



<COOL NAME GOES HERE>
A COMMUNITY OWNED RPG SYSTEM

CNGH PLAYTEST v0.03

Release Date: November 7, 2023

Cool Name Goes Here

Playtest Core Rules v0.03

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

Release Version

This is Version 0.03 of the Playtest Core Rules, released on November 8th, 2023.

Change Log

These are the changes from v0.02.

- **Change:** At zero Vitality the character is Incapacitated rather than unconscious.
- **Addition:** Large version of the Action Table for easy printing.

These are the changes from v0.021:

- **Change:** GM rolls for NPCs in combat.
- **Change:** Weapons have a Parry score, not a defense score.
- **Addition:** List of armors with scores.
- **Clarification:** Non-lethal damage rules clarified.
- **Addition:** List of weapons with scores.
- **Addition:** 12 sample monsters and NPCs.
- **Addition:** Character sheet.
- **Addition:** Forgotten Gate playtest rooms.
- **Addition:** Skill and Player Facing Combat rule modules.
- **Change:** During playtest character creation you may choose one 4 and an additional 3 attribute.
- **Clarification:** Each wound adds +1 DS to action checks regardless of severity.

- **Change:** Warriors no longer receive an extra +1 to attack or defend.
- **Addition:** Added simple 5E conversion tools.

Playtest Material

This is an **alpha** playtest. **Alpha** means these are *early* draft rules. They offer the bare minimum necessary to start rolling dice and testing the system and rules. 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 play in or run 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 primary purpose of this playtest document is to test the **Core Rules**, but we may also provide some Rule Modules for you to try.

What is a Playtest?

For now, we'll skip the traditional *What is a Roleplaying Game?* section, and 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

Every now and then, we will post a survey asking for your feedback. These surveys will include both specific questions, as well as opportunities to share your thoughts and ideas. 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 your experiences, 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. This doesn't just make us feel better—it ensures we don't accidentally remove something you really enjoyed!

I'd like to repeat the most 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 server and ask.

Cool Name Terminology

The following are some important terms you will need to know when you play Cool Name RPG. Each of these terms are explained in greater detail elsewhere in the rules.

Action Check

Whenever you roll dice or compare scores to determine if an action succeeds or fails, we call this an **action check**. The words "action check" are often prefaced by the name of the attribute you should use when making the action check (for instance, "Make a Strength action check.").

Scores

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 as needed (like 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 includes one of your character's attribute scores, plus scores for skills, special equipment, and any conditions that make the 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 the Action Dice column. (Example: *The Action Dice for Action Score 6 are 2d6.*)

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 everything working against your character during an action check. The Difficulty Score will change depending on the action check you are trying to perform and the forces impeding the character. The Difficulty Score includes the task's base difficulty, plus the scores for things like adverse conditions, the character's wounds, and poor equipment.

Base Difficulty Score

The **Base Difficulty Score (BDS)** reflects the base complexity or difficulty of an action check when attempted under normal conditions.

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 adventurer. Examples of MOs include Warrior, Wizard, and Thief.

Character

When we talk about a **character** in the rules, we are referring to one or more of the heroes controlled by the players.

