



<COOL NAME GOES HERE>
A COMMUNITY OWNED RPG SYSTEM

CNGH PLAYTEST v0.02

Release Date: September 14, 2023

Playtest Core Rules v0.02

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

Release Version

This is Version 0.02 of the Playtest Core Rules, released on September 14th, 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 primarily for the **Core Rules**, although it's possible that discarded or optional rules will eventually turn into Rule Modules.

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!

Cool Name Terminology

The following are some important terms you will need to know to play Cool Name RPG.

Action Check

Whenever you roll dice or compare scores to determine if an action succeeds or fails, we call it an **action check**.

Score

Anything in the game that affects your character's chance of succeeding at an action check (positively or negatively) has a numeric **score**. The higher the score, the more it impacts your chance of success. Attributes, special abilities, skills, items, environmental conditions, and strategic positioning are all examples of things that might get assigned a score. Some scores are permanent aspects of your character (like their Attribute Scores), while others are temporary and determined by the GM when needed (like setting the score for a storm that makes action checks more difficult).

Action Score

Your **Action Score (AS)** is the total of all the scores that benefit your character during an action check. This could be the character's attribute and skill scores, beneficial scores for special equipment, and conditions that make a task easier.

Action Dice

Each Action Score has a corresponding set of Action Dice. To find the Action Dice, locate the Action Score on the Action Table at right and look at Action Dice column. (Example: *The Action Dice for Action Score 6 are 2d6.*)

Action Table

The Action Table lists the Action Dice for each Action Score.

Action Score	Action Dice
2	d6
3	d8
4	d10
5	d12
6	2d6
7	d6 + d8
8	d6 + d10
9	d6 + d12
10	3d6
11	2d6 + d8
12	2d6 + d10
13	2d6 + d12
14	3d6 + d6
15	3d6 + d8

Difficulty Score

The **Difficulty Score (DS)** is the total of the scores for anything that works against your character during an action check. The DS will change depending on the nature of the action check and the forces impeding the character. The task's base difficulty, adverse conditions, injuries the character is suffering from, and poor equipment are all things that might increase the DS.

Base Difficulty Score

The **Base Difficulty Score (BDS)** reflects the base complexity or difficulty of an action check before adding modifiers.

Modus Operandi

A character's **Modus Operandi (MO)** represents a collection of skills, talents, and abilities the character gained before and during their career as an adventure. Examples of MOs include Warrior, Wizard, and Thief.

Character

Characters are heroes controlled by the players.

NPC or Monster

NPCs and Monsters are beings controlled by the GM.

The Core Mechanic

Every action check in a Cool Name RPG game is resolved using the steps listed below.

1. **Set the Difficulty Score (DS):** The GM adds up the scores for everything working against the character. This is the Difficulty Score (DS).
2. **Find the Action Score (AS):** The character adds up the scores for everything working in the character's favor. This is the Action Score (AS).
3. **Roll the Dice:** The player finds their Action Dice on the Action Table and rolls the dice listed for their Action Score.
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 this particular cliff has a Base Difficulty Score (BDS) 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 checks the Action Table and sees the Action Dice for AS 6 is 2d6. Wargar's player grabs 2d6 and rolls. If the total rolled is equal to or greater than 6, Wargar successfully scrambles up the cliff. If not...well, Wargar will be remembered fondly.

Open Ended Rolls

Cool Name RPG uses **open ended** dice rolls. (In some games this mechanic is referred to as **exploding dice**.) Open ended 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 on a roll.

Open Ended Roll Example

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, Wargar's 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!

Skipping the Roll

It is not necessary to roll for every action. A GM can always declare automatic success if a task is simple or if it is something the character should be able to easily accomplish based on their skills, experience, and training.

If there is still doubt about whether the character would succeed at the action, however, one option is to just compare the Action Score with the Difficulty Score. If the Action Score is equal to or greater than the Difficulty Score, the GM can declare the check is a success—no roll needed.

This is a good approach for resolving low-pressure checks or checks made under highly controlled conditions, where there is still *some* doubt about whether the character will succeed, but the randomness of the dice don't add to the fun.

Setting the Difficulty Score

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

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

To put this another way:

1. Determine the Base Difficulty Score.
2. Add +1 to the Difficulty Score for each thing that makes the task more difficult.

Choosing the Base Difficulty Score

When you’re trying to determine the appropriate BDS for an action check, ask

yourself, “How much training does someone need to have a decent chance of success under normal conditions?”

Once you have decided, find that level of skill on the chart at right to determine the Base Difficulty Score.

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

Normal Conditions

When we say “under 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 with the surgery skill is performing a routine, minimally invasive surgery, the GM might decide this action check requires someone who is a **skilled** surgeon and assigns a Base Difficulty Score of 6 to the task. This score assumes the character is working in an appropriate medical facility with a full set of surgical tools and has a nurse to assist. If they do not have access to these, the BDS is the same, but the GM should add modifiers to the DS to represent these deficits.

