

Cool Name Goes Here

Playtest Core Rules v0.01

Welcome to the playtest rules for the *Cool Name Goes Here Roleplaying Game* (CNRPG).

Release Version

This is Version 0.01 of the Playtest Core Rules, released on July 23rd, 2023.

Playtest Material

This is an **alpha** playtest version of the rules. **Alpha** means these are *very early* draft rules. They offer the bare minimum necessary to start rolling dice and testing the system and rules we built. These rules are not final and may change significantly before the game is finished.

What are the Core Rules?

The rules you hold in your hands are the CNRPG **Core Rules**. The **Core Rules** are the fundamental set of rules used to play the game. As per our design goals, the Core Rules have a short learning curve, are self-contained, have a low handling cost, and therefore play fast at the table. At least, that is the goal! This playtest will help us to find out if we have pulled it off.

Basic Rules / Advanced Rules

In the early days of the CNRPG project, we talked about **Basic Rules** and **Advanced Rules**. This differentiation created the expectation that one should start playing with the Basic Rules and eventually progress to the Advanced Rules. This was not the intent, and it is not what our backers told us they wanted. As a result, we did away with the idea of Basic Rules and Advanced Rules.

The new approach is to create a set of **Core Rules** that are fast playing and easy to learn. These rules *are* CNRPG, and they are everything you need to run or play in a fantastic CNRPG campaign.

What we previously called the Advanced Rules have evolved into a collection of optional **Rule Modules** that you can plug into the CNRPG Core Rules. These modules are not a more advanced or better version of the game. Modules are a way you can customize the CNRPG game experience and tune the system to the style of play you and your friends like best.

This playtest document is only for the **Core Rules**.

What is a Playtest?

We dispensed with the traditional *What is a Roleplaying Game?* section for this playtest. Instead, we will talk briefly about what it *means* when we say this is a playtest.

Purpose of a Playtest

The goal of a playtest is to make sure we release the best game possible. By putting the game in front of a bunch of different gamers like you, having you try the game out, and then collecting your thoughts, we can discover problems, gaps, and broken bits before the game goes live. You can also share any cool ideas you have to make the game even better. Finally, you can let us know what parts of the game you like best, so we can make sure we leave those bits in.

How to Playtest

There are lots of ways you can playtest. In the end, it is up to you and your friends to decide what works best for you. Here are a few ideas.

- **Read the Rules:** That's it! Just read the rules. Even if you never throw dice, there is a lot we can learn by hearing your thoughts after you read the rules.
- **Solo Play:** Play out a few of the scenarios on your own. If the encounter features NPCs, you can easily roll for both sides and still get a good feel for how well the rules work.

- **Limited Group Play:** Grab some friends, gather around the table, and play through some encounters. Put the rules through their paces and see how it flows.
- **Standard Group Play:** Just because the rules in this playtest are incomplete, that doesn't mean you can't use them to start a game. You will have to fill in the blanks on your own, but there's no reason you can't just run with the very simple rules we're providing.

How to Share Feedback

Your feedback is extremely important to us. Hearing your thoughts is how we will know what to keep, what to change, and what is missing. Here are a few ways you can share your thoughts.

Surveys

A week or two after we post updated playtest rules, we will post a survey asking for your feedback. These surveys include both specific questions and places where you can share your thoughts. If you are gaming as a group, one person can fill out the survey for your group, or each person can fill out their own copy of the survey.

We will share survey links in the [Kickstarter](#) updates, on [Discord](#), and on [Facebook](#).

Discord Discussions

Our Discord server has a playtest channel where you can talk about your experiences. Although the surveys are the best way to share your thoughts, the playtest channel is a good place to share ideas with us and your fellow Cool Name playtesters.

You can [join the Discord server here](#).

Writing Feedback

Any feedback you give us helps. There are, however, some things you can do that will make sure you are giving the best Feedback possible.

When sharing an experience, be sure to let us know the context and the details. Things you might want to share include:

- How many people were playing.
- Details about the encounter where the situation came up.
- Which version of the playtest rules you were using.
- Details about why you liked or disliked something.
- Things you DID like. Pointing out good things doesn't just make us feel better – it also ensures we don't accidentally remove something you really enjoyed!

Just to repeat this important point: **any feedback is valuable**. The points above are just suggestions. Even something as simple as saying, "We had a blast." or "Combat took forever." is helpful.

Designed for Playtesting

This document is written for the purpose of playtesting. This probably is not how we will present the rules in the final game. If something is not described clearly, you can still let us know, but remember that we will put the text in its final form much later in the development process.

This document also assumes you are familiar with roleplaying games in general. This means we may not explain things that are part of the lingua franca of RPGs. We will include more detailed explanations of RPG basics in the final rules. However, if you are not sure about something, hop on the Discord servers and ask.

On to the Game...

Enough talk. Turn the page and let's get started with the game!