NPC

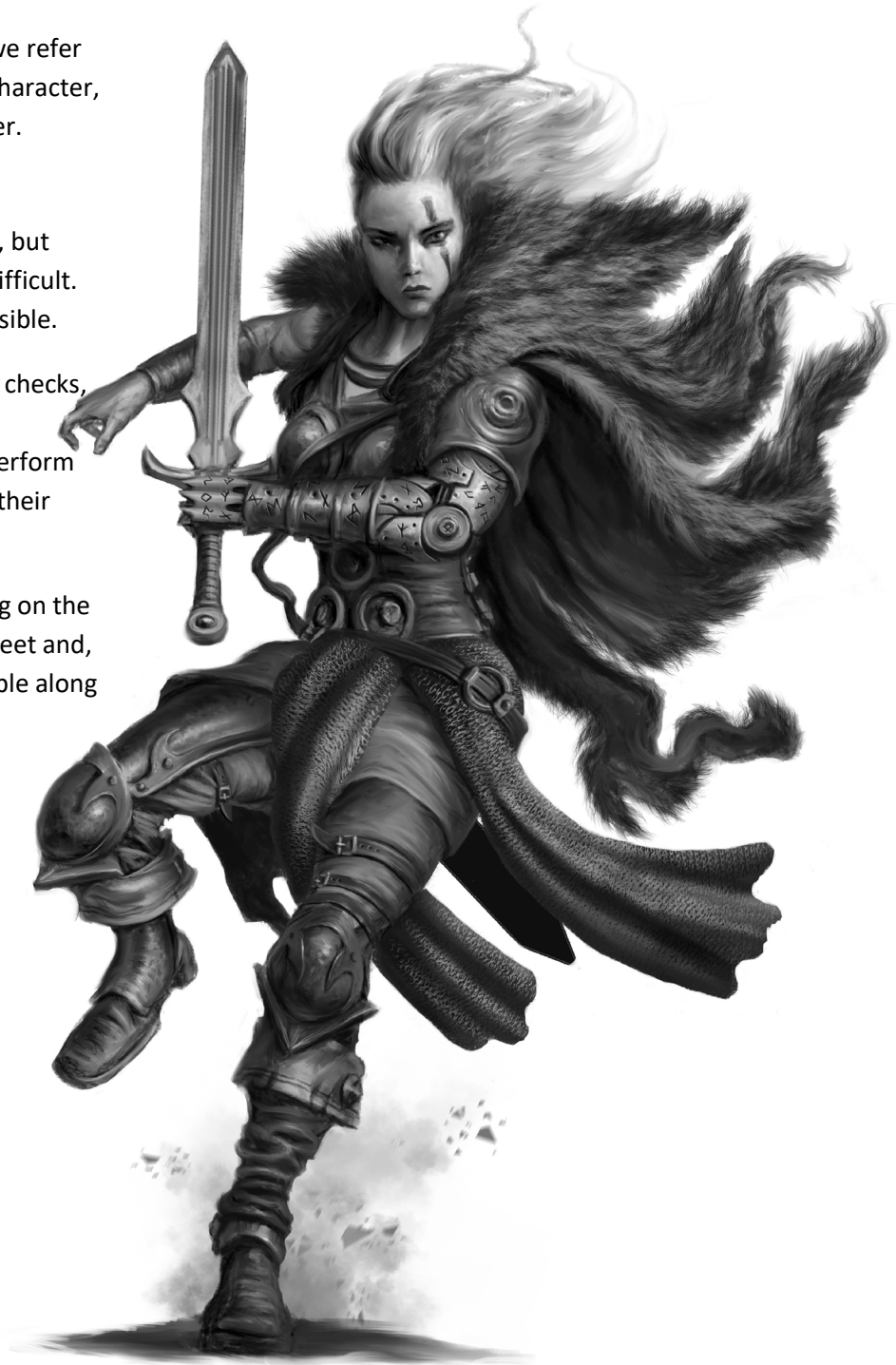
NPC stands for “non-player character.” When we refer to NPCs in the rules, we are talking about any character, monster, or being controlled by the gamemaster.

Incapacitated

An Incapacitated character is awake and aware, but they are “seeing stars” and communication is difficult. Sentences of more than a few words are impossible.

An incapacitated character cannot make action checks, and they cannot defend themselves. With the gamemaster's permission, the character may perform very simple actions like digging a potion out of their pack or fumbling a door open.

Movement is limited to a slow crawl. Depending on the situation, they maybe be able to lurch to their feet and, again with the gamemaster's permission, stumble along a few feet at a time.