Determining DS Modifiers

Each thing working against the character increases the DS by +1. A location not suited to the work, sub-standard tools, poor lighting, high winds, and extreme cold are all examples of conditions that might increase

the DS. When dealing with a complex condition, like “a thunderstorm,” try to break it up into its component parts.

DS Modifier Example

The party is trying to repair their wagon during a horrific thunderstorm. The GM decides that the repair itself is relatively easy and something a novice could handle, so she assigns the action check BDS 3. The characters do have the right tools, but these are definitely less than ideal conditions. The GM decides dark clouds block the sun, creating dim light, so she applies +1 to the DS. There is also the pouring rain; that is another +1. Finally, the wind is roaring, adding yet another +1. The total DS is 6 (BDS 3 + 1 for dim light + 1 for rain + 1 for wind). The player notes, however, that the characters pushed the wagon behind a rock outcropping, away from the wind. The GM agrees to drop the wind modifier for that character, reducing the DS to 5.

Increase the Base DS or Add a Modifier?

Do not worry too much about whether you should increase the Base DS or add a modifier. In the end it all tends to even out. Whether you choose BDS 6 and add 2 points of modifiers or you choose BDS 8 with no modifiers, the outcome is the usually 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.

Feedback Needed: +1 Modifiers Only

We *really* want to find a way to keep all modifiers to +1, so we can avoid situations where the GM struggles to decide how big of a modifier to apply. It’s much faster if the GM can just quickly tick off a series of +1 modifiers.

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? Or maybe our goal of sticking with +1 isn’t actually that important?

These are questions we hope you can help us answer during your playtesting.

Finding the Action Score

To find your character's Action Score, add up the scores for anything that positively influences the character's chance of success and add +1 for each situational modifier that benefits the character.

Typically, the Action Score is found by adding together three key scores:

Primary Attribute Score + MO Score

Primary Attribute Score

All action checks are based on one of the character's nine primary attributes. Sometimes, the rules will tell you which primary attribute applies, such as ranged attacks, which are always based on the character's Coordination attribute. Other times, the GM might tell you which attribute to use based on their judgement. Finally, the player can tell the GM which attribute they want to use and why, and it will be up to the GM to rule whether they can use that attribute. Whichever primary attribute applies, add its score to your Action Score.

MO Score

If the action check involves something a character is likely to have studied when learning their MO, they can add their MO score to their Action Score. For instance, if a character is attempting to cross a narrow ledge, a character with the Thief or Athlete MOs could add their MO score to the Action Score. Characters with the Wizard or Warrior MO, however, probably didn't learn this sort of thing during their training, so they would not be allowed to add their MO score.

Other Scores

The rules offer many ways to improve a character's Action Score for specific types of action checks. Examples include beneficial spells that boost a character's chances of resisting poison or disease, weapons that improve the Action Score for attacks made with the weapon, or talents that improve the chance of success when performing specific actions.

Modifiers

In addition to the adding in the scores described above, for each special benefit, condition, or circumstance that improves the character's chance of success, increase their Action Score by +1. Examples include a character background that applies perfectly to the situation at hand, having the high ground in a fight, or even something as simple as taking your time.

Rule of One

You may only add one score or modifier of each type to your Action Score. For instance, you may only add one primary attribute score. The same is true for modifiers. If you gained a +1 for having the high ground in combat, you could not gain an additional +1 for flanking the enemy. Both are benefits of positioning, so only one applies. The GM is the final arbiter of what counts as a "type" of score and whether it can be added to the Action Score.

Feedback Needed: Mod Hunters

Many playtesters liked the creative freedom the system gives players when it comes to imagining ways to increase the character's Action Score. For some, however, this system slowed the game down as players searched for every little thing that might increase their AS.

Ideas people came up for dealing with this problem included limiting a player to three AS modifiers per action checks or having the GM determine the AS modifiers instead of the player.

We hope you'll take notes and let us know if you ran into problems with mod hunting, and if so, how you handled it at your table.

Primary Attributes

Characters in Cool Name RPG have nine primary attributes. Each attribute is grouped according to its type: Physical, Mental, or Instinctive.

Physical Attributes

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.

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.

Mental Attributes

Creativity

Creativity represents the character's ability to assemble information in new and novel ways. It is core attribute for artistic creation, thinking "outside of the box," and finding solving problems where the answer lies outside the realm of accepted truths.

Intellect

A character's logical processing, ability to identify patterns, and general memory are all aspects of their intellect. Intellect is the key attribute for action checks involving logical deduction, learning complex tasks, and remembering facts.

Willpower

Willpower is the character's ability to resist the influence of others and persevere in the face of extreme hardship. Willpower is important for resisting fear, combating psychic assault, and seeing through illusions.

Instinctive Attributes

Awareness

A character's Awareness is their ability to notice key details in their surroundings. Awareness comes into play when trying to finding hidden objects, spotting unusual features of a place or object, and seeing through deception.

Empathy

A character's Empathy represents how in touch they are with other living creatures and, in some settings, the natural world. Empathy might come into play when trying to bond with or train an animal, engender trust in a person or group, or recognizing a person's true intentions and nature.