Terminology

To make sure we are all on the same page, the following are some key terms you'll encounter in this document:

- **Check:** Anytime you need to roll dice or compare scores to determine if an action succeeds or fails, we call it a **check**. *Example:* "Make a Coordination check."
- **Score:** A numeric value assigned to an ability, item, situation, or anything else that can impact the outcome of a check.
- **Action Score:** The totaled scores for everything working in your character's favor.
- **Action Table:** The table where you find your Action Score to determine which dice to roll.
- **Difficulty Score:** The totaled scores for everything working against your character.
- **Base Difficulty Score:** The starting difficulty for a check before adding modifiers.

The Core Mechanic

To resolve **checks** in Cool Name RPG we use the following game mechanic:

- | | Action Score | Dice |
|---|--------------|-----------|
| 1. Set the Difficulty Score (DS): Add up the scores for everything working against the character. This is the Difficulty Score (DS). | 2 | d6 |
| | 3 | d8 |
| | 4 | d10 |
| | 5 | d12 |
| | 6 | d6 + d6 |
| | 7 | d6 + d8 |
| 2. Set the Action Score (AS): Add up the scores for everything working in the character's favor. This is the Action Score (AS). | 8 | d6 + d10 |
| | 9 | d6 + d12 |
| | 10 | 2d6 + d6 |
| | 11 | 2d6 + d8 |
| | 12 | 2d6 + d10 |
| | 13 | 2d6 + d12 |
| 3. Roll the Dice: The player finds their Action Score on the Action Table and rolls the dice listed for that Action Score. | 14 | 3d6 + d6 |
| | 15 | 3d6 + d8 |

- 4. Determine Results:** If the total of the dice rolled is equal to or greater than the DS, the check succeeds. Otherwise, the check fails.

Core Mechanic Example

Wargar the Bold is fleeing from a pack of ravenous wolves, but Wargar's escape is blocked by a sheer cliff. The GM decides that climbing the cliff has a Base DS of 4. It is also dark and raining, so the GM adds one to the DS for each of these negative effects.

The total DS is 6 (4 Base Difficulty + 1 for darkness + 1 for rain).

Wargar has Strength 3 and Athletics 2. Wargar's player also notes that Wargar grew up in a mountainous region, and suggests this will benefit Wargar in this situation. The GM agrees, which means Wargar has an Action Score of 6 (3 Strength + 2 Athletics + 1 familiarity with cliff climbing).

Wargar's player check the Action table and sees the dice for AS 6 is 2d6. Wargar's player grabs 2d6 and rolls. If the roll's total is equal to or greater than 6, Wargar scrambles up the cliff. If not...well, Wargar will be remembered fondly.

Open Ended Rolls

Cool Name RPG utilizes **open ended** dice rolls. This means whenever you roll the highest number possible on a die, for any type of roll, you roll another die of the same type and add that to your total. If the new die also rolls the highest number possible, you get to add another die of that type. There is no limit how many times you can **open end**.

Open Ended Roll Example

*Later in the game, Wargar's player is rolling d6 + d8 (AS 7) to see if Wargar can leap over a crevasse. The DS is 8. The player rolls a 6 on the d6 and a 1 on the d8. This only adds up to 7 (6 + 1) which is not enough to reach the other side. Fortunately, the player rolled a 6 on the d6, the highest number possible on that die, so the roll **open ends**. The player grabs another d6 and rolls it, getting a 3. Adding this to their total they get 10 (6 + 1 +*

3) and Wargar lands safely on the far side of the crevasse. Nice job, Wargar!

Setting the Difficulty Score

To set the difficulty score, the GM asks two questions.

1. “How much training do you need to pull this off under normal conditions?”
2. “What other factors make this task more difficult than normal?”

To put this in a less interesting way, the steps are:

1. Determine the Base DS.
2. Add +1 for each modifier.

Setting the Base DS

Ask yourself, “How much training does someone need to have a decent chance of pulling this task off under normal conditions?” Find that level of skill on the chart at right to determine the Base DS.

Normal Conditions

When we say “normal conditions” we mean the character is in a place

conducive to the work and that they have the proper tools. For instance, if a character is performing a routine and minimally invasive surgery, the GM might decide this check has a Base DS 6. This Base DS assumes the character is working in an appropriate medical facility with a full set of surgical tools and a nurse to assist.

Skill Needed	Base DS
Unskilled	2
Novice	3
Skilled	6
Expert	8
Master	12
Legendary	20

Determining DS Modifiers

Anything working against the character increases the DS by +1. A setting not suited for the work or sub-standard tools can each increase the DS. Additional hindrances such as poor lighting, wind, and cold can all increase the DS. When dealing with a complex modifier, try break it up into its component parts, since a character might have a tool or ability that allows them to ignore one of the modifiers but not others. So a complex modifier might consist of a few +1 modifiers.

DS Modifier Example

The party is trying to repair their wagon during a horrific thunderstorm. The repair itself is relatively easy, a Base DS 3, and the characters have the right tools, but these are not ideal conditions. The GM decides dark clouds block the sun, creating dim light, so that’s a +1. There is also the pouring rain; that’s another +1. Finally, the wind is roaring, adding yet another +1. The total DS is 6 (DS 3 + 1 for dim light + 1 for rain + 1 for wind). The player doing the work, however, notes that his character is wearing rain gear, so the GM agrees to drop the rain modifier for that character, reducing the DS to 5.

