and weaknesses of a Character and how they are intended to be played. **Cogent Roleplay** has 12 **Skills** that are divided between the 4 **Attributes**,

and several Player and Setting defined **Specialisations** associated to a Character's **Vocation**. The 12 **Skills** are;

Strength:

- **Athletics:** Changing the world with raw power. This covers all types of physical activities a Character would expect to overcome (lifting, running, gripping, throwing, etc).
- **Brawling:** Basic fighting skills. This covers the most basic ability to punch and kick something. Also used for intimidation.
- **Endurance:** "Push through the suck!" This covers the ability to perform a task, despite the pain and discomfort you are feeling.

Reflex:

- **Dexterity:** Balance and Coordination. This covers all types of physical activities that require fine motor control, balance, and coordination (parkour, tight rope walking, working with small delicate objects, etc)
- **Perception:** Sensing. This covers being able to react to events as they occur, and understand threats as they happen.
- **Stealth:** Sneaking. This is the fine balance between not being detected, while moving towards an objective.

Intelligence:

- **Crafting:** Both the construction and understanding of mechanical devices. This covers all activities to understand, repair, and replicate simple devices. More complex devices require Specialisations to understand and manipulate.
- **General Knowledge:** The ability to recall past experiences, and apply them to the current situation. General Knowledge differs from Vocational Knowledge in that General Knowledge is less concerned on why something works, and more on how it worked. As an example, an old woman would know that her aching bones meant it was about to rain (General Knowledge) while a meteorologist would know that a drop in air pressure meant a storm front was coming (Vocational Knowledge).
- **Reasoning:** The ability to take evidence, and turn it into knowledge. This includes solving puzzles, deducing hidden meaning behind a saying, or seeing connections between two points of evidence.

Charisma:

- **Deception:** Lying. This covers all manner of lies including telling lies, with holding the truth, and misdirection.
- **Intuition:** Sense motives. The ability to understand another Character's motivations and intentions. Used to better help or hinder others.
- **Persuasion:** Negotiations. The ability to change another Character's point of view towards your point of view. Also used in barter, and contract negotiations.

Specialisations will either be defined in the **Story Setting** (*Ask your Narrator*), or they can be defined by the Player. **Specialisations** need to be closely related to your **Vocation** but define how your Character expresses their **Vocation**.

Depending on your starting **Tier** of play (see [Tier Progression](#)) use the table above to determine your starting **Skill Points (SP)**. These can be assigned to **Skills**, **Specialisations**, or **Vocations**. Depending on your starting **Tier** of play, Character can only have a maximum **SP** per **Skill**, and no **Specialisation** may exceed their associated **Vocation**.

Equipment

Tier	0	1	2	3	4	5
CP	1	2	3	4	5	6
Quirks	0	0	1	1	2	2

Cogent Roleplay uses **Commerce Points** as a method to track a Character's wealth. **Commerce Points** are a combined measure of all salaries, inheritances, cash reserves, debt, and other non-tangible resources they can pull on.

Depending on your starting **Tier** of play (see [Tier Progression](#)) use the table above to determine your starting **Commerce Points (CP)**, but this can be modified with **Quirks of Wealth (Quirks)**. Depending on your starting **Tier** Characters may have a maximum **Quirks**. Taking a **Quirk of Wealth** increases the Character's **Commerce Points** by +1. All **Quirks** come with restrictions that must be applied (or the Character will lose that Quirk and the associated +1 CP).

Quirks of Wealth

Quirk	Restriction
Scrooge	You will not spend a cent on anyone except yourself.
Patron	You are supported by a patron, and can not refuse their requests.
Expensive Tastes	There is an aspect of your life where you will not accept anything but the best (Food, wine, lodging, etc).

Philanthropist	You are extremely charitable to those in need (even at your detriment).
Loan Shark	You owe money to a person or group that expects a full return on their investment (including interest). No exceptions.
Hidden Price	You got your wealth by offering a favour.
Tight Pursed	You will always seek the cheapest option whenever possible.
Blood Money	Your wealth comes from the many skeletons in your closet.
Family Ties	Your money is controlled by the head of the family.
Fame	You are a celebrity and your fame grants you gifts wherever you go, but at the cost of privacy.
Debt	Your wealth is due to unpaid debt. You must pay off the interest or risk losing your CP.
Stolen	You gained your wealth by stealing it. Someone will very much want it back.
Elitist	You treat people with lower CP as inferior to you.
Ladder Climber	You have clawed your way up in this world by sucking up to those with higher CP than you.
Sugar Daddy/Momma	You use money as a means to show affection, buying love from those you find attractive.
Monopoly	You have cornered the market in a niche business. As long as you maintain your monopoly, you will maintain your CP.
Unethical Business	Your wealth was earned on the blood, sweat, and tears of others. Is that union talk I hear?
Blackmail	Your wealth comes from hush money from a wealthy "benefactor".

Risky Investor	You have a habit of investing in risky opportunities. So far it has paid off for you.
Employees	You have employees that work for you. If you do not support their CP, you will lose your CP.

Finishing Touches

Tier	0	1	2	3	4	5
Starting Destiny	0	0	1	2	3	5
Max Destiny	1	2	3	4	5	5

Cogent Roleplay has a luck mechanic called **Destiny**. **Destiny** is applied in two ways, first is the **Destiny Roll** (*covered later in Playing the Game*), and the second is **Destiny Points**. **Destiny Points** are used either before or after any **Dice Pool** roll, and directly affect the results of the roll.