Presence

Presence represents a character's force of personality. The skills it applies to are learned, but the attribute represents the character's natural "stage presence." Action checks for performance, intimidation, seduction, and leadership are all examples of action checks influenced by the character's presence. Note that presence is not necessarily "charisma." A hideous monster is just as likely to have a high presence as a dashing rogue.

Typical Attribute Scores

Human attribute scores range from 1 to 5. Typically, human starting characters will have scores no higher than 4. 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: 2,2,2,2,3,3,3,4,4. 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 smart if you are a thief, and she knows she will need excellent awareness to avoid those pesky traps. She decides to assign a 4 to Awareness and a 3 to Intellect. She also wants to be crafty and clever, and she knows she'll need to be able to bluff her way out of trouble, so she assigns 3 to both Creativity and Presence. She assigns 2's to the rest of her primary attributes. Her attributes now look like this:

Physical Attributes

Strength 2

Toughness 2

Coordination 4

Mental Attributes

Creativity 3

Intellect 3

Willpower 2

Instinctive Attributes

Awareness 4

Empathy 2

Presence 3

Secondary Attributes

Characters have a number of secondary attributes that will come into play during the game, especially during combat.

Vitality

A character's Vitality score represents how long they can stay on their feet and keep fighting. It is a combination of the character's overall health, their resistance to stunning blows, and their ability to resist fatigue.

Whenever the character strains themselves, takes a hit, or otherwise suffers physical injury, it reduces their current Vitality. When a character's current Vitality reaches zero, the character is knocked unconscious.

A character's Maximum Vitality score is the total of all the character's physical attribute scores.

$$\text{Strength score} + \text{Toughness score} + \text{Coordination score} \\ = \text{Maximum Vitality score}$$

Designer Note: Physical Vitality

Vitality is not the same as hit points. Vitality damage is temporary, easily healed, and has no game effect—as long as the character has Vitality remaining.

Wound Threshold

A character's Wound Threshold is equal to their Toughness score. Whenever a character takes damage equal to or greater than their Wound Threshold in a single hit, they get a wound. Each untreated wound adds +1 to the DS for all action checks. (See Vitality, Wounds, and Healing in the Combat section for more information.)

Designer Note: Mental and Instinctive Vitality

We are not playtesting this yet, but you could add Mental and Physical vitality (and wounds) to your game if that's something you'd like to track. These could be used for non-combat encounters or a way of tracking sanity and fear in a horror game. The rules for these are exactly the same as the rules for their Physical counterparts.

Designer Note: Modifying Vitality and Wound Threshold

We expect the game to include ways to increase both Vitality and Wound Threshold. This might come in the form of advancement options, talents, or lineage traits.

Modus Operandi (MO)

noun: modus operandi; **plural noun:** modi operandi

a particular way or method of doing something, especially one that is characteristic or well-established.

- Oxford Languages

In Cool Name RPG, you can play any sort of character you like. You might choose to play a noble knight skilled in the arts of combat, a wily wizard steeped in arcane power, or a clever thief sneaking through the shadows and helping yourself to whichever unguarded baubles catch your eye. Whatever you choose, the skills, talents, and abilities your character can call upon while adventuring are defined by their Modi Operandi (MO). Some characters will have more than one MO, allowing you to play characters like a spellcasting thief or a holy knight.

MO Scores

Like your primary attributes, each of your MOs has a score. The more experienced and skilled a character is, the higher their score. For the purpose of this playtest, the scores for your character's MOs will range from 1 to 3.

MOs and Action Checks

Whenever your character performs an action check, it is up to the player and the GM to determine if one of the character's MOs applies in that situation. If it does, the player may add the MO's score to their Action Score for that action check.

Starting MOs

You have 3 points to assign to MOs when creating a playtest character, and you can assign these in any way you wish. You could assign all the points to one MO, split the points between two MOs, or assign each point to a different MO.

MO Selection Example

Jeff is creating a rogue named Spyder 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.

Familiarity VS Expertise

Sometimes an MO is only tangentially related to your training. In these cases, the GM may decide your character only has familiarity with the task rather than actual expertise. In that case, you still add your MO score to the Action Score, but the GM adds +1 to the DS to represent the fact that there are some aspects of this action check that with which your character doesn't have experience.

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.

Focus and Specialization

Your MO represents a broad collection of skills, talents, and abilities your character has mastered, but it's possible to spend extra time perfecting one's skills in a particular area. In Cool Name RPG, we represent this with Focuses and Specializations.

Focuses

A **focus** represents extra time spent by the character improving a single, broad area of study related to an MO. For instance, a warrior might have a focus in Melee Combat or a Thief might have a focus in Deception.

Focuses and Action Checks

Whenever your character performs an action check, it is up to the player and the GM to determine if one of the

character's focuses applies in that situation. If it does, the player may add the scores for both the Focus **and** the related MO to their Action Score for that action check.