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 player adds up the scores for everything working in their character's favor. This is the Action Score (AS).
- 3. Roll the Dice:** The player locates their Action Score on the Action Table, determines their Action Dice, and rolls.
- 4. Determine Results:** If the total of the dice rolled is equal to or greater than the Difficulty Score, the check succeeds. Otherwise, the check fails.

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

Core Mechanic Example

Steve's character, 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 increases the Difficulty Score by 1 for each of these negative effects. The total Difficulty Score is 6 (4 Base Difficulty + 1 for darkness + 1 for rain).

Wargar has Strength 3 and Athlete MO 2. Steve also notes Wargar grew up in the mountains, and suggests this background should benefit Wargar. The GM agrees, so Wargar has an Action Score of 6 (3 Strength + 2 Athlete MO + 1 familiarity with mountain cliff climbing).

Steve checks the Action Table and sees the Action Dice for AS 6 is 2d6. He grabs 2d6 and rolls. If the total rolled

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 uses **open ended** dice rolls. In some games this mechanic is referred to as **exploding dice**. Open ended means when you roll the highest number 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, you get to add another die of that type. This continues until you roll lower than the highest number.

Open Ended Roll Example

Wargar's player, Steve, 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, Steve rolled a 6 on the d6, the highest number possible on that die, so the roll **open ends**. He grabs another d6 and rolls it, getting a 3. Adding this to his total he gets 10 (6 + 1 + 3) and Wargar lands safely on the far side of the crevasse.

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 action 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 do not 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 in game terms:

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 Base Difficulty Score for an action check, ask yourself, “How much training does

someone need to have a decent chance of success under normal conditions?”

Once you decide, 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 the character does not have access to these or is working under sub-optimal conditions (like in the middle of combat), the Base DS remains the same, but the GM adds 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 and add +1 for each element of the situation.

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 a Base DS of 3. The characters have the right tools, but these are 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 making everything slippery; 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 that the characters pushed the wagon behind a rock outcropping, away from the wind. The GM agrees, and drops the wind modifier, 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 at +1, to 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. How do you differentiate between, say, dim light and darkness? Or represent the difference between a slight chill and frigid cold? Is the goal of sticking with +1 even 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 two 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 the rules for ranged weapon attacks, which explains these action checks 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, the GM may decide characters with the Thief or Athlete MOs could add their MO score to the Action Score. Characters with the Wizard or Warrior MO, however, probably did not learn this sort of thing during their training, so they would not be allowed to add their MO score.

Focuses and Specializations

Characters might have additional training that improves their chances when attempting certain action checks. For instance, a character with the Warrior MO might also have a Focus in Melee and a Specialization in Long Blades. The player may add the character's MO, Specialization, AND Focus scores to their Action Score for attack action checks using long bladed weapons.

Other Scores

These rules describe many ways to improve a character's Action Score for specific types of action checks. Examples include beneficial spells that boost a character's chance to resist poison or disease, weapons that improve the Action Score for attacks, or talents that improve the chance of success when performing specific actions.

Modifiers

In addition to the adding the scores described above, every special benefit, condition, or circumstance that improves the character's chance of success increases 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 like 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 to 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 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 find 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. Skills based on the attribute are learned, but the attribute itself 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: 2,2,2,2,3,3,3,3,4. 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 3 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 3

Mental Attributes

Creativity 3

Intellect 3

Willpower 2

Instinctive Attributes

Awareness 4

Empathy 2

Presence 3

Secondary Attributes

Characters have several secondary attributes that come into play during the game, especially during combat.

Defenses

Characters have three defense scores: **dodge**, **parry**, and **block**. These numbers represent the Difficulty Score when an NPC attacks the character. The rules for defending against attacks are described in detail in the Combat section.

The base score for each of the character's Defenses is their **Coordination** score. In addition, the following are added to the character's Defense scores:

- Warriors may add their **MO score** to all their defense scores.

- Clerics may add their **MO score** to their Dodge and their Block defense scores.
- All characters may add their **MO score** to their Dodge defense score.
- Characters may add the scores for **Focuses** and **Specializations** related to defense.
- Some **weapons** give a bonus to Parry.
- Some **shields** give a bonus to Block.