Depending on your starting **Tier** of play (see [Tier Progression](#)) use the table above to determine your starting **Destiny Points (Starting Destiny)**, and gain **1 Destiny Point** per Story Chapter (1-3 Sessions), up until the **Maximum Destiny (Max Destiny)**.

After your Character is done, share it with your Narrator and the other Players. This gives the Group the ability to see your Character for the first time, and provide feedback.

Tier Progression

Every Character in a Story is expected to have a Narrative Arc. Each Character is expected to learn and grow from their experiences, and eventually develop into the idealised version of themselves. While the Story itself will cover each Character's Narrative Arc through gameplay, **Tier Progression** covers the mechanics of experience and growth.

A typical **Cogent Roleplay** campaign is broken into four parts (Campaign, Story Arcs, Chapters, and Scenes) (see [Story Structure](#)). Character can expect (but are not entitled to) the following reward per campaign part:

- **Scene:** Typically no reward
- **Chapter:** Some Characters may receive **+1 Skill Point** for significant Character Growth.
- **Story:** Typically all Characters increase their **Tier** by one level.

- **Campaign:** Typically this is the end of the Story and there are no rewards. However all Campaign Characters should become Legends within the Setting.

There are six **Tiers** within **Cogent Roleplay**. The Players and Narrator will agree on the **Tier** for the Story before **Character Creation**. Most One-Shot Stories will be set at **Tier 2 - Adventurer**.

Tier	Name	Definition
0	Beginning	Only for specific Stories with weak Characters (like horror Stories).
1	New Adventurer	"Call to Adventure!" Standard starting point for most epic length campaigns. Characters are weaker than most typical Cogent Characters.
2	Adventurer	"Crossing the Threshold!" Starting point for most One-Shot Stories. The average Cogent Character is in this Tier.
3	Veteran	"The Ordeal!" These Characters have a backstory, and overcome challenges. They are more powerful than the average Cogent Character.
4	Hero	"The Return!" These Characters have completed at least one Campaign and are known in areas of the Story Setting. They are some of the most powerful Characters in a Story Setting.
5	Legend	"God Tier!" These Characters are Legends within the Story Setting, and their presence will dictate the course of action in a Story. These Characters should only be reserved for specific Stories.

Tier Resources and Limits

The following chart details the **Character Creation** resources the Player will get, and the limits to Attributes, Vocations, Skills, Specialisations, and other resources.

Tier	AP	VP	SP	Max Vocation	Max Skill	CP	Destiny
0	0	0	4	0	0	1	0/1

1	1	0	8	1	1	2	0/2
2	2	1	1 2	2	2	3	1/3
3	3	1	1 6	3	3	4	2/4
4	4	2	2 0	4	4	5	3/5
5	5	2	2 4	4	4	6	5/5

Dice Pools

While Cogent is a Story Driven roleplaying game, there are times when a Player can not resolve a situation by roleplaying alone. When this happens, Cogent uses the **Dice Pool** mechanic.

Calculate your Dice Pool

The number of dice you roll for a given **Dice Pool** is a combination of the following factors:

- **Base Dice:** 3D6 unless stated otherwise.
- **Attribute:** Every *Core Skill*, *Vocation*, and *Specialisation* has an associated *Attribute*. Add this many D6 to your **Dice Pool**
- **Vocation:** If you are making a *Core Skill* roll, this will be 0D6, otherwise add the number of D6 for the *Specialisation's Vocation* to your **Dice Pool**
- **Skill:** Add the number of D6 for either the *Core Skill* or *Specialisation* to your **Dice Pool**
- **Modifiers:** There are several other factors that can add or remove D6 from your **Dice Pool**. These include but are not limited to; Injuries, Equipment, Environmental Conditions, and/or other factors declared by the Narrator

Narrator Declares the CL

A *Challenge Level* (CL) is a representation of the difficulty of the a Dice Roll. All Dice Rolls that are attempted succeed (regardless of the dice roll), however rolling poorly has consequences to

future rolls and will raise the stakes in a Story. Based on Dice Probability, the typical CLs you will see are:

CL	Description
0	Called an Open Roll. This is a Dice Roll with no chance of consequences.
1	Low Risk. This is a Dice Roll with little chance of consequences.
2	Lower Risk. This is a Dice Roll with some chance of consequences.
3	Standard Risk. Most roles will have a 3CL rating. This Dice Roll has an average risk of consequences.
4	Higher Risk. This is a Dice Roll with a higher chance of consequences.
5	High Risk. This is a Dice Roll with likely chance of consequences.
6	Critical Risk. Any CL greater than CL5 has an almost certain likelihood of consequences.

The consequences from a Dice Roll will vary from Dice Roll to Dice Roll, but will be relevant to the Action being performed. The Narrator may indicate possible consequences to the Player prior to a Dice Roll.

Calculate Narrative Success or Failure

If a Character has a **Dice Pool** that is greater than the CL, the Character is capable of completing the task at hand. Making a dice roll determines how well they accomplish the task at hand. This is determined by calculating *Wins* and *Losses*, and comparing them to the CL.