Focus Example

Wargar is making a melee attack against a goblin using his longsword. Melee attacks are based on Coordination. Wargar has Coordination 2, so he adds 2 to his Action Score. In addition, this is obviously the sort of thing Warriors are trained for, and Wargar has Warrior 3, so he adds 3 more to his Action Score. Finally, Wargar has a focus in his Warrior MO of Melee with a score of 1. This is obviously melee combat, so he adds 1 more to his Action Score. Wargar's Action Score for this attack is:

Coordination 2 + Warrior 3 + Melee 1 = Action Score 6

Wargar sees on the Action table that AS 6 is 2d6, so he grabs the dice and prepares to roll.

Choosing Focuses

The description of each MO lists the focuses a character can select for that MO. If you and the GM think of an equally logical focus of your own, however, you are welcome to add a focus not included on the list.

Starting Focuses

For the purpose of this playtest, your get 2 points to assign to focuses. You can distribute these in any way you like. You must have a minimum score of 1 in the parent MO to put points into a focus.

Focus Selection Example

Jeff is all about stealth, so for his character's Thief MO he adds the Stealth focus and assigns both of his points to it, giving him a score of 2 for his Stealth focus.

Matt, on the other hand, decides to spread out his points. He wants his knight, Hawk, to be an amazing warrior in close combat. He isn't really interested in ranged combat. Matt decides to add the Melee and Defense focuses to his Warrior MO, assigning one point to the Melee focus and the second point to the Defense focus.

Specializations

So your character has the Warrior MO with a focus in Melee, but what if you want the character to be a master of the sword? In other words, they can use most melee weapons, but they are at their finest when wielding a blade. In that case, you would want to add a specialization to your character's focus.

Specializations represent a further refinement of the character's skills. Where a focus is a refinement of the MO, a specialization is a refinement of the focus.

Specializations and Action Checks

Whenever your character performs an action check, it is up to the player and the GM to determine if one of the character's specializations apply in that situation. If it does, the player may add the scores for the Specialization, the Focus, **and** the related MO to their Action Score for that action check.

Choosing Specializations

The description of each MO lists the specializations a character can select for that MO. If you and the GM think of an equally logical specialization of your own, however, you are welcome to add a specialization not included on the list.

Starting Specializations

For the purpose of this playtest, your get 1 point to assign to a specialization. You must have a minimum score of 1 in the parent focus to put points into a specialization

Designer Note:

MO/Focus/Specialization Costs

We have not completed the rules for character creation or advancement, but the advantage of a Focus or Specialization is they will cost fewer points to add or improve than the level above. At the same time, they are more limited in the scope of their usefulness than the level above.

As an example, if it costs 5 character points to improve the score of your MO, it might only cost 2 character points to improve the score of a Focus.

List of MOs

In this section you will find a list of MOs you can choose from when creating your playtest character. Each MO includes a description of the type of things a character with this MO might know, as well as a list of suggested focuses and related specializations.

MOs and Equipment

The v0.02 playtest does not include equipment, since the focus is still on the flow of the game and overall gameplay. The GM should allow the character to have any reasonable piece of equipment that fits their MOs. If a situation arises where the GM is uncertain, perform an action check to see if the character has the equipment in their pack. If they succeed, they have that piece of gear. If they fail, they didn't think to pack the desired equipment.

Setting the Base DS for Availability

The base DS for the action check is determined by the availability of the item, as shown on the table 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 for the action check, 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 score.

Creating New MOs

We provided a list of MOs you can use for this playtest, but if none of the MOs or combination of MOs are right for the character you want to create, you and your GM should create 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.

Creating New Focuses and Specializations

In the Cool Name RPG playtest, we also expect many players and GMs to come up with their own focuses and specializations. After all, the lists we provided are just suggestions. This is a great way to make your character unique when compared to other characters with the same MOs.

The rule of thumb for adding focuses and specializations is to say, "All <MO name> can <insert the focus or specialization you came up with.>" If the statement makes sense, then it is probably a great new focus or specialization. If it does not make sense, it should probably be part of a different or new MO.

New Focus Example

Jeff tells the GM he wants to add a Spellcasting focus to his character's Thief MO. The GM tests this idea by saying, "All thieves can cast spells." The GM decides this does not make sense for the campaign world they're playing. The GM tells Jeff if he wants his thief to cast spells, he'll have to add the Wizard MO.

Remember: Anyone Can Do Anything

This is not a traditional RPG skill system. Just because "intimidate" is listed as a specialization for Bards, does not mean Bards are the only ones who can add their MO score when making an action check to intimidate someone. For instance, if your character with the Warrior MO pounds their shield with their axe while bellowing a might battle cry to intimidate the enemy on the field of battle, the GM should absolutely allow the character add their MO score to the Action Score for this action check.

If that same character with the Warrior MO tried to intimidate someone across the table in a tavern by making calm, veiled threats against the target's livelihood and family, the GM should not let the character add their MO score. That sort of interaction just does not fit with the character's training. Now if the character had the Thief MO, this sort of intimidation would probably be a perfect fit, and the player should be allowed to add the character's MO score to their Action Score.