Increase the Base DS or Add a Modifier?

We encourage you not to worry too much about whether you should increase the Base DS or add a modifier. In the end it all evens out. Whether you set the Base DS 6 and add 2 points of modifiers or you set the Base DS 8 with no modifiers, the outcome is the same. Just go with your gut, keep the story moving, and over time it will get easier and easier to know how to set the DS.

Designer Sidebar: +1 Modifiers Only

We *really* want to find a way to keep all modifiers to +1. The reason is we want to avoid creating a scenario where the GM has to struggle to decide just how big of a modifier to apply. The desire is that GM can quickly tick off a series of +1 modifiers, and easily set the DS for any check.

We also want to reflect that resistance-based benefits, such as the rain gear in the example above, do not make a task easier (that is, they do not increase the Action Score), but rather let the character ignore negative effects. This is easier to do if the elements of a modifier are broken out.

Of course, this does pose some problems. For instance, how do you differentiate between, say, dim light and darkness? Or represent the difference between a slight chill and frigid cold? These are questions we hope you can help us answer during your playtesting.

Setting Your Action Score

Action Scores are calculated in the following fashion:

Attribute Score + Skill Score + Modifiers = Action Score

Since your attributes and skills will not change very often, you will probably already have your normal Action Scores pre-calculated and written on your character sheet, perhaps something like this:

	Att	Skill	AS	Dice
Climbing	3	3	6	2d6

Action Score Modifiers

Anything that helps the character succeed at the check increases the AS by +1. This might include benefits like talent enhancing magic, especially high-quality tools, having the high ground, or even something as simple as taking your time.

Things like proper tools and an appropriate workspace, however, do not add to your Action Score. The Base DS assumes you have these things, and if you do not, the DS modifiers reflect this.

Skipping the Roll

It is not necessary to roll for every check. The GM can always rule an automatic success, but if there is still doubt about whether the character can complete the task, one option is to simply compare the Action Score to the Difficulty Score. If the Action Score is equal or greater than the Difficulty Score, the GM can declare the check is a success—no roll needed.

This is a useful tool for low-pressure or highly controlled checks, where there is still some doubt about whether the character will succeed, but there is no need for the randomness of dice.

Playtesting Note: MOs vs. Skills

As you will discover in the following sections, v0.01 of the Cool Name RPG playtest does not use skills or classes. Instead, we are using something called MOs. For the purpose of this playtest, the MO score will serve as the Skill score when calculating your Action Score. See the Modus Operandi (MO) section for details.

Attributes

For this playtest, characters have five attributes.

Strength

This is the character's ability to lift, carry, pull, push, and cause damage with melee attacks. Strength also reflects the character's overall muscle mass and physical power.

Toughness

Toughness is the ability to function and recover when faced with illness, accidents, or other physical demands. It helps to determine the character's ability to survive physical injury and resist fatigue.

Coordination

The character's motor skills, sense of balance, agility, and accuracy with ranged weapons are determined by their coordination. It is used for full-body activities such as acrobatics as well as actions requiring hand-eye-coordination, such as pick pocketing.

Mind

Mind is a representation of the character's willpower, intellect, and creativity. It impacts the character's ability to solve problems, recall information, and resist mental manipulation.

Spirit

Spirit reflects the character's empathy, presence, and awareness. It also represents the character's inherent wisdom, force of personality, ability to quickly process sensory information, and retain their composure in stressful situations.

Designer Sidebar: Sub-Attributes

As some of you know from our discussions on Discord, the system is currently built around three base attributes (Body, Mind, Spirit), each of which split into three sub-attributes. For this version of the playtest we've simplified the attribute list. It's possible we will use a simplified attributed list in the Core Rules, or we may include all nine in the core rules and off a rules modules that lets you play with a simplified set of attributes.

Typical Attribute Scores

Human attribute scores range from 1 to 5. Typically, starting characters will have scores no higher than 3. Use the table below to get a rough sense of what a "normal" attribute score is for a human.

Score	Example
1	Children, elderly, injured
2	The average person on the street
3	Notably better than their peers
4	Exceptional ability well beyond the norm
5	World class, perfect specimen

Starting Attributes

For our playtest, if you want to make your own character, you will begin with the following attribute scores: 2, 2, 3, 3, 4. Assign one of these numbers to each of your attributes.

Attribute Assignment Example

Melanie wants to create a thief-style character. Since Coordination is important for things like climbing and pickpocketing, she assigns the 4 to her Coordination. She also thinks it is important to be clever if you are a thief, and she knows she will need excellent awareness to avoid those pesky traps. She decides to assign a 3 to Mind and a 3 to Spirit. She is fine with having average human strength and toughness, so she assigns a 2 to each of these scores. Her attributes now look like this:

Strength 2

Toughness 2

Coordination 4

Mind 3

Spirit 3

Modus Operandi (MO)

Each character has one or more Modus Operandi (MOs). Each MO represents a collection of skills, talents, and abilities the character picked-up during their career as an adventurer. When faced with a challenge, it is up to you and the GM to determine if your MO score applies to the situation at hand.