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 withstand 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 incapacitated.

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

Strength score + Toughness score + Coordination score
= Maximum Vitality score

Designer Note: Physical Vitality

Vitality is not the same as hit points. Vitality damage is temporary, easily healed, and the score has no direct game effect until the character reaches zero Vitality.

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 Difficulty Score for all action checks. (See Vitality, Wounds, and Healing in the Combat section for more information.)

Designer Note: Mental and Instinctive Vitality

Although we are not playtesting them at this time, 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, handling psionic damage, or as a way to track sanity and fear in a horror game. The rules for these are exactly the same as the rules for their Physical counterparts, except for the attributes used to calculate them.

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. These rules do not exist today.



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 (MOs)**. 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 have a score. The more experienced and skilled a character is, the higher their score. For 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 one 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 action is only tangentially related to your MO. 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 while your character generally understands what to do, there are some aspects of this action check where your character lacks the necessary training. Focus and Specialization scores may not be added to the action score if a character only has familiarity for an action check.

Familiarity Example

Steve's character 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 Steve 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 is not 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 is 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

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

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

Steve checks the Action table and sees the Action Dice for AS 6 are 2d6, so he grabs the dice and rolls.

Choosing Focuses

The description of each MO lists suggested focuses for that MO. If you and the GM think of an equally logical focus of your own, however, it is fine to add a focus not included on the list.

Starting Focuses

For 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 let's say your character has the Warrior MO with a focus in Melee, but what if you want the character to be a swordmaster? In other words, the character can use most melee weapons, but they are at their best when wielding a long blade. In that case, you might want to add a **specialization** to your character's melee focus.

Where a focus is a refinement of the MO, a specialization is a refinement of the focus. It represents intense study in one aspect of a 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 score for the Specialization, the related Focus, **and** the related MO to their Action Score for that action check.

Choosing Specializations

The description of each MO includes a list of suggested the specializations a character can select for each suggested focus. If you and the GM think of an equally logical specialization of your own, however, it is fine 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 be easier to acquire and improve 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.

MOs and Equipment

This release of the playtest rules does not include equipment lists. Our primary focus is still on the flow of the game and overall gameplay. The GM should allow characters to have any reasonable piece of equipment that fits their MOs. If a situation arises where the GM is uncertain, perform an Intellect action check to see if the character has the desired equipment in their pack. The GM should allow the character to add their MO score to the Action Score for the check. If the action check succeeds, the character has that piece of gear. If it fails, the character did not 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

Creating New MOs

In the next section, we provide 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 Thief 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.>"

List of MOs

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

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.

Clerics may add their MO score to their Dodge and Block Defense scores.

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.

Warriors may add their MO score to all their Defense scores and their Initiative score.

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 through combat encounters in other TTRPGs and understand roughly how TTRPG combat works.

Designer Note: What Happened to Player Facing Rolls?

We initially playtested with player facing combat rolls. This involved the player rolling to defend against enemy attacks rather than the more traditional approach of having the GM roll for the enemy attacks. We ran into a few problems. First, it proved very easy to avoid getting hit by the monsters. Second, player facing led to some confusion on the parts of players, simply because this is not what most people are used to. Third, there was a sense of "I'm just rolling and rolling and the attack roll feels the same as the defense roll."

These things are not true for everyone, but we heard it enough that we felt like we should playtest a more traditional approach to see how it feels. Once we decide which approach to take in the Core Rules, we will build out the other method as a Rules Module.

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 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 add their Warrior MO score 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 a 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 lower than their original initiative, 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 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. After taking (or dropping) their readied action, in future rounds the character acts on their previously rolled initiative score.

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 specified action, the character loses their action for that round.

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 and we reached the end of the round. Jeff could abandon the Ready and take a normal action on Spyder's next turn and normal Initiative.

Instead, 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 of the next round, 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!