- **Wins and Losses** When rolling a D6 if the results is a 4, 5, or 6, then it is considered a **Win**, otherwise it is considered a **Loss**.
- **Advantage and Disadvantage** Before making a dice roll, the Narrator may declare that the **Dice Pool** has *Advantage*, or *Disadvantage*.
If the **Dice Pool** has *Advantage*, then a roll of 3, 4, 5, or 6 is considered a **Win**.
If the **Dice Pool** has *Disadvantage*, then a roll of 5, or 6 is considered a **Win**.
- **Narrative Success or Failure** Narrative Success is when the Character generates more Wins than the CL. The Narrator should treat Narrative Successes as strokes of luck (the lock takes less time to pick, the sword found the gap in the armour, the bard is inspired by their

muse, etc), with higher Narrative Success being greater strokes of luck. Narrative Failure is when the Character generates less Wins than the CL. The Narrator should treat Narrative Success as complications (the lock pick breaks, the sword deflects off the armour, the bard has writer's block, etc) and these complications will hinder the Character, but will not prevent them from accomplishing the task.

Example

Erin the Mage wants to strategically cast a fireball into a group of goblins. The Narrator determines that they will need to roll a Sorcery Specialisation check.

- Erin's Player calculates Erin's **Dice Pool** as 5D6. 3D6 (Base) + 1D6 (Intelligence) + 1D6 (Mage Vocation) + 1D6 (Sorcery)
- The Narrator reminds Erin's Player about their *Wand of Power* and tells them to add +1D6 to their **Dice Pool** for a total of 6D6. Further to this, the Narrator tells them that the goblins are completely unaware of Erin's presence and they have *Advantage* on their **Dice Pool**.
- Using the *Cheatsheet* as a guide, the Narrator feels that the fireball (a powerful spell) would be a significant strain on an average Mage. The Narrator uses a **Dice Pool** of 4D6 and a difficulty of 31% pass rate to generate a CL 3.
- Erin's Player rolls their dice and gets 1, 3, 3, 4, 4, and 5. This generates 5 successes or a Narrative Success of +2.

The fireball lands on the group of goblins and sets them all on fire. The spell casting was so effective that the heat generated causes Medium Injuries (-2D6 Injury Penalty) to each of the goblins that are on fire.

Assists and Collaborations

Many hands make quick work. Within Cogent there are two methods that Characters can help each other out; the first is using *Assists*, and the second is using *Collaborations*.

Assists are when the results of on Character's dice roll, directly affects another Character's dice roll. Whenever any Character declares they are making a dice roll, another Character can declare they are making an *Assist*. They must declare how they are *Assisting*, and the Narrator will set the CL based on how likely the *Assist* will benefit the *Assisted* dice roll. The Narrator may apply *Narrative Success or Failure* in the following ways:

- **Temporary Destiny Points:** The *Assisted* dice roll has their Destiny Pool increased or decreased for this dice roll only.
- **Modify the CL:** The *Assisted* dice roll has the CL increased or decreased as per the Narrator's discretion (*note: Narrators should convert the Narrative Success or Failure rather than use a straight 1 to 1 change to the CL*).

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- **Add Modifier Dice:** The Narrative Success or Failure becomes *Modified* dice for the *Assisted* dice roll.

Example

Rick the Ranger is setting up the campsite for the adventures. To *Assist* in this, Paula the Paladin has decided to gather firewood, and Steve the Sorcerer has decided to use Sorcery to help start the fire. The Narrator has Paula make a Survival check against a CL 3 to find firewood, and she generates a Narrative Failure of -1 Narrative Failure (coming back short). The Narrator says this is a setback, but doesn't directly hinder Rick's attempts to set up camp (-1 Destiny Pool). Steve makes a Sorcery check against a CL 2 and generates +4 Narrative Successes. The Narrator says this saves Rick a bunch of time trying to get the fire going and as a result the CL is reduced by -2 CL. Rick makes his Wildcraft skill check against a new CL 1 (3-2) and generates +3 Narrative Successes. The Adventurers have a filling meal and a great nights rest.

Collaborations are when multiple Characters are attempting the same dice roll at the same time. All the Characters will calculate their own **Dice Pools**, but the CL will be calculated for the group, not the individuals. The Narrator will calculate the CL based on an average number of Characters or average ability and determine the, per individual, CL for the task. The Narrator will then multiply this CL by the average number of Characters needed to get the CL for the group.

Example

The portcullis is down and the Adventurers are attempting to escape. Paula the Paladin encourages everyone by saying "All together now!" and everyone attempts to lift the portcullis. The Narrator states that if 4 Characters of average Athletics were to attempt this lift, it would be possible, but hard. Looking at the *Cheatsheet*, a **Dice Pool** of 4D6 and a % chance to succeed of 31%, would set a CL 3. The Narrator tells the group that the Collaboration CL is CL 3x4 or CL 12. The Adventurers make their rolls and get 3, 2, 2, 3 Wins each for a total of 10 Wins or -2 Narrative Failure. Since the combined **Dice Pools** of all the Adventurers is greater than the CL, the Narrator states that the portcullis isn't dropped properly when they go under, and each Adventurer gains a -2 Injury Level that can be reduced by armour.

Scale

There will be times when the Characters face opponents that are larger or smaller than themselves, or they use tools or weapons that greatly increase their ability to manipulate the world around them. This is called scale.

Any Character or Item that has a scale larger or smaller than the standard Player Character (ie human adult size) will be denoted with a scale modifier (either a positive or negative number). Using the chart below, modify the Narrative Success/Failure accordingly.

