# Introduction

Courageous Forces is a role playing game focused on extensibility and simplicity. The design allows for you to play in just about any setting you desire, make characters quickly for that setting, and play the game to make a story. It focuses on flexible keywords to decide what influences every action in the game, and group decision making to determine what influences the outcome. Dice, rolling them, and having a lot of them is a big focus of the game as well. Dice are just fun to have around!

## Rolling in the Dice

Dice are a central part of Courageous Forces. You’ll have a collection of dice that are on your sheet, and will move around according to various actions taken in game. You’ll also be rewarded with more dice for playing to your character’s Background!

Forces describe the types of things you are good at, with sections that may go into detail about things you are better or worse at. You can use dice from your Active pool based upon these Forces, and they should be generic enough to get by, but specific enough to describe the character.

## Its in the fiction

This game focuses on fiction and telling a story as a group. Its extensibility with keyword-based playing allow you to create whatever kinds of stories you want. Its simplicity makes it easy to get started with a brand new setting and cast of characters. At the end of the day, you’ll want to make the game enjoyable to create, an adventure made together.

# Taking Action

When you do something in the world that has some challenge or possible consequences, you’ll roll some dice. First, determine which Forces on your sheet apply to this action, and add up their Power totals. Next, determine which gear you’ll use, for every piece of gear that will reasonably help in this situation, add 1 to your Force Power already determined. Lastly, you may add 1 for any trait of a Force or from your Background for free, if you can give reason why this trait will help this roll. You may instead subtract 1 for the same reasons, and then you’ll gain a Courage die (see Rewards)! This total will be your Force Potential.

Force Potential is not how many dice you roll, it is how many dice from your Active pool you are allowed to use at maximum. Gather up as many dice from that pool that you wish up to your Force Potential. Then, choose any number of Courage dice that you have and add that to the gathered pool. Roll all of the dice, keeping track of which ones are Courage dice.

Every dice that rolls higher than 3, count as a ‘success’. The more successes, the better chance you have to succeed! Every dice that rolled a 1 that was taken from your Active pool, put immediately into your Inactive pool. These dice have been ‘exhausted’ from the action taken. Now, reroll all dice that rolled the highest value for that dice, and consider this another roll for successes; higher than 3 you get a success. Keep rolling the dice every time you get the maximum result, but do not every exhaust it, since the first roll with that dice was not a 1!

Finally, remove from your sheet all Courage dice used in the roll. These dice are used once and then removed. Don’t worry, you’ll be able to gather more later! See the Rewards section for more information.

Now that you have all of your successes counted up, compare this total to a target number, which the GM will determine based upon the task attempted. This target number may be determined via an opposed roll the GM makes, or against a static number that is the same for everyone. The amount which you succeed by, called your Edge, will determine how well you do at the task.

Failure is not really an option, though. If you roll less than the target number in successes, you’ll generally succeed, but with a Consequence of some sort. Maybe you’ll be injured, or tired, maybe you’ll lose that piece of gear you were using or it will get damaged, or the GM can introduce a Twist that changes the direction of the story. The only differing case from this is action rolls taken during Conflicts. See the Conflicts and Consequences sections for more details.

# Forces

For example, you may have a force called ‘Marathon Runner’, which would describe someone who is in shape and excels at running and endurance, but not necessarily physically strong or incredibly accurate. Running away from someone, Dodging a projectile, Marching long distances, and Resisting a sleeping agent could all be something that the group could reasonably decide would fall under such a category.

# Conflicts

# Consequences

# Rewards

# The Session

# Building a Hero

# Advancement

# Building a Setting