



KOOKS 2d10 RPG

*Addendum for of 23 SEPT
2024 Version*

09 MAY 2026

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This work is available as a PDF and has been designed for optimal printing as a booklet. Most printers have an option where you can select 'booklet printing' and then the print driver arranges the pages and then provides instructions on how to insert the paper to get the desired outcome. Many PDF readers also have this option.

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:

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).

Replace 'At different times the GM...' under Rolling with Advantage and Disadvantage, page 16

Rolling with Advantage or Disadvantage

At different times the GM can determine that a roll should be done with advantage or disadvantage. This is accomplished by rolling an additional 1d10 – for advantage take the two highest die, and for disadvantage take the two lower die.

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
---	--	--	-------

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.

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.

Replace 'Monster Modifier Dice Formula', page 43

Monster Modifier Dice Formula

The most important thing to understand when creating or just dealing with an animal, monster or even an NPC that does not have full Character stats (from now on all shall be referred to as Monsters) is the formula for the Monster Modifier Dice (MMD). Each Monster has stats based upon the MMD Formula:

$$\text{MMD Formula} = (X)d(Y)+(Z)$$

X = Number of MMDs

Y = Size of Dice (4, 6, 8, 10, 12 or 20)

Z = MMD Strength Bonus

The Monster Modifier Dice Formula provides:

- The Level of the Monster (X),
- The Attack Bonus (X) of the Monster,
- The Monster's Hit Points (X * the Mean Value Roll of the Monster Modifier Dice + Z) rounded down, and
- The Monster's MMD Strength Bonus (Z) can be added to the Monster's 'primary' Attack Bonus and damage for the attack (but this is often adjusted or even ignored for some Monsters).

For most Monsters we will just use Hit Points.

Also, each Monster has an Agility (AGL) Stat that the Defense Modifier (DM) and Initiative (INIT) are based

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upon. (In regards to the DM there will be variance for some Monsters due to very thick/strong skin or extraordinary size – large or small.) These have nothing to do with the Monster Modifier Dice Formula (...although perhaps I should add it to the MMD in some way just to make things more clear if a bit more complicated?).

For Skill Rolls use the Level of the Monster (X).

For most Monsters that is the only information you will need.

MEAN VALUE OF DIE ROLLS	
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

Replace 'Monster Modifier Dice in Use', page 44

Monster Modifier Dice in Use



SquireWaldo (c)

For a Bear, the MMD is $6d8+24$, HP is 51, the DM is 15, and the INIT is +5 (the last two based upon AGL of the bear). The HP is the number of Monster Modifier Dice (X) multiplied by the mean value roll of a d8 (Y) which is 4.5 ($6 \times 4.5 = 27$) then add the MMD Strength Bonus (Z) of 24 to get 51.

The Attack Bonus for a Bear will be +6 for its 'natural' attack (in this case its bite), but is more for its 'primary' attack which has a pronounced advantage (the claw attack which gets a +11 – but not a +30 ($6+24$) which would be ridiculous). Also, the damage – Claw +11 ($1d8+8$), Bite +6 ($2d6+4$) – does not use the MMD Strength Bonus (Z) for similar reasons.

Replace 'Monster Improvement and Creation', page 45

Monster Improvement and Creation

For other Monsters it may be useful to create additional stats and perhaps even add one or more Skills that can be used in addition to the Monster's Level (X) for Attack Bonus and Skill Roll.

Perhaps you will even want to create Competency Stats (BRAWN, AGL and BRAIN), and use those to create DM and Attack Bonus. For some Monsters it may be appropriate to assign a Class but this is really getting more into the realm of the Non-Player Character (NPC).

Perhaps it would be better just to create an NPC using the standard method as described in 'Getting Started' – and then perhaps the GM will need to create an additional Race to apply to the Monster or even a new Class.

Skills

To give a Monster a particular advantage give it a bonus to some or all Skills equal to their number of Monster Modifier Dice (X) or higher which can be added to its Attack Bonus or Skill Roll. If the Monster is intelligent, add +3 to one or more appropriate Skills.

This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Craftiness; if a powerful warrior, give +3 to Physical; for a spell-caster assign the +3

to Knowledge or Communication and give levels for a magic user.

Monster Advancement

To make a tougher Monster, add more Monster Modifier Dice (X) or increase the MMD Strength Bonus (Z) to increase HP and perhaps its Attack Bonus and damage without increasing everything else. Each additional MMD adds one to Level and Attack Bonus. If you are dealing with an NPC or an intelligent Monster perhaps add a Class.

Create Your Own Monster

- Assign the Number of MMDs (X),
- Assign the Size of the MMD (Y) – d8 for most things, d4 and d6 for smaller Monsters, d10 for larger dangerous Monsters, d12 for Undead, and d20 for extremely powerful Monsters like Demons.
- The Level and Attack Bonus will equal the Number of MMDs (X).
- Create an AGL Bonus by rolling a 1d4, or Assign a higher stat for particularly agile and powerful Monsters. This will be used to determine the DM (10 + AGL Bonus) and the INIT (AGL Bonus).
- Perhaps you want to add some Skills or even Competency Stats – see above.

Insert After 'Monster Improvement and Creation', 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.

Proposed Mechanism: 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.

Replace the following 'Sample Monster List', page 47

Sample Monster List

This is just a sample of possible animals available. Feel free to use or adjust anything from other sources, or to create Monsters from your imagination.

Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Small Animal, such as a Badger	MMD 2d6, HP 7, AGL 4	DM 14	Claw +2 (1d4)
Bear	MMD 6c8+24, HP 51, AGL 5	DM 15	Claw +11 (1d8+8), Bite +6 (2d6+4)
Bugbear	MMD 3d8+3, HP 16, AGL 5	DM 15	Morningstar +3 (1d8+3) or javelin +3 (1d6+2)
Cave Creeper – found in caves and other dark places. It has hideous tubular limbs which end in tentacles used to latch onto its victims.	MMD 3d8+3, HP 16, AGL 5	DM 15	Tentacle +3 (1d3+3)

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Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Cobold – a cross between a goblin and reptile, some of which are comfortable in caves and others that live in the forests.	MMD 1d8, HP 4, AGL 2	DM 12	Spear +1 (1d6) or Sling +1 (1d4)
Dragon (young)	MMD 13d12+39, HP 123, AGL 6	DM 18	Bite +13 (2d6+7) or breath 10d10 DT24 phys+AGL to dodge for half
Dwarf	MMD 1d8+2, HP 6, AGL 3	DM 13	Waraxe +2 (1d10+2) or Shortbow +1 (1d6)
Earth Elemental (large)	MMD 8d8+32, HP 68, AGL 6	DM 18	Slam +8 (2d8+7)
Elf	MMD 1d8+1, HP 4, AGL 3	DM 13	Longsword +2 (1d8+1) or Longbow +2 (1d8)
Gargoyle	MMD 4d8+19, HP 37, AGL 4	DM 16	Claw +4 (1d4+4)
Goblin	MMD 1d8+1, HP 5, AGL 1	DM 11	Morningstar +1 (1d8) or Javelin +1 (1d6)

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Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Griffon	MMD 7d10+21, HP 59, AGL 5	DM 17	Bite +7 (2d6+4)
Halfling	MMD 1d8, HP 4, AGL 3	DM 13	Shortsword +1 (1d6) or Sling +1 (1d4+1)
Hellhound	MMD 4d8+4, HP 22, AGL 4	DM 16	Bite +4 (1d8 plus 1d6 fire)
Hill Giant	MMD 12d8+48, HP 102, AGL 4	DM 16	Greatclub +12 (2d8+10) or Rock +12 (2d6+4)
Hobgoblin	MMD 1d8+2, HP 6, AGL 3	DM 13	Longsword +1 (1d8+2) or Javelin +2 (1d6+2)
Human Commoner	MMD 1d8, HP 4, AGL 2	DM 12	Dagger +1 (1d4) or Sling +1 (1d4)
Insect (small), such as a Spider. Will often attack in number.	MMD 1d4, HP 2, AGL 2	DM 12	Bite +1 (1d4-2, plus poison in some cases)
Meta- Muncher	MMD 5d8+5, HP 27, AGL 4	DM 16	Antennae touch +5 (rust)

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Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Myriapod, Giant Armored – large to huge insectoid creatures that live underground coming up to the surface only when hunger drives them.	MMD 3d10+12, HP 28, AGL 3	DM 16	Bite +3 (2d6+6 plus 1d4 acid)
Ogre	MMD 4d8+11, HP 29, AGL 2	DM 16	Greatclub +4 (2d8+7)
Orc	MMD 1d8+1, HP 5, AGL 1	DM 11	Scimitar +1 (1d6+1) or javelin +1 (1d6) Bite +4 (1d6+4; possible loss of limbs or head on critical hit), Talons +4 (1d6+2)
Raptor or Velociraptor	MMD 4d8+16, HP 34, AGL 3	DM 15	Talons +4 (1d6+2)
Raptor-Bear	MMD 5d10+25, HP 52, AGL 5	DM 15	Claw +7 (1d6+5)
Rat, Giant	MMD 1d8+1, HP 5, AGL 3	DM 13	Bite +1 (1d4 plus disease)

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Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Shadow	MMD 3d12, HP 19, AGL 3	DM 13	Incorporeal touch +3 (1d6 against BRAWN Stat)
Skeleton Warrior	MMD 1d12, HP 6, AGL 1	DM 13	Scimitar +1 (1d6) or Claw +1 (1d4+1)
Stone Golem	MMD 14d10+30, HP 107, AGL 2	DM 16	Slam +14 (2d10+9)
Strix – a mythical bird of ill-omen that feeds on human flesh and blood, and perhaps upon living energy.	MMD 1d10, HP 5, AGL 5	DM 15	Touch +1 (1d4 against BRAWN Stat)
Troll	MMD 6d8+36, HP 63, AGL 2	DM 16	Claw +6 (2d6+6)
Werewolf	MMD 3d8+7, HP 20, AGL 6	DM 16	Bite +4 (1d6+2), Claw +3 (1d4+2)
Wight	MMD 4d12, HP 26, AGL 4	DM 14	Slam +4 (1d4 plus 1d4 against BRAWN Stat)
Wolf	MMD 2d8+4, HP 13, AGL 4	DM 14	Bite +2 (1d6+4)

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Name	Monster Modifier Dice, Hit Points & AGL	Defense Modifier	Attack
Wyvern	MMD 7d12+14, HP 59, AGL 5	DM 17	Sting +7 (1d6+2 plus poison) or Talon +7 (2d6+2) or Bite +7 (2d8+4)
Zombie	MMD 2d12, HP 16, AGL 0	DM 10	Slam +2 (1d6) or club +2 (1d6)

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 '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...

Spell Usage

Unless specified otherwise in the Spell, all Spells of Level 1 and above REQUIRE either a Magic Attack Roll by the Caster using the Magic Attack Bonus described under Combat to determine success or failure with resulting damage if any upon success, or a 'saving throw' in the form of an appropriate Skill Roll by the target Character that beats the Caster's Difficulty Target (DT) to determine if the spell damage is reduced by 50%. GM chooses method where the issue is in question due to different circumstances.

For Example:

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

The GM can require the Caster to make a Magic Attack Roll, or the target Character to make a 'saving throw' depending upon the circumstances.

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.