Target's Scale	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Result Adjustment	+1	+1	+	+	+	+	+	-1	-3	-5	-8	-1	-1
Adjustment	5	1	8	5	3	1	0					1	5

If two or more Characters have a scale modifier, adjust the scale modifiers for both Characters so that the smaller scale modifier is 0. Only the results of the Dice Roll are modified, and Narrative Successes can not be turned into Narrative Failures (and vice versa).

Example

An Ogre (+1 Scale) is trying to smash a Pixie (-1 Scale).

The Narrator adjusts the scale modifier for the Ogre to be +2 Scale, and the scale of the Pixie to be 0 Scale (setting the smaller scale to 0). The Ogre rolls Narrative Success of 0 and adds the +2 Scale modifier to get a total of Narrative Success of 2 (Level 2 Injury before Armour). The Pixie rolls a Narrative Success of 1 and subtracts the +2 Scale modifier to get a total Narrative Success of 0 (Narrative Success can not be turned to Narrative Failure) and deals a Level 0 Injury before Armour.

Destiny

Destiny Points

All Characters start with a number Destiny Points at the beginning of every Story based on the Tier of play, and get 1 Destiny Point per Chapter (1-3 sessions) of the Story, to a maximum as defined by the Tier. Destiny Points are the mechanism for Players to "Spend Luck" during any Dice Roll. There are two times that Destiny Points may be used, either before or after a Dice Roll.

Before a Dice Roll

Choose one per Destiny Point spent:

- Gain +1D6 to your **Dice Pool** for this roll.
- Gain **Advantage** on your **Dice Pool** (making 3-6 wins)
- Give the target of an opposed Dice Roll **Disadvantage** on their **Dice Pool** (making 5-6 wins)
- Do not roll, instead take 1/2 (round down) of your **Dice Pool** as your roll

After a Dice Roll

Choose one per Destiny Point spent:

- Throw away your Dice Roll, and roll your **Dice Pool** again.

- Increase a **Narrative Success** result (requires that the Dice Roll is a Narrative Success).
- Decrease a **Narrative Failure** results (can not turn a Narrative Failure to a Narrative Success).

Restrictions

- Temporary Destiny Points can only add dice to a **Dice Pool**, or reduce **Narrative Failure**.
- Destiny Points can only be spent on **Dice Pools** initiated by the Player.

Destiny Rolls

In many tabletop roleplaying games there is a need to make multiple dice rolls, one after another for effects that occur "off screen". To prevent the Narrator and Players from having to roll more dice than absolute necessary, Cogent uses the **Destiny Roll**.

All **Destiny Rolls** are done with 1D20. The CL for the **Destiny Roll** is based on the difficulty of combined tasks.

Diff icul ty (%)	5	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	1
	%	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0
	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	0
																				%
CL	2	1	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1
	0	9	8	7	6	5	4	3	2	1	0									

The dice roll for the **Destiny Roll** must be equal or greater than the CL for the roll. **Destiny Rolls** are mostly used by *Narrators* when the Actions of *NPCs* do not directly affect the *Players*. This greatly speeds up gameplay and allows the story to move forward.

Example

King John's men are traveling through Sherwood Forest with the latest taxes. They know that Robin Hood and his Merry Men are planning to ambush the convoy, but King John's men have devised several new paths through the forest.

The Narrator states that there is roughly a 75% chance that King John's men will hit one of the Merry Men's ambush points, but instead of rolling multiple navigation and perception skill checks, the Narrator decides to do a **Destiny Roll** instead.

Since the Players are part of the Merry Men, the Narrator sets the CL at 16 (100% - 75% = 25%) and rolls 13 (a close failure). The convoy rolls right into the ambush, but their agitated state means they were not fully caught unaware.

Running the Game

This chapter is less of rules that Narrators must follow, and more of a toolbox of methods recommended to manage your Stories. Narrators are encouraged to use the method that best fits the situation in the Story.

Story Structure

Cogent Roleplay attempts to follow the structure and flow you will find in book series, TV shows, or plays. Most *Campaigns* (a collection of *Stories*) will follow (loosely) the following structure:

- **Campaign:** This is the the whole collective story the Players and their Characters engage in. It is similar to the entire book series, then entire TV show (all seasons), or the full collection of related plays. *Campaigns* typically take years to complete.
- **Story:** *Campaigns* are broken into *Story*. Each *Story* could act as an independent *Campaign*, or build on other *Story* to tell a grand overarching narrative. It is similar to a single book in the series, a single season of a TV show, or a single play. *Story* will take anywhere between 1 month, to 1 year to complete.
- **Act:** To make telling *Stories* easier, *Chapters* are grouped into *Acts*. *Acts* are similar to Acts in a play in that they break up the *Story* into logical narrative parts. They have no game play impact and are only used by *Narrators* to make planning *Stories* and *Campaigns* easier.
- **Chapter:** *Story* are broken into *Chapters*. *Chapters* typically have a single narrative arc (a problem for the Characters to overcome), and *Chapters* follow the standard Story build-up, climax, and resolution arc typical to most stories. It is similar to a chapter in a book, a show in a TV series, or an act in a play. You can expect a *Chapter* to take between 1-3 gaming sessions to complete.
- **Scene:** *Chapters* are broken into *Scenes*. A *Scene* builds up to a single challenge or opportunity for the Characters involved. Typically, you will have one major Dice Roll per *Scene*. It is similar to a page in a book, a scene in a TV show, or play.