Designer Sidebar: Classes and Skills

We have not decided how classes and skills will work in the Cool Name RPG, but to playtest the dice mechanics we needed a way to represent skills and talents. To that end, for the purpose of this playtest, we are using a “descriptor” style system. In a system of this kind, your character has a few broad descriptors that tell us about their abilities, with scores associated with these descriptors. The GM and player work together to determine when or if the character should add this number to their Action Score.

We may eventually see something similar to this in the Core Rules if everyone likes it. Alternatively, replacing skills and classes with MOs could become the basis for a Rules Module people can use to customize and simplify their Cool Name RPG games.

MOs have scores, just like attributes. For this playtest, the scores for your character’s MOs will range from 1 to 3. When resolving a check where your MO applies, add your MO score to your Attribute score to determine your Action Score.

Starting MOs

You have 3 points to assign to MOs when creating a playtest character. You can either have:

- One MO with a score of 3.
- One MO with a score of 2 and a second MO with a score of 1.

Having two MOs is the equivalent of “multi-classing” for the purpose of our playtest.

MO Selection Example

Jeff is creating a rogue named Spider and wants him to be fantastic at stealth and subterfuge. He decides to give Spider the Thief MO with a score of 3.

Matt is creating a wandering knight named Hawk. He wants Hawk to have the skills of a warrior, but he also wants Hawk to be good at surviving in the wilderness. He decides to give Hawk the MO’s of Warrior 2 and Survivalist 1.

Creating New MOs

We provide a list of MOs you can use for this playtest, but if none of the MOs fit the character you want to create, you and your GM should add your own.

A good rule of thumb is that an MO should describe an occupation. It represents a package of active, academic, and social skills the character learned during their training and early adventuring career.

Using MOs

For this playtest, MOs take the place of skills. Whenever the character must make a check that demands a roll to resolve the outcome, ask yourself, “Is it likely that a person with my MO would have received training to overcome this kind of challenge?” If the answer is “Yes,” you add your MO score to your Action Score. If the answer is “No,” you don’t add your MO score to the Action score.

The GM and player may need to work together to determine if your MO applies. Keep in mind, however, that our focus for this playtest is testing the dice mechanic and not MOs. Try not to get too hung up on whether an MO applies or not, since that is not the most important part of this playtest.

Familiarity VS Expertise

The GM might agree you can add your MO score to your Action Score, but if they feel the task is only tangentially related to your training, they might declare you only have familiarity with the task rather than expertise. In that case, the GM adds +1 to the DS to represent the fact that you are not an expert when it comes to this check.

Familiarity Example

Wargar the Bold has Warrior 3 for their MO, and Wargar is trying to figure out the proper way to greet a noble lord. Wargar is no noble, but Wargar's player suggests that since so many of Wargar's field commanders were nobles, he may have picked up some of the proper etiquette observing them. The GM decides to allow this, so the player adds 3 to Wargar's Action Score for this check. The GM, however, decides this isn't something Wargar was specifically trained in, so the GM declares it a familiarity and adds 1 to the Difficulty Score.

MOs and Equipment

The v0.01 playtest does not include equipment, since our primary concern for this playtest is the dice mechanic. If a situation arises where your character needs a piece of equipment, you can make a check to see if you have the necessary equipment in your pack. If you succeed, you have that piece of gear. If you fail, you do not have the desired equipment.

Setting the Base DS

The base DS for the check determined by the availability of the item as shown in the chart below.

Availability	Base DS
Abundant	2
Common	3
Uncommon	6
Rare	8
Very Rare	12
Unique	20

Determining the Action Score

Action Scores for equipment checks are typically Mind checks, although the GM may decide to allow a different attribute if appropriate.

When deciding if the character should add their MO score to their Action Score, ask "Would a character with this MO typically have this item?" If the answer is "Yes," add their MO score to their Action Score. If the answer is "No," only use the attribute.

List of MOs

The following is a list of MOs you can choose from when creating your playtest character.

Cleric

Clerics are warrior priests. It is their duty to see that the will and rule of the gods are carried out and obeyed. They are religious specialists with extensive knowledge of their god and how that god is worshiped. They are also trained in the arts of combat, since their duties often take them into hostile territory or place them in situations where they are expected to defeat the enemies of their god. It is also likely that they can wield magic in some capacity, giving them access to spells related to the powers and domains of their deity. Finally, they receive training in the healing arts, often serving as battlefield medics.

Merchant

Merchants are professional traders. Some travel from town to town while others sell their wares in permanent shops. They are expert hagglers, decent performers, and know how to quickly make friendly social connections with strangers. They are not warriors, but they know how to wield most light and simple weapons, since they may need to face off against bandits or thieves to defend their livelihood.