In the end, it is all about context and technique. If you are ever in doubt, just fall back on the phrase we gave for creating new focuses and specializations. "All <MO Name> can <thing you want to do.>"



Athlete

Athletes are individuals who spend countless hours honing their physical form to the point of perfection. Whether running, jumping, lifting, climbing, or swimming, they are true masters of the athletic arts. Athletes are not combatants, and they are not trained to kill. The only forms of combat they are skilled at are wrestling and boxing.

Suggested Focuses and Specializations

Endurance	Agility	Speed	Power
Run	Acrobatics	Climb	Lift
Swim	Balance	Run	Pugilism
Climb	Contort	Swim	Wrestling
Haul	Escape	Toss	

Bard

Bards are masters of art, music, and the written word. They are talented orators, natural leaders, and fierce opponents in a debate. They regularly find themselves serving as the voice and face of the adventuring party, taking point in the more civilized fields of battle, such as the royal court or the market square.

Art	Leadership	Persuasion	Performance
Composing	Command	Debate	Acting
Painting	Inspire	Haggle	Instrument
Sculpting	Teach	Intimidate	Oration
Writing		Seduce	Singing

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 defend the followers of their god. They can wield magic, 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.

Suggested Focuses and Specializations

Spellcasting	Healing	Religion	Defense
Healing	First Aid	History	Block
Protection	Herbology	Arcana	Dodge
Turning	Wounds	Ritual	Parry

Designer Note: Spellcasting Rules

You probably noticed that we included “spellcasting” in some of the lists here. Sadly, we are not ready to start playtesting spellcasting, and you won’t find rules for it here. That said, I know some of you already have your own makeshift spell systems from the last playtest, so if you have good ideas that work well during your playtests, be sure to share them!

Scholar

Scholars are professional academics. They are the learned keepers of knowledge, versed in everything from history to chemistry. The library is their home, although they pick 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 and can even design new things, they often lack the practical skills to execute on their knowledge.

Suggested Focuses and Specializations

Science	History	Engineering	Professional
Astronomy	Ancient	Civil	Cartography
Biology	Local	Clockwork	Law
Chemistry	Social	Mechanical	Mercantile
Research	World	Military	Navigation

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.

Suggested Focuses and Specializations

Nature Lore	Journey	Camping	Hunt
Animals	Improvise	Fire Starting	Fish
Monsters	Geography	Shelter Building	Forage
Plants	Navigation	Water Finding	Track
Terrain	Weatherwise		Trap

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 wanting 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.

Suggested Focuses and Specializations

Deception	Larceny	Stealth	Security
Bluff	Pick Lock	Hide	Case Target
Disguise	Pick Pocket	Shadow	Traps
Forgery	Sleight of Hand	Sneak	

Tradesperson

A tradesperson is someone who works with their hands. From carpentry to farming, they are the folks who roll up their sleeves and keep the civilized world turning. They are not as knowledgeable as a scholar, but they learn a decent amount about the subjects of their chosen trade through first-hand experience.

Suggested Focuses and Specializations

Crafting	Smithing	Agriculture	Industry
Carpentry	Armorsmith	Brewing	Lumbering
Pottery	Blacksmith	Husbandry	Mining
Masonry	Weaponsmith	Farming	Textiles
Tailoring		Preserving	

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.

Suggested Focuses and Specializations

Melee	Ranged	Defense	Unarmed
Long Blades	Bows	Block	Brawling
Short Blades	Crossbows	Dodge	Grappling
Hafted	Thrown Weapons	Parry	
Polearms			
Clubs			

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 experts on 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.

Suggested Focuses and Specializations

Spellcasting	Enchanting	Alchemy	Arcana
Fire	Scrolls	Potions	Astrology
Earth	Rings	Transmutations	History
Air	Weapons	Identification	Monsters
Water	Wands	Reagents	Spells

Combat

It's time to start playtesting some combat! Before we begin, we want to remind you that this is still an alpha grade combat ruleset, meaning there are still quite a few gaps to fill in. Also, remember that these rules assume you have played some combat encounters in other TTRPGs in the past and understand roughly how TTRPG combat works.

About These Rules

The rules provided here are a **player facing** combat system. Player facing means the players make all the rolls during combat. So, when a character attacks, the player makes an action check for their character to see if they hit the target. When an NPC or monster attacks the characters, the player makes an action check for their character to defend against the attack. In a player facing system, the GM does not make any rolls for the monsters.

Designer Note: Why Player Facing?

The primary reason is that a lot of our backers have voiced their preference for player facing combat systems. We know player facing is not for everyone, and we will test other systems, including both sides making their own attack rolls and a system that uses opposed rolls. The system we ultimately choose for the Core Rules, however, remains to be seen. Any rules we do not use for the Core Rules will appear as Rules Modules. Unless they're terrible rules, of course. In that case we'll just toss them out.

Rounds and Turns

Cool Name RPG tracks time in combat using Rounds and Turns. Each **Round** of combat every participant in the combat gets one **Turn** to act. Combatants act in the order of their initiative scores, with the highest initiative score going first, the next highest second, and so forth.