Narration

The role of the Narrator is to facilitate the flow of the Story. You are there to ensure the Characters have the opportunity to play their part in the grand narrative, and that everyone collaborates in the creation of the Story. The following section details the various tools you will need to employ to help with Narration. Later sections will cover ways to combine those tools in your Stories.

Actions

An Action is initiated by a Player and will likely result in their Character having to make a Dice Roll. The following rules apply to Actions:

- If the Dice Pool for a Dice Roll is greater than the CL for the Action, the Action is successful.
 - Narrative Failure does not make an Action unsuccessful, just costly, complicated, and/or with unforeseen consequences.
- A Narrator must tell the Player if the Action is impossible (ie the Dice Pool is equal or smaller than the CL).
- All Actions must be declared before a Dice Roll is performed.
 - Initiative is used to allow Characters to target another Character's Actions.
- Once declared, an Action can not be changed. The Character will attempt the Action (even if impossible).

Initiative

Unlike other TTRPGs, Cogent Roleplay uses a reverse order Initiative. This is because Characters can not change Actions after they are declared, and Characters can target another Character's declared Action as part of their Action. There are four ways to determine a Character's Initiative score:

1. **Attritional Initiative:** The Character is attempting to both endure the challenges they are facing, and are relying on muscle memory to drive their Actions.
 - These Characters use their STR score as their Initiative.
2. **Reactive Initiative:** The Character is relying heavily on their senses to react to threats and drive their Actions.
 - These Characters use their RFL score as their Initiative.
3. **Tactical Initiative:** The Character is analyzing the situation, and devising strategies to counter their opponents.
 - These Characters use their INT score as their Initiative.
4. **Manipulative Initiative:** The Character is attempting to control the emotional state of their opponents in better to gain an advantage in the situation.
 - These Characters use their CHA score as their Initiative.

Running Initiative

1. Determine each Character's Initiative.
 - Not every Character will use the same type of Initiative at the same time.
 - The Initiative type may change in an Encounter based on all the Character's Actions.

-
2. Starting with the Character with the smallest Initiative, have the Player declare their Action.
 - If two or more Characters have a tied Initiative, have each Player declare their Actions one at a time, then follow up with the NPC's Actions.
 - Consider all Characters with the same Initiative to have declared their Actions at the same time (ie they can not target each other's Actions).
 3. Have each Player determine their Character's Dice Pool, and make their Dice Roll.
 4. Gather all the results and declare the outcome of the Initiative round.
 5. Repeat until Initiative is no longer necessary.

Narrative Success and Failure

An Action succeeds or fails based on if the Character has a Dice Pool that is greater than the CL for the Dice Roll. A Dice Roll is instead used to determine how well a Character succeeds or fails.

Narrative Success

Each Win above the CL is considered a Narrative Success. The higher the Narrative Success, the greater the outcome. Here are some suggestions you can use:

- +1 Injury Level per Narrative Success.
- Increase the CL to detect the effects of the Action (Of course this door was untouched)
- Decrease the time needed to perform the Action (I got it on the first attempt!)
- ± 1 Temporary Destiny Pool to a targeted Action (Player's choice)
- Decrease the CP cost for an item or service
- Change the attitude or emotion of the target of your Action (Your powerful strike fills your opponent with fear.)

Narrative Failure

Each Win below the CL is considered a Narrative Failure. It is important to reiterate that Narrative Failures are not automatically failed Dice Rolls, just that the intended Action is more costly than desired. The higher the Narrative Failure, the greater the cost. Here are some suggestions you can use:

- +1 Injury Level per Narrative Failure to you.
- Decrease the CL to detect the effects of the Action (Did you hear something?)
- Increase the time needed to perform the Action (PC Load Letter, what the !@\$% does that mean!)
- \pm Temporary Destiny Pool to a targeted Action (Narrator's choice)
- Increase the CP cost for an item or service
- Change your attitude or emotion because of your Action (That's not a good sound...)

Injury Levels and Healing

When a Character takes damage they are given injuries. Injuries are broken into three elements, an injury name, the injury category (Scrapes, Injuries, Wounds, and Trauma), and an injury Level (from 0-5). Injuries have the following format:

[Name] [injury level] [penalty] (example: Deep slash, Lvl 3, -3D6)

Category	Injury Level	Penalty	Notes
Trivial	0	-0D6	Scrapes
Trivial	1	-1D6	Bruises
Wounded	2	-2D6	Minor Injury
Wounded	3	-3D6	Moderate Injury
Trauma	4	-4D6	Serious Injury
Trauma	5	-5D6	Dead

Anytime a Character is injured, they must check if they [succeed or fail](#) an Endurance skill check vs the total of all injury levels the Character has. If they will automatically fail, they fall unconscious.

Bob the boxer has endured through 6 grueling rounds, and has now been hit with a devastating uppercut.

Bob previously had 2 Level 1 injuries, 1 Level 2 injury, and now has received a Level 3 injury. Bob has a total of 7 injury levels (1 + 1 + 2 + 3). Bob's Endurance Dice Pool is 3D6 + 2D6(STR) + 2D6 (Endurance) or 7D6. 7D6 is not greater than 7CL, so Bob falls to the mat unconscious.

Injury Category

There are three injury categories [Trivial, Wounded, and Trauma]. An injury is a Trivial injury if the injury level is 0 or 1, an injury is a Wound if the injury level is 2 or 3, and an injury a Traumatic injury if the injury level is 4 or greater.