The only downside in this choice is that this counts as Spyder's action for the current round. Spyder may act again on his normal Initiative next round.

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, Wargar's player, Steve, 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. Steve 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 Steve announces that Wargar is going to hold his Delay his turn into the next round. He effectively loses his turn for the previous round, but now Wargar may take his turn at any point in the new round, even on an earlier Initiative score than the score he rolled for this combat.

Character Attacks

To attack an enemy, the player makes a Coordination action check for their character against a base Difficulty Score equal to the enemy's Defense score. This is true for both ranged and melee attacks.

MOs and Attack Action Scores

Every character knows how to fight with fists, feet, daggers, and clubs. If the character is using one of these weapons, the player may add any one of the character's MO scores to their attack Action Score.

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

With the GM's permission, a character with a non-Warrior MO who is wielding a weapon appropriate to their MO may add their MO score to their attack Action Score. For example, the GM might allow a character to add their Thief MO score to their Action Score if the thief is attacking with a hand crossbow. Hand crossbow is not specifically called out in the MO description 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 when it comes to weapon and combat related focuses and specializations. They may add an appropriate focus and specialization score to their combat Action Scores.

The Cleric MO has combat focuses and specializations, but these are only for defense. (See NPC Attacks below.)

Attack Difficulty Score

Every NPC has a Defense score. When the character attacks an NPC, their Defense score is the Base Difficulty Score for the character's attack action check.

Feedback Needed: Defense Scores

Rather than giving NPCs Dodge, Parry, and Block scores, we gave them a single Defense score. We think that the type of defense a monster is using probably won't add much to the game, and a single Defense score will keep the combat moving. Tell us what you think!

Quick Monster Defense Scores

If the GM is creating opponents on the fly, they should decide how skilled at combat the opponent is and use the table here to determine the base DS for the character's 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 base damage inflicted is equal to the difference between the number rolled and the Difficulty Score.

Modify the base damage as follows:

- Add the character's Strength score to the damage for melee attacks.
- If the weapon has a Damage score, add this score to the damage.
- If the monster has an Armor score, reduce the damage by the monster's Armor score.

Once you determine the total damage, reduce the monster's Vitality by that amount. If the monster's Vitality reaches zero, they are defeated.

Non-Lethal Damage

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

If the player wants their character to knock the enemy out instead of killing them, they must declare they are causing non-lethal damage. When attempting to inflict non-lethal damage using a lethal weapon, the Difficulty

Score for the character’s attack action checks are increased by +1.

Damage from an unarmed attack (fists and feet) is, by default, non-lethal. It does not invoke the negative penalty.

Wounds caused by a non-lethal attack still have the same effects, and a character can still die due to a wound caused by non-lethal damage.

NPC Attacks

NPCs are any monster, creature, or character controlled by the GM. NPCs attack using the same rules as players. The GM adds up everything that benefits the monster to determine the monster’s Action Score, adds up everything working against the monster to determine the Difficulty Score, and then rolls the appropriate dice to see if the monster hits its target.

Monster Attack Action Score

Each monster entry lists an Attack score for the monster. The entry might look like this:

Goblin

Attack	Damage	Defend	Armor	Vitality
4 (d10)	0	5	1	9

In the example above, the goblin’s Action Score for its attacks is a 4. Any conditions that make it easier for the monster to hit the character—for example, if the character is suffering from wounds—increase the monster’s Action Score.

Quick Monster Attack Scores

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

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

Base Difficulty Score for Monster Attacks

When a monster attacks a character, the player declares which of their character’s Defense scores (Dodge, Block, or Parry) they will use to defend. The character’s Defense score for that defense becomes the base Difficulty Score for the monster. Any conditions that hinder the monster’s attack raises the Difficulty Score. See the Secondary Attributes section for details on calculating the character’s Defense scores.

Defense Requirements

Each type of Defense has requirements. If these requirements are met, the character may choose that defense.