Movement

For the purposes of this playtest document, all combat is played out in the theater of the mind. We will add movement and positioning rules in a future version of the playtest rules. If you come up with your own cool

movement rules during the playtest, be sure to share them with us!

Actions Per Round

For the purpose of this playtest, characters can take one major action and one minor action per Round. Minor actions include changing position, drawing a blade, moving a short distance, or throwing open a door. Major actions include casting a spell, attacking an enemy, or retrieving something from your backpack.

As a general rule, if it requires an action check, it's a major action.

Initiative

At the start of a combat encounter, each player makes a Coordination action check for their character. There is no DS for this action check. Warriors may always add their Warrior MO to their Action Score for the Initiative action check. Characters with other MOs only add their MO score if the GM agrees it is appropriate.

The total rolled is the character's initiative score. The initiative score for NPCs and monsters is already listed in their stats. No dice are rolled.

Changing Your Initiative

If the player wants to reroll their character's initiative, they may use the character's Turn to roll a new initiative score. The character may take no other actions on that Turn. Whatever the player rolls, even if it is worse than their original initiative, that becomes the character's initiative starting on the next Round.

Ready

On their character's Turn, a player may declare a Ready for their character. With a Ready, the character prepares to take a specific action if a specific event occurs. When the event occurs, the character may immediately take their previously declared action.

Taking a Ready does not change the character's initiative score. If the character does not use their Ready that Round, they may hold it over into the following Round, but whenever they take their action, it counts as their Turn for that Round.

Taking a Ready allows the character to go after the trigger event occurs but before any other actions take place. The character is effectively interrupting the declared event.

If the declared event never occurs, or if the character chooses not to use the specific action they declared the character would take, the character loses their action.

Ready Example

Jeff wants his character, Spyder, to cover the entrance to the cavern with his crossbow and shoot anyone that comes in. On Spyder's turn on Initiative 8, Jeff declares a Ready. The event is "an enemy enters the cavern" and his action is "shoot them with the crossbow."

On Initiative 7, Wargar comes running into the cavern. Naturally, Jeff does not want Spyder to shoot his teammate, so he continues to hold his Ready.

On Initiative 4, a Bandit comes creeping into the cavern. As soon as the Bandit shows his face, Spyder takes his readied action, interrupts the Bandit's action, and shoots!

But let's pretend the Bandit never showed up. At the end of the round, with no one to shoot, Jeff declares that Spyder will hold his Ready over to the next round. It's a good thing he did! On Initiative 10, a higher Initiative score than Spyder's, the Bandit King enters the cavern.

With an Initiative score higher than Spyder's, normally the Bandit King would be in the cavern and hacking the party to pieces before Spyder ever got to go. Since Spyder held his Ready over from the previous round, however, Spyder gets a shot off on the Bandit King before he even makes it all the way into the cave! Nice work, Spyder!

Delay

On their character's Turn, a player can declare a Delay for their character. With a Delay, the character may take their Turn later in the Round.

When the player wishes to end the character's Delay, they announce that the character is taking their Delayed Turn. At this point the character may take any action

the player likes, but the character acts *after* any other characters or monsters taking a Turn on that Initiative score.

Taking a Delay does not change the character's Initiative score. If the delay is held over until the next Round, they may take the Delayed Turn at any time in the new Round, but they still only get one Turn in the Round.

Delayed Turn Example

Thanks to the thick fog that blankets the battlefield, Wargar doesn't know where the enemy is, what sort of enemy he is fighting, or whether they're going to attack at all. When Wargar's Turn comes up on Initiative 6, Matt decides Wargar is going to Delay his action until he figures out what he is up against.

On Initiative 3, eight goblins come charging out of the fog. Matt announces that Wargar is taking his delayed Turn to attack the goblins. Wargar can't take his Turn until after the three goblins, but it's a better outcome than wasting a Turn on something less useful earlier in the Round.

But let's pretend the goblins didn't show up this Round. At the end of the Round Matt announces that Wargar is going to hold his delay his Turn into the next Round. This becomes Wargar's action for that Round, but he may take his Turn at any point in the new Round, even on an earlier Initiative score than his own.

Attacking the Enemy

To attack an enemy, the player makes a Coordination based action check for their character against a DS equal to the Defense score of the enemy. This is true for both ranged and melee attacks.

MOs and Attack Action Scores

No matter what MOs a player selects for their character, at the very least they know how to fight with fists, feet, daggers, bows, and clubs. Fantasy worlds are dangerous places, after all, and it is safe to assume everyone has learned a thing or two about self-defense.

If the character is using one of the weapons listed above, they may add any one of the character's MO

scores to their Action Score when making attack action checks to attack an enemy.

Characters with the Warrior MO may add their Warrior MO score to all their attack action checks, regardless of the weapon they are wielding.