Healing

There are three types of healing [Natural healing, Medical treatment, and Emergency Care]. Regardless of the type of healing, the CL for the healing check is always the total of all injury levels the patient (injured Character) has.

Natural Healing: Typically once per Chapter a Character may declare they are *Naturally Healing*. The Character makes an Endurance skill check, with one of two outcomes:

- **Narrative Success:** A Trivial injury is reduced by -1 (removing the injury if the Injury Level is less than 0) per Narrative Success.
- **Narrative Failure:** A non-trivial injury is increased by +1 per Narrative Failure (the same injury can not be increase more than once).

Medical Treatment: Medical treatment requires the use of a [Specialization](#) and adequate medical supplies. Typically a Character can attempt medical treatment on a patient (target Character) once per Chapter. Narrative Success or Failure affects how long the medical treatment takes (with Narrative Failure increasing the number of days the Character needs treatment). Medical Treatment reduces the highest non-traumatic injury by -1.

Emergency Care: Unlike other methods of healing, emergency care can be used multiple times per Chapter on the same patient. Each time a Character performs emergency care on a patient (target Character), they are making an injury permanent (ie sacrifice the limb to save the body). Narrative Success reduces the injury level before it becomes permanent, Narrative Failure increases the injury level of the injury, but the Character may attempt another round of Emergency Care (or lose the patient). Due to the high risk the patient may die, most emergency care is done as a [collaborative roll](#).

Destiny Rolls

Destiny Rolls should be used to quickly resolve situations outside the control of the Players. All Destiny Rolls use 1D20, and should be made in open with the impact being described to the Players.

The following is a cheat sheet for how difficult an outcome is to favour the Players.

Diff	5	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	1
icul	%	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0
ty		%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	0
(%)																				%

CL	2	1	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1
	0	9	8	7	6	5	4	3	2	1	0									

Destiny Rolls are Pass/Fail rolls, and do not use the Narrative Success and Failure mechanic. Narrators are free to use Narrative Success and Failure if they wish, but the intent of a Destiny Roll is to have a quick outcome of "background" events.

Example

King John's men are traveling through Sherwood Forest with the latest taxes. They know that Robin Hood and his Merry Men are planning to ambush the convoy, but King John's men have devised several new paths through the forest.

The Narrator states that there is roughly a 75% chance that King John's men will hit one of the Merry Men's ambush points, but instead of rolling multiple navigation and perception skill checks, the Narrator decides to do a **Destiny Roll** instead.

Since the Players are part of the Merry Men, the Narrator sets the CL at 16 (100% - 75% = 25%) and rolls 13 (a close failure). The convoy rolls right into the ambush, but their agitated state means they were not fully caught unaware.

Encounters

This section covers the various ways you can use the Narrator tools to run your games.

Combat Encounters

Combat is when two or more Characters are attempting to use violence in an encounter. Combat primarily uses Initiative as the core mechanic. Narrators should consider the additional components.

Combat Range

Combat Ranges are not absolute distances, but effective engagement ranges. There are five combat ranges:

- **Grapple:** When two or more Characters are in physical contact with each other. Unless stated otherwise, weapons designed to be used at Thrown, Ranged, or Artillery range, can not be used in grapple range.
- **Melee:** When two or more Characters can easily hit each other with a couple of steps (typically within the same room of a building).
- **Thrown:** The typically distance that a Character can throw a rock, spear, or dart effectively (typically within 50 yards/meters).

- **Ranged:** The effective range of a non-thrown weapon (bow, firearm, sling, etc), where distinguishing features can still be made out (typically within 100 yards/meters). At this range and beyond, melee and grapple weapons can not be used.
- **Artillery:** Any distance beyond Ranged range is considered Artillery. Weapons that are effective at this range typically use spotters (Assist Action), technology (scopes), or magic (scrying) in order to lock onto a target and hit them.

Weapons and Armor

Weapon damage is a combination of three elements, the damage modifier (made up of an Attribute and a number from 0-3), the damage type (bludgeoning, slashing, or piercing), and the primary range (grapple, melee, thrown, ranged, artillery). Weapons damage is denoted using the following format:

[Attribute]+[damage modifier] [damage type] [primary range] *(example: INT+2 Slashing Melee)*

As the Narrator you may add additional damage types to your settings.

Armor is a combination of two elements, the Armor Points (AP) (with a value from 1-5), the damage type (bludgeoning, slashing, or piercing). When a Character receives an Injury Level, they may choose to spend AP to reduce the Injury Level by that amount (ie -1AP per -1 Injury Level). If the damage type of the armor matches the damage type of the weapon causing the injury, any AP spent is instantly recovered. AP spent is recovered at the beginning of every scene. Armor is denoted using the following format:

[AP] [damage type] *(example: 4AP Piercing)*

Most settings will give Armor a trait value that gives the wearer a Dice Pool penalty when worn. This is to denote the encumbrances of the armor.

Combat Roll CLs

As a Narrator you must assign the CL for all Dice Rolls based on what works best for the Story, Setting, and the situation around the Dice Roll. The following is a guide to help in that process.