Ranger

Rangers are wardens of the forest, skilled in wilderness survival, overland navigation, and woodlore. They have an affinity for the wild creatures of the world, and they love and respect nature. They are both hunter and protector of wild creatures, and are unmatched as trackers. Nature is nurturing, but also unforgiving and violent, so Rangers have mastered the use of bows, light weapons, and light armor.

Sage

Sages are professional academics. They are the learned keepers of knowledge, versed in everything from history to chemistry. The library is their home, but they have picked up a few survival skills in their occasional forays out into the world to obtain first-hand knowledge of their areas of interest. They are poor

warriors, and while they know *how* to do many things, they often lack the practical skills to execute on their knowledge.

Survivalist

A survivalist is at home in all the wild places of the world. Mountain or marsh, forest or fen, the survivalist knows where to find food, water, and shelter in any wild place. They are decent hunters and trappers, skilled in the preparation of herbal remedies, and are fair combatants if forced to fight.

Thief

The thief's goal in life is to get rich by taking wealth from others. Although it is a simple goal, it is also one rife with complications—specifically, the original owners of said wealth want to keep it. To get around this, thieves are experts at stealth, subterfuge, and infiltration. They have also learned to spot, disarm, and set traps as needed. Climbing, squeezing, and balancing also play a key role in their work. They can engage in direct combat if needed, but are more suited to hit and run actions.

Warrior

Warriors are trained for one mission—to defeat the enemy in battle! They engage enemies head on, steel against steel. They are skilled in the use of all manner of melee and ranged weapons, from simple clubs to the finest blades to bows and crossbows. Warriors are also trained to survive in the field. They can make camp, forage for food, and set up simple defenses. Field medicine is another of their talents, and to ensure their fitness for battle, they train in all manner of athletic activities.

Wizard

Masters of the arcane arts, wizards are powerful spellcasters and keepers of forbidden lore. They are privy to the metaphysical secrets of the universe and the magical forces at play in the world. They have knowledge of magical and magically altered beasts, basic skills in alchemy, and can sense the presence of magic and possibly identify its nature.

Designer Sidebar: Combat

Playtest v0.01 is not designed to test combat. We need to work out many details before we are ready to dig into combat, BUT since we know some of you will still want to draw your blades and get in a few swings, we have included some ideas for how you could simulate combat if you can not wait for the official combat playtest.

If you do add combat to your playtest, be sure to take notes! We would love to hear what worked for you and any cool ideas and mechanics you come up with.

Quick & Dirty Combat

The following are hyper-simple rules you can use to add combat to your v0.01 playtest adventure if you really cannot wait to start using combat in your playtest games. These rules assume you have familiarity with how combat works in other roleplaying games.

Initiative

Each combatant makes a Coordination check at the start of combat to determine initiative. The highest result goes first.

Making Attacks

When a character makes an attack, whether ranged or melee, the player makes a normal Coordination check. Since every MO includes some form of martial training, characters may add their MO score to their Action Score. Attacking with a weapon not typically used by the MO results in a +1 modifier to the DS. Warriors get an additional +1 modifier to their Action Score for any combat checks.

Difficulty Score to Hit

The GM should select a Base DS for the attack that reflects the target's combat skill.

Combat Skill	Base DS
Unskilled	2
Novice	3
Skilled	6
Expert	8
Master	12
Legendary	20

Modifiers

Use the rules described in the Core Mechanics section to determine modifiers to both the Action Score and the Difficulty Score. As always, anything that makes it easier for the character to hit the enemy adds 1 to the Action Score. Anything that makes it harder to hit the enemy adds 1 to the Difficulty Score.

Damage

If the character hits, the amount of damage inflicted is equal to the difference between the number rolled and the Difficulty Score. For melee attacks, also add the character's Strength score to the damage.

Quick & Dirty Combat Example

Wargar is attacking a bandit with his shortsword. The GM decides the bandit is a Skilled combatant, having done a fair amount of fighting in his life. Referencing the Difficulty table, Skilled is DS 6.

Wargar has Strength 3, Coordination 2, and Warrior 3. His Action Score for the attack is 6 (2 Coordination + 3 Warrior + 1 Warrior Combat Bonus). Referencing the Action Score table, this means Wargar rolls 2d6 for his attack.

Wargar rolls 2d6 and gets 5 and 5 for a result of 10. Wargar beat the DS 6 by 4, so Wargar inflicts 7 (4 + 3 Strength) points of damage on the bandit.

Armor

Armor reduces damage. Reduce the damage by the target's armor score. Armor should have scores of 1 to 3. A shield adds 1 to the character's Armor score.

Hit Points

A character's hit points are the total of their Strength, Toughness, and Coordination. For NPCs, the GM should assign them a number of HP the GM thinks is appropriate for that NPC. For this playtest, NPCs should probably be between 4 to 10 HP.

NPC Attacks: Player Facing Option

When an NPC attacks the character, the character makes a Coordination check to dodge the incoming

attack. Since all the MOs have some amount of combat training, the player may add their character's MO score to their Action Score. Warriors receive an additional +1 modifier to their AS to reflect their intense combat training.

The DS for the check is based on the enemy's combat skill, just like we previously described in Difficulty Score to Hit.