- To perform a **Dodge**, the character must have at least five feet of open space on at least two sides of their character.
- To perform a **Block**, the character must have a readied shield.
- To perform a **Parry**, the character must be armed with a dagger, club, or other melee weapon appropriate for one of the character’s MOs.

The GM has the final call on what defense a character may use against an attack. For instance, if the character is trying to defend against a charging elephant, the GM might limit the character’s defense options to a Dodge. Parrying an elephant’s dodge with a dagger or trying to block it with a small shield, is unlikely to help.

Damage

If the monster hits, the base damage inflicted is equal to the difference between the number rolled and the Difficulty Score. Modify the base damage as follows:

- If the monster has a Damage score, add this score to the damage.
- If the character is wearing armor, reduce the damage by the character’s Armor score.

Once you determine the total damage, reduce the character’s Vitality by that amount.

Weapons

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

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

The **Parry** score is added to the character's parry Defense score.

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

NPC Attack and Defense scores already include bonuses from weapons unless otherwise stated in the monster's description.

Weapon	Attack	Parry	Dmg	Notes
Dagger	-	-	-	Causes lethal damage
Shortsword	-	+1	+1	
Longsword	+1 AS	+1	+1	
Club	-	+1	+1	No modifier to DS to cause non-lethal damage
Broadsword	+1 DS	-	+3	
Flail	+1 AS	-	+1	

Shield, Medium	+1	-	Allows use of the Block defense and adds to armor score.
Buckler	+0	-	Allows use of the Block defense but does not add to armor score.

Armor

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

Type	Armor	Block	Examples
Light Armor	1	-	Padded, leather, hide
Medium Armor	2	-	Studded, chain shirt
Heavy Armor	3	-	Plate, full chain, scale
Shield, Large	+1	+1	Allows use of the Block defense and adds to armor score.

Vitality, Wounds, and Healing

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 track wounds or worry about healing for NPCs, since these enemies are usually removed from the game when defeated.

Vitality

When a character's Vitality reaches zero, they are incapacitated. Vitality loss stops at zero. It is not possible to have a negative Vitality score.

If a character takes damage while incapacitated or 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).

Incapacitated

An **incapacitated** character is awake and aware, but they are "seeing stars" and communication is difficult. Sentences of more than a few words are impossible.

An incapacitated character cannot make action checks, and if attacked, they can only Dodge. With the GM's permission, the character may perform very simple actions like digging a potion out of their pack or fumbling a door open.

Movement is limited to a slow crawl. Depending on the situation, the GM may allow the character to lurch to their feet and stumble along a few steps at a time.

Recovering Vitality

There are a few ways to recover vitality.

Recovery

On their turn, a character may take a Recovery. When taking a Recovery, the character makes a Toughness action check for their character with a Difficulty Score 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. A character's Vitality may not exceed their maximum Vitality score from a Recovery.

First Aid

A character may make an Intellect action check to perform **first aid** on another character. The Base Difficulty Score for this check is zero, but wounds and other effects may modify it. On a success, the wounded character regains Vitality equal to the amount they succeeded by, up to the character's maximum vitality.

A first aid action check assumes the character administering care has some form of healer's kit. Makeshift supplies may be fashioned from rags or other materials, but these sub-standard supplies will increase the Difficulty Score. Especially dangerous, stressful, or bad environmental conditions may also increase the Difficulty Score.

Rest

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

Wounds

When a 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. Wargar not only takes the 6 points of Vitality damage, but he gains a severity 2 wound, since the damage was twice his Toughness score. Wargar writes Wound (2) on his character sheet. If Wargar's armor had reduced the damage to 5 points, he would have only taken a severity 1 wound.

Wound Effects

Each untreated wound increases the Difficulty Score for all action checks by +1, regardless of severity.

Wounds also make it easier for monsters to hit the character. Each untreated wound increases the Action Score for monster attacks by +1.

Treating Wounds

A treated wound has no impact on the Difficulty Score for the character's action checks and does not increase the Action Scores of enemy attacks.