- **Combat Range VS Primary Range:** Compare the combat range of the target with the primary range of the weapon. For each range difference apply a +1CL penalty.
 - **+0 CL:** Combat Range matches Primary Range
 - **+1 CL:** Grapple to Melee, Melee to Grapple or Thrown, Thrown to Melee or Ranged, Ranged to Thrown or Artillery, or Artillery to Ranged
 - **+2 CL:** Grapple to Thrown, Melee to Ranged, Thrown to Grapple or Artillery, Ranged to Melee, or Artillery to Thrown
 - **+3 CL:** Grapple to Ranged, Melee to Artillery, Ranged to Grapple, or Artillery to Melee

- **+4 CL:** Grapple to Artillery, or Artillery to Grapple
- **Combat Modifiers:** Different combat maneuvers, field conditions, or positions offer advantages or disadvantages.
 - **Attacking while Prone (based off Primary Range) (laying down):** Grapple (+2 CL), Melee (+1 CL), Ranged (-1 CL), Artillery (-2 CL)
 - **Attacking someone that is Prone (based off of Combat Range):** Grapple (-2 CL), Melee (-1 CL), Thrown (+1 CL), Ranged (+2 CL), Artillery (+3 CL)
 - **Attacking from a superior position (ie higher ground):** This will be a -1 to -3 CL advantage (Narrators discretion). Typically it will be a lower bonus.
 - **Weapon Traits:** Some weapons will have traits that provide a benefit or penalty to a CL. Use the weapon trait rules as applicable.
- **Movement:** The faster a your target moves, the harder it is to hit them. Narrators should modify these penalties if the target is moving towards or away from the Character.
 - **Walking Speed:** +1 CL
 - **Running Speed:** +2 CL
 - **Dodging/Sprint Speed:** +3 CL

Investigations

Investigations are when two groups of people are attempting to out smart each other while achieving an ultimate objective. Investigations are broken into two groups; Investigators and Conspirators.

Investigators

The goal of the Investigators is to gather the evidence necessary to discover the Conspirators goal, and to use that evidence to either stop the Conspirators from achieving their goal, or making sure they are tied to the conspiracy (served justice).

Conspirators

The goal of the Conspirators is to set a goal and execute a plan to both achieve that goal, and get away with it.

Etiquette

Similar to [Combat Encounters](#), Etiquette encounters have two or more opposed groups of Characters that are attempting to harm each other. In Etiquette encounters the goal is not to physically harm your opponents, but to marginalize and socially isolate them instead.

Barter

A Barter encounter is any situation where two or more Characters are attempting to either buy or sell a product or service. In most situations commerce follows the standard rules for Commerce Points. Compare the IV (Item Value (ie cost)) of the product/service with the CP (Commerce Points) of the Character.

IV-C P	Buyin g	Selling
>0	n/a	+(IV-CP) CP
0	-2 CP	-0 CP
-1	-1 CP	-0 CP
-2	-0 CP	-0 CP

Example:

Kelly is buying a sword from a merchant. Both Kelly has 4CP and the merchant has 2CP. The sword has a cost of 3 IV.

When Kelly purchases the sword from the merchant, the IV-CP is -1 (3-4) so Kelly's CP (buying) is reduced by -1 CP. Kelly now has 3CP. The merchant has an IV-CP of +1 (3-2) so the merchant's CP (selling) is increased by +(IV-CP)CP or +1 CP. The merchant has 3CP.

Chase/Dogfight

Chases and Dogfights are specialized versions of [Combat Encounters](#) where the distance between the two opponents.

World-building & Adaptations

The following section are tools for taking a setting (existing or brand new), and adapting Cogent to the setting. These tools will provide guidelines on how to create magic system, lists of equipment (weapons, armor, tools etc), and general guidelines to migrate existing rule sets to Cogent. This section, more than any other section or chapter of the rules, must follow the first

rule, and everything listed in this section must serve the Story first and foremost. These are guidelines, not rules.

Magic Systems

Within most stories, magic (or supernatural effects like advanced technology or super powers) is roughly divided into two broad categories; Hard Magic systems, and Soft Magic systems. When you design your setting you must keep these in mind.

- **Soft Magic:** Magic serves a thematic and narrative purpose within the story. A defining characteristic of soft magic systems is that how the magic operates does not matter. Characters use magic in an organic and natural way as per their Character, not based on the rules imposed on them. An example of this would be that Unicorns have unlimited powers to remove corruption, poison, and toxins, but would never be able to cause them to any person. Here are the guidelines to creating a soft magic system.
 1. **Magic should be thematic:** How a Character uses magic should serve the narrative feeling of the Character (ie the unicorn).
 2. **Magic should be used narratively:** Magic shouldn't be used to hand wave away problems, but instead as that last ditch effort to serve the story (ie Gandalf only uses the exactly right spell at the exactly right time when the situation is most dire, not when it is convenient).
- **Hard Magic:** Magic is a tool, with defined rules and restrictions. As a tool, there is an inherent cost to using magic, and this needs to be reflected in your magic system. How your magic work is critical, because it defines the limits on it's use. Here are the guidelines to create a hard magic system.
 1. **Magic comes at a cost:** There must be a quantifiable cost for every use of magic. This cost must be the same for all Characters at all times for the same magical effect (ie all fireball spells cost 100 Mana points to cast).
 2. **Magic is universal:** The rules define how magic is used, not the narrative. The rules apply equally to all Characters (ie a fireball is a fireball is a fireball).

Magic Mechanics

Magic as a Skill

This is a good mechanic for a Soft Magic system. Essentially you have one or more magic Specialisations within a magic using Vocation. The Narrator would choose the CL based on the perceived difficulty of the act. In a pure Soft Magic system, the CL should be based on how Narratively relevant the magic use is (ie a mage can't use an open door spell on every single door they come across, that destroys the tension and "fun" of the story).