With the GM’s permission, a character with a non-Warrior MO attacking who is wielding a weapon that appropriate for the MO may add their MO score to their Action Score for their attack action checks. For example, the GM may allow a thief to add their Thief MO score to their Action score if they are attacking with a hand crossbow. Hand crossbow is not specifically called out in the MO or in the information above, but it is a logical weapon for a thief to use.

Focuses and Specializations

Characters with the Warrior MO have several options for combat related focuses and specializations. Characters with the Warrior MO may add their focus and specialization scores to their Action Scores when it is appropriate.

The Cleric MO also has combat focuses and specializations, but these only come into play when the Cleric is defending against an attack. (See NPC and Monster Attacks below.)

Attack Difficulty Score

Every monster and NPC have a Defense score. This score serves as the DS for the action check when attacking that NPC or monster.

If the GM is creating opponents on the fly, they should decide how skilled at combat the opponent is and use the table shown here to determine the DS for the attack.

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. Reduce the NPC or Monster’s Vitality by the amount of the damage. If the enemy’s Vitality reaches zero, they are defeated.

NPC and Monster Attacks

When an NPC or monster attacks a character, the character makes a Coordination action check to defend against the incoming attack. If they succeed at the action check, they successfully defend against the attack. If the character fails the action check, they take damage.

MOs and Defense Action Checks

All the MOs include some amount of combat training. The player may add one of their character’s MO scores to their Action Score when preparing to make the action check to defend against the attack. Warriors receive an additional +1 modifier to their AS to reflect their intense combat training.

Focuses and Specializations

The scores for focuses and specializations specific to defense may be added to the Action Score when making a defense action check. The **Defense** focus applies under any circumstance, so the score is always added to the Action Score for the defense action check. Specializations, however, have specific requirements.

To add their **Block** specialization score to the Action Score for a defense action check, the character must have a readied shield.

To add their **Dodge** specialization score to the Action Score for a defense action check, the character must have at least five feet of open space on each side of their character. They need room to leap and roll to avoid the attack.

To add their **Parry** specialization score to the Action Score for a defense action check, the character must be armed with a weapon they are familiar with. This could be one of the weapons that every character is familiar with or a weapon appropriate to the character's MOs.

Defense Difficulty Score

Every monster and NPC have an Attack score. This score serves as the DS for the action check to defend against the attack.

If the GM is creating opponents on the fly, they should decide how skilled at combat the opponent is and use the table shown here to determine the DS for the attack.

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

Taking Damage

If the player rolls equal to or higher than the DS, they dodged the attack. If they fail the action check, the character reduces their Vitality by the amount they missed by.

Some NPC and monster weapons list a Damage score. If the character fails to defend against an attack from this weapon, add the Damage score to the amount the missed the action check by for the total damage.

Weapons

Most Weapons have an Attack score, a Defense score, and a Damage score.

The **Attack** score is added to the character's Action Score when preparing to make an attack action check.

The **Defense** score is added to the character's Action Score when making an action check to defend against an NPC or monster attack. Note that this score is not added if the character is adding a Dodge or Block specialization score, but it would be added if adding a Parry specialization score. In other words, if you are not actively using the weapon to defend yourself, it does not add to your Action Score.

The **Damage** score is added to the total Damage inflicted on a successful hit.

NPCs and monsters have these scores baked into their Attack, Defense, and Damage scores unless noted otherwise in their description.

Armor

Armor reduces damage after the action check is resolved. Reduce the damage done to the target's Vitality by the armor score.

Armor will usually have scores of from 1 to 3. A shield adds an additional 1 point to the Armor score.

Non-Lethal Damage

When a character engages an enemy it is assumed they are attempting to inflict lethal damage. In this case, when the enemy's Vitality reaches zero, they are killed.

If the player wants their character to knock the enemy out instead of killing them, they must declare they are inflicting non-lethal damage. When attempting to inflict non-lethal damage, the DS for the character's attack action checks are increased by +1.

Vitality, Wounds, and Healing

So what happens when the character takes damage? The following rules explain how to handle injuries in a Cool Name RPG adventure.

Note that these rules are for characters. Cool Name RPG does not usually track wounds or worry about healing for NPCs and Monsters, since typically they are removed from the game when defeated.

Vitality

When a character's Vitality reaches zero, they are prone and stunned. They remain prone and stunned until they regain at least one point of Vitality. While stunned the character cannot get to their

Vitality loss stops at zero. It is not possible to have a negative current Vitality score.

If a character takes damage while unconscious, they automatically suffer a wound. If the damage is less than

the character's Toughness score, the wound has a severity of one. Otherwise, the wound's severity is calculated normally (see Wounds below).

Recovering Vitality

There are a few ways to recover vitality.

Recovery Action

On their Turn, a character may take a Recovery action. When taking a Recovery action, the character makes a Toughness action check for their character with a DS equal to the total of the severity scores for untreated wounds. On a success, the character regains Vitality points equal to the amount they succeeded by, up to the character's maximum vitality.

First Aid

If a character is unconscious, another character may perform an Intellect action check to perform first aid. The Base DS for this check is zero, but wounds and other effects may modify the DS. On a success, the character regains Vitality equal to the amount they succeeded by, up to the character's maximum vitality. Modifiers may apply.