To treat a wound, the character makes an Intellect action check. The Base Difficulty Score for this action check is 3. This Base Difficulty Score assumes the characters are in a safe location and have a well-stocked first aid or healing kit. Unsafe conditions or makeshift medical supplies will increase the Difficulty Score. A dangerous environment, lack of the right medical equipment, and other detrimental effects will modify the Difficulty Score as well.

The Difficulty Score is increased by the severity score of the wound being treated. If the character is treating their own wounds, this adds +1 to the Difficulty Score. They also add an additional +1 for each of their currently untreated wounds, as per the normal wound rules.

Treating Wounds Example

In the previous wound example, the orc chieftain's blow 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 Difficulty Score 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 another +1 for the dangerous environment. Orill has a healing pouch with the materials needed to treat the wound, so no modifier there. The total Difficulty Score 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 Cleric MO would give them an advantage, and allows Orill to add

their Cleric MO 3 to the Action Score. In addition, Orill has Healing 1 as a Cleric Focus. Their total Action Score is 7. (Intellect score 3 + Cleric MO 3 + Healing Focus 1 = AS 7).

Orill's player, Doug, sees that the action dice for Action Score 7 are d6 + d8. He grabs the dice and rolls. If the result is 6 or greater, the wound is treated, and the character can ignore the negative effects going forward. If the roll is lower than the Difficulty Score 6, the attempt fails, and Wargar will still have +1 added to all his Difficulty Score'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 suffers the wound modifiers to their Difficulty Scores.

Healing Wounds

Healing wounds naturally is a slow process. The character must spend a full week resting in a safe, clean location, and partaking in nothing more than light physical activity. At the end of each week, the character makes a Toughness action check with a Difficulty Score equal to the total of the severities for all their wounds, treated or untreated. 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, or 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 Difficulty Score for the action check is the total severity of all the character's current wounds, treated or untreated. There are no other modifiers to the Difficulty Score for this check.

On a successful action check, the character survives the wound and has no additional ill 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 next round, at the end of their turn, the character dies.

Stabilization

Another character can stabilize a dying character by making an Intellect action check against a Difficulty Score 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 current encounter. At the end of the encounter, they regain consciousness and may continue their adventure.

A failed stabilization action check does not make things any worse, but the character is still dying.

Dying Example

Wargar is in trouble. He already had two wounds, and on round 5 he takes a third wound, this one with severity 2. He now has Wound (1), Wound (2), and another Wound (2). Wargar must immediately make a Toughness action check with a Difficulty Score 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. At the end of Wargar's turn on Round 9, however, he will die—unless one of his companions stabilizes him before this happens!

Monsters and NPCs

The following are stats for monsters and NPCs you can try out during your playtesting.

Bandit

Attack	Damage	Defend	Armor	Vitality
7	+4	5	1	11

Bandit Captain

Attack	Damage	Defend	Armor	Vitality
5 (d12)	+4/+3	7	1	33

Multiple Attacks: The Bandit Captain attacks once with his sword (+4 damage) and once with his dagger (+3 damage).

Basilisk

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+5	7	1	26

Petrify: All creatures that start their turn within 30 feet of a living basilisk and can meet the basilisk's gaze, must make a DS 6 Toughness action check. If the target fails it is turned to stone. At the beginning of its next turn, the target must make another DS 6 Toughness check. On a success it turns back to its normal form. On a failure, the effect is permanent.

Goblin

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+3	7	1	4

Quick Escape: Goblins may attempt to hide during combat as a minor action. Noticing where the goblin goes is a DS 8 Awareness action check.

Gnoll

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+4	7	1	11

Rampage: If the gnoll reduces an enemy to 0 vitality, it may make a free move to another target and make a free bite attack: 4(d10), +2 dmg.

Kobold

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+2	6	1	3

Pack Attack: If at least one of the kobold's companions is within 5 feet of it, the kobold gets +1 AS on its attack.