If the player rolls equal to or higher than the DS, they dodged the attack. If they fail the test, they take damage equal to the amount they missed by.

Player Facing NPC Attack Example

The bandit is attacking Wargar, and Wargar is going to try to dodge out of the way. The GM decides the Bandit has done a fair amount of fighting in his life, so the GM decides the bandit is Skilled. Referencing the Difficulty table, Skilled is DS 6. Wargar must roll 6 or greater to dodge the attack. The GM also decides the Bandit has an average Strength of 2.

Wargar has Coordination 2 and Warrior 3. His Action Score when dodging an attack is 6 (2 Coordination + 3 Warrior + 1 Warrior combat modifier). Referencing the Action Score table, this means Wargar rolls 2d6 to dodge.

Wargar rolls a 2 and a 1, missing by 3. This means Wargar takes 5 points of damage (3 + 2 Strength) from the bandit's attack.

NPC Attacks: GM Rolls Option

If the GM would rather roll to attack, determine the NPC's Action Score the same way you determined the Difficulty Score in the Player Facing option. Treat that as the NPC's Action Score to determine which dice to roll.

The NPC's Difficulty Score for the attack is character's Coordination score + MO score. If the NPC rolls equal to or greater than the DS, they hit, inflicting an amount of damage equal to the amount by which they beat the DS.

Weapon Damage Scores

If you want to represent different weapons to inflict different amounts of damage, assign a damage score to the weapon from 0 to 3. Small, weak weapons have a low score. A weapon with a score of zero simply allows the attacker to cause lethal damage, but does not provide a bonus. Large, dangerous weapons have high scores. If the character hits with their weapon, add this Weapon Damage Score to the total damage.

Random Damage Option

If you prefer random damage, one way is to treat the damage total as an Action Score. Check the table and roll the listed number of dice to determine damage. Note that random damage will inflict a lot more damage, so be prepared for this change in the balance of combat.

Example: Random Damage

In the first example, Wargar inflicted 7 points of damage. Checking the Action Table, this means d6 + d8. Wargar rolls a 6 on the d6 and a 4 on the d8, so he inflicts 10 damage. BUT the 6 is an open-ended result! Wargar rolls d6 again and this time gets 3. The total damage Wargar inflicts is 13 (6 + 4 + 3).

Movement

If you want to get really fancy and use maps and minis, assume every character can move 25 feet and take an action on their turn.

Playtest Mini-Adventure

Legal Stuff: The following mini-adventure includes text written by Marc Tassin and maps by Mike Schley taken from the Temple of Modren, an adventure in the World of Aetaltis book *The Heroes of Thornwall*. Neither the map nor the text is part of the Cool Name RPG shared content. It is used here with permission from Mechanical Muse for the purpose of helping to playtest the Cool Name RPG rules.

Introduction

The following are a series of simple encounters that serve as a framework for testing the dice mechanics for Cool Name RPG. You can simply try each mechanic on its own, or you could run this as a playtest mini-adventure for your friends. Note that since this is an excerpt, it starts at Room 4.

Room 4: Cave Entrance

Hunting a dangerous tribe of goblins, the characters have followed the tracks to a cave. A group of four goblins guards the entrance. If the players manage to sneak up on the goblins, they can take them out. If they alert the goblins, the creatures retreat into the tunnels to warn the rest of their tribe.

Read Aloud

You follow the goblins' trail until just after the sun dips below the hills in the west. At that moment, you spot a glimmer of firelight through the trees and smell smoke on the wind.

Peering through the brush, you see four goblins squatting around the embers of a dying fire. They are sitting just inside the mouth of a fair-sized cave. At the back of the cave, you see a dark passage.

Cackling and shouting at each other, each goblin holds a bone covered with tattered bits of meat. They tear loose hunks of partially-cooked flesh with their razor-sharp teeth, sending a shower of blood and spittle spattering across the ground.

Listen to the Goblins

The goblins speak Endrori, a language none of the characters speak proficiently but they all know a few words. If the characters listen close, they may make a **DS 6 Mind check** to try to determine what the goblins are saying. Clerics, Sages, and Wizards may add their MO to their Action Score.

If a character succeeds, they hear the goblins laughing about the sheep they skinned alive. They seem to think someone named An'Gras will do the same thing to the captive they brought back.

Sneaking Up on the Goblins

If the players successfully sneak up on the goblins, they can take them out without a fight. The goblins are not particularly observant, so a Novice person trained in stealth would have a good chance of sneaking up on them, so the check is **DS 3 Coordination**.

Players with an MO that have training in stealth may add their MO score to their Action Score. In addition, every character may add +1 to their Action Score, since the fire makes it difficult for the goblins to see much beyond the firelight.

If the characters sneak up on the goblins, they take them out with little trouble. If they fail the check, the characters alert the goblins who retreat disappear into the cave, not to be seen again in this mini-adventure.