No special conditions or materials are necessary for this action check, but especially dangerous, stressful, or bad conditions might increase the DS.

Rest

An hour of uninterrupted rest restores a character back to their maximum vitality.

Wounds

Anytime the character takes damage equal to or greater than their Toughness score, they gain a wound. Each wound has a severity score. The severity is based on the number of times the wound exceeded your Toughness score.

Wound Example

Wargar has Toughness 3. During his battle with the orc chieftain, Wargar takes a massive 6 points of damage to his Vitality. Wargar not only takes the vitality damage, but adds a severity 2 wound, since the damage is twice his toughness. Wargar writes Wound (2) on his

character sheet. If Wargar's armor had reduced the damage to 5 points, he would only take a severity 1 wound.

Wound Effects

Untreated wounds increase the DS for all action checks by the wound's severity score. So if a character had an untreated Wound (2) and an untreated Wound (1), all of the DS's for the character's action checks are increased by +3.

Treating Wounds

A treated wound has no impact on the DS's for the character's action checks. To treat a wound, a character must perform first aid by making an Intellect action check. The Base DS for this action check is 3. The Base DS assumes the characters are in a safe location and have a well-stocked first aid or healing kit are requirements.

The wound the character is treating, along with any other untreated wounds, modify the DS as described under Wound Effects. A dangerous environment, lack of the right medical equipment, and other detrimental effects will modify the DS as well.

A character may treat their own wounds, but this adds +1 to the DS.

Treating Wounds Example

From the Wound Example above, the orc chieftain's blow has just sliced through Wargar's leg causing a Wound (2). Orill Redleaf, the party's cleric, sees this and on their Turn, they rush to Wargar's side and attempt to treat his wound.

The Base DS is 3. The GM adds 2 for the wound's severity. Fortunately, the orc chieftain turned his attention to the other party members, so there is no modifier for the orc being nearby, but a battlefield is not a great place to treat injuries, so the GM adds +1 for the dangerous environment. Fortunately, Orill has a healing pouch with the materials needed to treat the wound. The total DS to treat the wound is 6 (Base DS 3 + 2 for wound severity + 1 for the dangerous environment = DS 6).

Orill's Intellect is 3. The GM agrees that Orill's training as a Cleric applies, and allows Orill to add their Cleric MO 3 to the action score. In addition, Orill has Healing 1 as a focus. Their total Action Score is 7. (Intellect score 3 + 3 Cleric MO + 1 Healing Focus = AS 7).

Orill's player, Doug sees that the action dice for AS 7 are d6 + d8. He grabs the appropriate dice and rolls. If the result is 6 or greater, the wound is treated, and the character can ignore the negative effects. If the roll is lower than the DS 6, the attempt will fail, and Wargar will have +2 added to all his DS's until the wound is treated or healed.

Treated wounds only remain treated until the next morning. At that point the wound must be treated again or the character begins suffering the effects of the wound severity on their DS.

Healing Wounds

Healing wounds naturally is a slow process. The character must spend a full week resting in a safe, clean location, undertaking no more than light physical activity. At the end of each week, the character makes a Toughness action check with a DS equal to the total of the wound severities for all their wounds. On a success, the character reduces the severity of all their wounds by 1 point. Any wounds reduced to zero are considered fully healed and removed from the character's character sheet.

Modifiers to the Action Score might include a specialized facility, constant care by a trained healer, and the application of specially prepared healing salves.

Death and Dying

A character cannot die from Vitality loss, but each time the character takes a wound they must make a Toughness action check. The DS of the action check is the severity of all the character's current wounds, treated or untreated.

On a successful check, the character survives the wound and has no additional effects. On a failure, the character collapses to the ground and is dying.

Dying

A dying character is unconscious with their life slowly ebbing away. The character will continue dying for a number of Rounds equal to their Toughness score. On the Round after that, the character dies.

Stabilization

Another character can stabilize a dying character by making an Intellect action check against a DS equal to the total severity of all the character's wounds, treated or untreated.

On a success, the character being treated stops dying, but remains out cold for the remainder of the encounter. At the end of the encounter, they regain consciousness and may continue their adventure.

A failure does not make things any worse, but the character keeps dying.

Dying Example

Wargar is in trouble. On Round 5 he takes a third wound, this one with severity 2. This means he now has Wound (1), Wound (2), and another Wound (2). Wargar must immediately make a Toughness action check with a DS of 5 (2 severity Wound + 2 severity Wound + 1 severity Wound). His Toughness is 3 so his Action Score is 3. There are no modifiers. The Action Dice for AS 3 is a d8. Wargar rolls a d8 and gets a 4. He failed.

Wargar collapses to the ground and is dying. Since his Toughness score is 3, Wargar will continue dying for the next 3 rounds. So on Rounds 6, 7, and 8 Wargar is dying. When Wargar's Turn comes around on Round 9, however, he will die—unless one of his companions stabilizes him before this happens!