



KOOKS 2d10 RPG

ADDENDUM

25 AUG 2025

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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:

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Replace the block quote found immediately under Introduction, page 1

Introduction

KOOKS (pronounced as K-UW-K-S phonetically) stands for the 'Keepers of Odd Knowledge Society', an ancient and revered secret society... so secret that no one has ever heard of it until now. It also can be defined as the plural of 'kook' which means: 'one whose ideas or actions are eccentric, fantastic, or insane' (Merriam-Webster Dictionary). Welcome.

Replace 'Fighters...' under Class, page 10

Fighter Class

Fighters can wear any kind of armor and use shields. They get a +3 bonus to Physical and add +1 to all Attack Rolls and damage rolls. This increases by +1 at 5th Level and every five Levels on. Also, at 5th Level and every five Levels on the Fighter gains a Cascade Attack Bonus (see Combat for more information).

To be inserted at the end of 'Combat' page 21

Cascade Attack Bonus for Fighters

Cascade Attack Bonus for Fighters – At 5th Level, if the first melee attack was successful, the Fighter gains the ability to launch a 2nd melee attack against the target of his attack or against any adjacent enemy. At every additional five levels the Fighter can add an additional cascade attack if the prior melee attack was successful – that is at 10th Level the Fighter can potentially make an additional two cascade attacks if the first melee attack is successful and the first cascade attack is successful.

To be inserted before 'Health Points, Healing, and Recovery', page 26

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:

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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
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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
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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.

Replace 'Health Points, Healing, and Recovery', page 26

Health Points, Healing, and Recovery

It is important to remember that damage is distributed between Health Points (HP), the BRAWN Stat, and occasionally other Competency Stats. Health Points measure the exhaustion of the Character, the BRAWN Stat represents long term physical harm to the Character, and damage to the AGILITY Stat and the BRAIN Stat may represent a long term disability until healed (if even possible – GM discretion).

Initially damage is applied to HP until it reaches zero unless some Extreme Damage results in some damage being distributed to a Competency Stat. After the HP goes to zero the Character is ***Knocked Down***. During the next turn, if no further damage is suffered, the Character can either receive basic first aid from any Character or roll (1d6>DT1) and then stand up and continue. If additional damage is done after the Character is ***Knocked Down*** then the DT goes up by that additional damage. If successful the Character can stand up and continue on with all further damage applied to the BRAWN Stat – the BRAWN Bonus will be reduced as the BRAWN Stat is reduced.

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What happens if a Competency Stat goes to zero before the Health Points? This is very unlikely to happen, but... if it does happen the GM will have to decide:

1. Can the Character continue with a zero BRAWN, AGILITY, or BRAIN Stat? If yes, then what can the Character do or cannot do – with a Competency Stat of 0 and a Bonus of -5 the Character is going to be at a huge disadvantage in anything he or she attempts to do, but may be able to do other things depending upon the Competency Stat involved?

or

2. Will the Character remain alive, but unconscious until the Competency Stat can be increased to 1 either through time or treatment? I think this last option is the best in most circumstances, but GM discretion is advised.

When both Health Points and a Competency Stat reach 0 the Character is dead.

HEALING – After a long rest ALL Health Points are restored.

RECOVERY OF BRAWN, AGILITY and BRAIN STAT –

Recovery will be slow for damage to a Competency Stat. If the Character receives medical attention and bed rest for 2 weeks all damage is recovered. If not then Character will recover each Competency Stat damage at the current Bonus or 1, which ever is greater, each day.

To be inserted before 'Traps', page 53

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

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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 lose function. Such as a sailing ship that loses its 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.

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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.



To be inserted before 'Sample Monster List', page 46

Monster Morale – Optional

Not all Monsters will fight to the bitter end, so when will a Monster turn tale and run? I think this should be left to the GM's discretion, but few monsters will fight to the death.

Most will run at some point.

After the Monster has lost 50% of its HP, roll 2d10 against the Monster's Defense Modifier (DM) at the beginning of its turn – a roll equal to or higher than its DM means it attempts to escape. As it attempts to escape each Character in combat will get one chance to attack it as it flees.

To be inserted before 'Arcane Spells', page 59

Magic User Levels

There are two levels for Magic Users: Caster Level and Spell Level. The Caster Level is generally the Character Level, subject only to the issue of multi-classing. If a character is an 8th Level Magic User, and at their next advancement, the player chooses to become a Fighter, the result will be an 8th Level Magic User and a 1st Level Fighter. In this case, the character's Caster Level will be 8, not 9.

Some spells provide extra or additional results based upon 'level'. Unless the spell refers to 'Spell Level' this will always refer to Caster Level.

For Example:

Great Ball of Flame: 3rd Level – 1d6 damage per level, 20-ft. Radius.

The Spell Level is 3rd Level, and does 1d6 damage per level. For the above Magic User that would mean 8d6 in damage based upon the Caster Level.

Perhaps I will go and clarify that for each individual spell, but until that time...

Replace 'Counter Magic', page 61.

Counter Magic

Counter Magic: Cancels magical spells – this can only be used to counter PCs or NPCs casting a spell or using a spell scroll or other similar device during their turn, or against Traps and Magic Items which release a magic spell when triggered or used. It is not intended to be used against Magic Items which have been magically enhanced, but which do not release a specific spell (such as magic weapons with enhanced attack and damage attributes or even special attributes that do not rise to a spell). To succeed in countering a spell you must beat the DT of the Caster, the Trap, or the Magic Item using your Magic Attack Bonus roll. Of course the GM is the final arbiter.

To replace 'Magic Tentacles', page 61.

Restraining Magic Rope

A single opponent can be targeted, and then ropes burst out of the ground to grapple the target for 1 round/level. Each round the targeted opponent can roll to release against the Magic Users Difficulty Target (DT).

Correction for All Divine Spells, beginning page 65.

*Replace phrase 'Cures *d8
damage +1/level'*

Replace with:

'Cures *d8 damage; +1 Cures/level'

The original phrase was intended as a shorthand to provide one cure per level for the various cures provided.