Fighting the Goblins

If you are using the Quick & Dirty Combat rules, you could decide that a failed effort to sneak up on the goblins leads to a fight. Give the goblins the following abilities:

Initiative: d12, **Combat:** Novice (3), **Hit Points:** 4, **Damage:** +3

Room 5: Trapped Passage

The characters head into the cave. When a spear trap is discovered, the adventurers learn that the goblins are smarter than they seem.

Read Aloud

At the back of the cavern is a five-foot-wide natural passage that extends north into the hill. Sniffing the air, you smell a thick, rancid stench emanating from the tunnel.

Spear Trap

The goblins have prepared a simple spear trap here. A cleverly hidden tripwire activator launches a crude spear down from a recess in the ceiling.

CRUDE SPEAR TRAP

Type Mechanical **Detect** DS 6 **Disable** DC 4

Trigger Trip wire

Ranged Weapon Attack: DS 6 to dodge.

Damage: 7 (2d6) piercing damage

The trip wire is 3 inches off the ground and stretches between the walls of the tunnel, held in place by concealed metal pegs. The spear is hidden by cobwebs and moss. When the trap is triggered, the spear is released, firing straight down at the adventurer that triggered the trap.

Room 6: Waste Pit

The filthy and uncivilized nature of goblins is highlighted by this rancid pile of waste. Characters willing to search find useful treasure but risk disease.

Read Aloud

Dominating the center of this cavern is a four-foot-tall mound of mold-covered filth. You are not entirely sure what the pile consists of, but pieces of what look like bones protrude from the mass. A glistening pool of green-black liquid surrounds the mound, and you spot a dead rat floating on its oily surface. The incessant buzzing of flies fills the air.

Mound of Waste

Characters who spend time poking around in the mound dislodge a goblin corpse impaled by arrows. It is partially eaten, although the bites look too large for rats. (**DS 6 Mind** check to determine that these are

goblins bites.) The rest of the mound is fecal matter, body fluids, rotting meat, bones, and urine.

Disease Risk

Any character whose flesh comes into direct contact with the scum from the mound, either by touching the mound or touching something that came from the mound, risks contracting Mule Kick Fever. Characters that ingest the fluid automatically contract the disease and halve the onset time.

MULE KICK FEVER

Type Contact **Diagnose** DS 8

Resist Disease DS 6 Toughness on exposure and once/hour after onset

Onset 1d3 hours **Duration** 1d6 hours **Cure** Kettle berry tea or DS 12 Mind check to heal.

Effect +1 DS to all checks

Mule Kick Fever is a water born illness resulting from contamination by excrement. It usually is not deadly, but the symptoms are quite debilitating. Nausea, vomiting, and dizziness are all common for those afflicted with Mule Kick Fever. Tea made from kettle berries will completely cure the disease an hour after ingestion. Kettle berries are a small white berry with an earthy aroma found only in the highlands of the Donarzheis Mountains.

Treasure

If the characters dislodge the goblin corpse, they discover the following treasure:

- **3 arrows +1** A local hunter killed this goblin. He had no idea that the arrows he used were enchanted. The goblin's companions brought their friend back here as a snack, but found him a bit gamey, so they threw his body onto the trash pile. The arrows grant +1 Action Score when used to attack and +1 damage on a hit.

Room 7: Temple Entrance

The characters discover a large crack in the cave that descends into the Deeplands. They must find a way to go down safely without falling or disturbing the poisonous spores in the Fountain Room (8).

Read Aloud

The passage opens onto a relatively large cavern. Broken stalactites are scattered over the ground and tiny fissures riddle the walls. In the center of the cavern is a huge crack in the floor. Nearly fifteen feet across, the crack extends down into darkness. You feel a draft of warm, stale air blow up from somewhere far below.

Crack in the floor

The walls of the crack appear climbable, but the climb looks challenging. Most of the characters will not be able to see the bottom, even with a light source. Characters with darkvision or those who drop a light source down the crack can see the bottom.

Read Aloud if a character can see the bottom:

The crack extends down about thirty feet before opening into what looks like a finished room with a tall stone structure in the center.

Blue Fuzz

If a character that can see the bottom observes the room carefully, a successful **DS 6 Spirit** check reveals some sort of blue fuzz coating everything in the room.

Stone Structure

It is difficult to tell from the characters' vantage point, but their best guess is that it is a fountain (dry now).

Climbing Down the Crack

Climbing down the crack requires three successful **DS 6 Strength or Coordination** checks (one every 10 feet). If a character falls, they will automatically disturb the spores in the fountain room (8) when they land.

It is 30 feet from the top of the crack to the ceiling of the Fountain Room (8) and another 10 feet from the ceiling to the floor of the room. (If a character falls that entire distance, they take 4d6 damage.) The characters

can use the large fountain in the room below (8) to climb the last 10 feet, but an additional successful **DS 4 Strength or Coordination** check is required to get safely from the ceiling to the fountain.

Characters can drop the last 10 feet, but a character must make a **DS 6 Coordination** check to avoid taking 2 damage and falling prone. In addition, dropping into the room stirs up the spores.

There are plenty of places in the cavern where the characters can secure a rope. Using a rope to climb down requires three successful **DC 3 Strength or Coordination** checks for the first 30 feet and a successful **DC 4 Strength or Coordination** check for the last 10 feet. Descending into the room on a rope does not disturb the spores.