Drain Mechanic

An alternative to *Magic as a Skill* is the drain mechanic. Each spell (or spell like effect) has an IL (Injury Level). Casting a spell could cause an Injury. If you fall unconscience, the spell fails.

Tables & References

Cogent Cheatsheet

Cogent Character Sheet

Other References

Feedback & Support

Acknowledgements

Thank you to the Founders

Every Story has a beginning, and every project has its founders. **Cogent Roleplay** is the creation of [Josiah \(Jazza\) Brooks](#) and [Shad Brooks](#). They were seeking to create a tabletop roleplaying game that addressed many of the issues they saw in the TTRPG industry at the time. We of the **Cogent Community Project** wouldn't have been able to work on this project if it wasn't for them, and to that we owe them our thanks.

Thank you to the Volunteers

The **Cogent Community Project** is a volunteer run organization that lives and dies by the hard work and dedication of our volunteers. We, the project can not thank everyone who has contributed enough for every second you have given to this passion project. We have created a community unlike any other in the TTRPG industry, and you should be proud.

Special thanks go to the following:

- Our two Project Managers (Insanity and Javk)
- The various developers (names to follow)
- Our Playtesters (names to follow)
- Our Content Creators (names to follow)
- Our Editors and Publishers (names to follow)
- Our Translators (Querk, names to follow)

Thank you to the Community

You can not have a game without out players wanting to play it. **Cogent Roleplay** is no different. A huge thank you needs to go out to all the people who picked up our game, learned the rules, pulled in the friends, family, and strangers off the street, and told great stories. We at the **Cogent Community Project** take the opinions and feedback of our community very seriously, and it as been the community that has helped make this game what it is today. Keep up the good work everyone, and remember...

Have fun! Play games!

Support the Projects

Help Keep the Lights On

Currently the **Cogent Community Project** does not have a method to donate financially to the project. Please reach out to the **Cogent Community Project** if you wish to help us publish and distribute our game to the market. All revenue and profit from **Cogent Roleplay** must align with the **Cogent Community Charter**, and the licensing detailed within.

Spread Cogent

The best way you can help the **Cogent Community Project** is by sharing **Cogent Roleplay** with as many people as possible. Hold gaming nights, make videos about Cogent, and share the rules with as many people as possible. Be welcoming to other members of the **Cogent Community** (especially new players), and if you want to go beyond being an active promoter, volunteer.

Get Involved

The **Cogent Community Project** is built on volunteers. We ask of all **Cogent Community** members to give your time and expertise in the manner you feel has value to you. We want the **Cogent Community Project** to be a Community first and foremost, and we want you to know you helped make it a success. The **Cogent Community Project** is always looking for volunteers. If you are interested here are some common ways you can contribute.

Volunteer Opportunities

Playtesters: We always need Narrators and Players to test out all the new features and modifications we did to the rules. If you play **Cogent Roleplay** on a regular bases, please reach out to the **Cogent Community Project** to get access to the list of new features that need testing. Give us your transparent and honest feedback (no matter how harsh or sweet). Be sure to include both the Narrator and Players' names/handles for recognition.

Translators: To date, **Cogent Roleplay** has been an English project. The **Cogent Community** is made up of Narrators and Players from all four corners of the globe. Help us make **Cogent Roleplay** a global community. If you are a native speaker in a non-english language, please take the **Cogent Roleplay** rules, run them through a translation tool (like Google Translate), and then

edit them in your native language so it is culturally and grammatically correct. If a group of translators assist with the translation, be sure to include everyone's name/handle for recognition.

Artists: Any artwork created for the **Cogent Community Project** will remain the copyright property of the artist that created the work. By contributing to the **Cogent Community Project** the artist is giving non-commercial permission to use their artwork (with appropriate recognition) to all **Cogent Community** members. Artists are encouraged to include profit sharing clauses to their submissions so that any commercial product from the **Cogent Community** will be fair and equitable.

World Builders: Every TTRPG needs settings and campaigns to play. The **Cogent Community Project** wants to draw from the **Cogent Community** to build a library of stories that new Narrators and Players can draw from. We are looking for full settings, campaigns/one shots, and tools for **World Builders**. All contributions must respect existing copyright material, and formally recognize the source of all material combined in the contribution. **World Builders** retain the copyright property of unique content they create, but give non-commercial permission to use their material to all **Cogent Community** members. Be sure to include all World Builders' names/handles for recognition.

Editors: Similar to our **Translators**, we are seeking volunteers that have a good grasp of the english language and can edit both the **Cogent Community Project** content, but also (upon request), content from the **Cogent Community**. All english language writing should follow the English (US) standard for spelling and grammar. Be sure to include your name/handle for recognition.

Developers: The **Cogent Community Project** is a community effort, and we are always looking for people to submit ideas for new rules, modification of existing rules, and clarification of old rules. All submissions must include the Chapter and section they are intended to replace, and be sure to include your name/handle for recognition.

Homebrew: The **Cogent Community Catalogue** is a collection of officially recognized **Cogent Roleplay** modules that Narrators are encouraged to add to their game to make **Cogent Roleplay** perfect for their Stories. All submissions to the **Cogent Community Catalogue** must include what Chapter and section they are building on top of, and be sure to include all names/handles of contributors for recognition.