Sensitive to Sunlight: Kobolds add +1 to all DS requiring site in bright sunlight.

Mimic

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+4	6	1	29

Shapechange: The mimic may use a major action to transform into an object or to its true form. It reverts to its true form when it dies.

Adhesive: While in object form, anything that touches the mimic adheres to it. While stuck to the mimic the character suffers +1 DS on all action checks, and foes get +1 AS on their attacks against the character (including the mimic). Pulling free requires a DS 6 Strength action check.

Pseudopod: Instead of biting its target, the mimic may try to slap it with a pseudopod (often a nasty looking tongue). Use the mimic's normal attack and damage scores. In addition, on a successful hit, the target suffers from the adhesive effect described above. As long as the target is stuck to the pseudopod, the mimic may not use the pseudopod on attacks.

Orc

Attack	Damage	Defend	Armor	Vitality
6 (2d6)	+5	6	2	8

Aggressive Attack: The orc may close with an enemy as part of the attack action rather than using a minor action to move.

Rust Monster

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+3	7	1	14

Antennae: As an attack action check, the rust monster may try to touch a piece of the foe's armor, weapons, or gear that is made from metal. Rather than making an attack roll, the target makes a Dodge action check with DS 6. If the Dodge fails, whatever is touched adds +1 DS

to action checks using that item. If the DS modifier ever matches the Damage score of a weapon or the Armor score of a piece of armor or a shield, the item rusts away. A Block or Parry action check may be used instead of dodge, but if the weapon is metal it automatically suffers the effect described above.

Rust Metal: Any successful attacks against the rust monster with a metal weapon rusts the weapon and adds +1 DS to all action checks using that weapon. Repeated hits leads to cumulative damage adding +1 DS each time. If the weapon reaches +3 DS, it is destroyed.

Skeleton

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+3	6 (7)	1	7

Piercing Defense: The skeleton's Defend score is increased by +1 when the attacker is using a piercing weapon.

Wolf

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+4	6	0	6

Knock Prone: If the target is a creature, it must succeed on a DS 6 Strength action check or be knocked prone.

Zombie

Attack	Damage	Defend	Armor	Vitality
4 (d10)	+2	4 (6)	0 (1)	11

Hard to Kill: Only attacks targeting the zombie's head (Defend 6, Armor 1) can kill it. Any other attacks (Defend 4, Armor 0) that reduce the zombie's vitality to zero instead reduce the zombie's vitality to 1.

5E Conversion Tools

The following are simple tools for converting 5E content over to CNGH. Conversion is more of an art than a science, BUT these will give you statistically similar results in CNGH as found in 5E.

DC to DS

	5E DC	CNGH DS
Very Easy	5	2
	6	2
	7	3
	8	4
Easy	9	5
	10	5
	11	6
	12	6
Medium	13	6
	14	7
	15	7
	16	8
Hard	17	8
	18	9
	19	10
	20	11
Very Hard	21	12
	22	13
	23	14
	24	15
Nearly Impossible	25	18
	26	19
	27	20
	28	21
	29	22
	30	23

Monster AC to Defense

5E Monster AC	CNGH Monster Defense
11	6
12	6
13	6
14	7
15	7
16	8
17	8
18	9
19	10
20	11

Armor

If a monster is listed as having natural armor, give it an armor score of 1 or 2, depending on what seems appropriate for the creature. For monsters that wear armor, give them an armor score appropriate to the armor they are wearing.

Monster Attack Bonus

The average 5E character has AC 15. This conversion provides an Attack score for CNGH monsters that creates a statistically similar chance for that monster to hit a Dodge 6 CNGH character as that same monster might have to hit an AC 15 character.

5E Monster Attack	CNGH Monster Attack
+0 to +2	3
+3 to +5	4
+6 to +7	5
+8 to +9	6
+10 to +11	7
+12 to +13	8

Hit Points to Vitality

Halve the monster's HP (round up) to determine their maximum Vitality.

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