SLEEP MOLD

Type Inhaled **Identify** DS 12 Mind

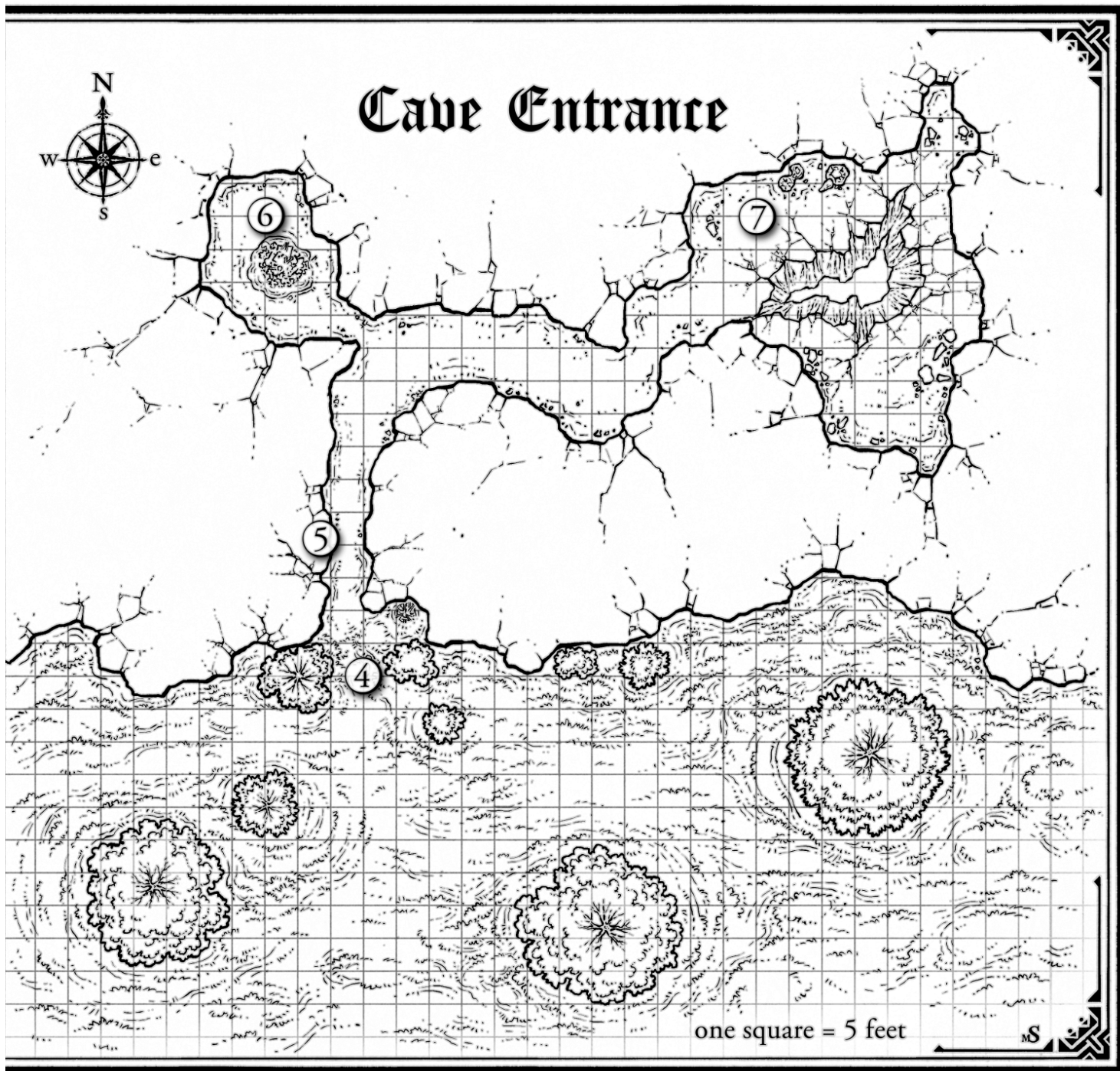
Resist DS 12 Toughness on inhalation

Onset Immediate **Duration** 1 hour or until awakened

Effects On a failed Toughness check the character falls asleep. The condition remains in effect for one hour or until the character is awakened. Forceful jostling, exceptionally loud noise, or any amount of damage will awaken the character before the hour is up.

Sleep mold is a blue fungus found in the Deeplands. Disturbing the fungus (jumping onto it from more than 3 feet or moving across it faster than 20 feet/round) releases a 5 feet x 5 feet cloud of poisonous blue spores that remain in the air for up to 1d4 rounds depending on wind conditions. Poisoned creatures that fail their Toughness checks are rendered unconscious. The creature wakes up if it takes damage, if another creature takes an action to shake it awake, or at the end of the duration.

Alchemists are known to use sleep mold to create sleeping potions. One dose of the mold can be collected from a 5 ft. x 5 ft. square with a successful **DS 12 Mind check**.



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