KOOKS 2d10 RPG

ADDENDUM

09 DECEMBER 2024

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Addendum

This material is either new items that have been added to the rules, or corrections for the last issued update of 23 SEPT 2024. These items will be included in the next major update.

Please feel free to comment with thoughts and suggestions on how to further improve the rules.

Until then here they are:

Chase or Hot Pursuit

A Chase is an abstract activity. If the Characters find themselves chasing an NPC (or vice versa) the Chase takes place in the abstract. Although the Chase may take place in a forest, a plain, a city, etc. it is really a relative activity. The Character being chased is attempting to get away from the chaser(s), and the chasers are trying to get nearer to their target. The players will not worry about where they are on the map, but only where they are relative to the target of the Chase.

Each participant in a Chase can attempt to use the turn to Increase Speed to pull away or get nearer to the target. This will be done by each Character doing a standard Skill Check as described above. As with all Skill Checks there is no one correct combination of Skill and Ability. However, a chase on foot does involve a contest of speed, strength, and stamina, so the Skill Check should reflect that. For those Characters attempting to Increase Speed there will be no

need to compare initiative. The GM will compare the results and adjust the position of the Characters according to their outcome. Winners move forward and losers fall back 5 feet (or some other distance depending upon the nature of the chase – horses, chariots, ships, etc.).

Other alternatives include:

1. a Character can choose to continue running and perform a Ranged Attack with disadvantage and will fall back 1 space, or

2. the Character can pause and do a Ranged Attack normally (without disadvantage) and will fall back 2 spaces.

All Characters doing this will follow initiative order.

A Chase must involve everyone having relatively the same capabilities. A Character on a horse will clearly win out over those on foot, and thus there would be no Chase. However, if all the Characters were on similar horses we have a Chase.

Example: Abel is being chased by Billy and Charlie. Abel gets a head start of 10 feet or 2 spaces.

A			B & C

Each chooses to do Increase Speed with each doing a Skill Check, and the results in order is B, A, and C. B advances 1 space against C and C falls back 1 space. B advances against A, and A falls back 1 space.

A	B		C

The next turn A continues running but shoots at B. Then B and C do Skill Checks with results in C and B. C advances 1 space to B, and A falls back 1 space with B.

A & B	C

B has caught up with A and can attack A with a Melee Attack. The Chase is now over.

Vehicles and Mounts

In this game vehicles will mostly be boats and ships of varying size speed and strength, and wagons pulled by beasts of burden or horses (or perhaps other propulsion systems based upon magic?). Mounts will normally be a horses and ponies, but again, can be other creatures and magical constructs.

Vehicle and Mount Stats

Vehicles and Mounts can have their own stats.

Maneuver Modifier: Measures the maneuverability of a vehicle such as turning, etc.

Speed Modifier: Some vehicles and mounts can move at different speeds, and thus will have different Speed Modifiers based upon the actual speed traveling, but most will have a fixed speed when not stopped:

Slow (boats, sailing ships, wagons, etc.)	0
Medium (large monsters and other magical constructs)	1
Fast (horses at the gallop, etc.)	2
All-Out (large flying creatures, etc.)	4

The **Speed MOD** will act as a **negative modifier** for ranged weapons attack from the vehicle or mount and against

other moving vehicles and mounts – if shooting from a vehicle or mount at another vehicle or mount both negative modifiers are applied .

Vehicle Defense Modifier (VDM): Like a Character a Vehicle DM reflects the difficulty in actually hitting the vehicle – this may involve the same issues; size, speed, and armor.

Vehicle Hardness: The ability of a vehicle to inflict damage. In some rare instances the Hardness may also result in damage reduction. For most vehicles and mounts in this game this can be ignored.

Vehicle Hit Points (VHP): The amount of damage that a vehicle can take before becoming inoperable.

Other: Each vehicle will vary with others according to their size, cargo capacity, number of passengers, etc. GM discretion is advised.

Price: This will be entirely GM discretion.

Examples

River Boat – Maneuver: 0, Speed Mod: 0, Vehicle DM: 12, HP: 30

Sailing Ship – Maneuver: -1, Speed Mod: 0, Vehicle DM: 34, HP: 150

Wagon – Maneuver: 0, Speed Mod: 0, Vehicle DM: 12, HP: 20 – 30

Chariot – Maneuver: 1, Speed Mod: 1 – 2, Vehicle DM: 12, HP: 15

Damage

As a vehicle or mount takes damage, depending upon its nature, it may loose function. Such as a sailing ship that loses it sails will lose speed or stop entirely. Or even worse when the hull is pierced and the ship begins to fill with water until it eventually sinks. Some ideas are all that can be offered:

In the case of a sailing ship, with each successful attack against it roll a 1d10 to determine the nature of the damage:

- 1 –3 the sails and rigging are damaged,
- 4 – 6 the decks and rails are damaged, or
- 7 – 10 the hull is damaged.

The seriousness of the damage will determine the loss of function.

Repair/Healing of Damage

Vehicles like boats, ships, and wagons can be repaired by the crew if they have the skill and materials to do so. One way, but by no means not the only way, is to break up the time needed to repair into convenient measures (hours, 4 or 8 hour shifts, days, etc.) and then roll a 1d10 to determine what percentage of the damage is repaired during the period. The vehicle should be capable of functioning again after 80% of the damage is repaired, but GM discretion is advised.

In regards to living, organic or perhaps magical creatures serving as vehicles or mounts, they will need to heal in much the same way as a Character. A long rest will recover most if not all HP, and more serious damage can be recovered over time using the above rules regarding Healing and Recovery as 'inspiration' depending upon the nature of the creatures. Again, GM discretion is advised.