

# THE COOL ZONE

A TTRPG By Graham Trudeau, ©2020

You are the disenfranchised of the city **SOREL**. Legend tells of a place that lies beyond the eyes of the grim mayor **PRUM**, and outside the reach of his cruel **OFFICERS**. A place where the ancient rituals of “home ownership” and “Not being a fascist” are more than mere legend. You steel your resolve and prepare for the journey to **THE COOL ZONE**.

## PLAYERS: CREATE CHARACTERS

**1** Answer the question: How was your character hurt by Prum’s officers?

**2** Choose a role for your character: **Medic, Counterintelligence, Wayfinder, Demolitions, Spearhead, Armourer, Aurator.**

**3** Pick a colour (**Red** or **Black**) and a number (**1-13, Ace-King**). Low numbers will be impactful for better or worse, high numbers will be more consistent but lower impact.

**4** Give your character a name and quietly contemplate how cool their outfit is.

## PLAYERS: BOND AND SUPPLIES

**1** The player who’s most most recently committed an act of civil disobedience goes first. Pick someone else at the table and discuss how your characters know each other. That player then repeats the process with another player until everyone at the table has two connections.

**2** Pick two unique assets that will help your group reach the cool zone: **An Incredible Vehicle, High Quality Supplies, A Spy Network, Safehouses, Forged Documents, Discreet Equipment, Popular Opinion.**

**3** Pick a factor that works against your group: **Surveillance Networks** (The Officers eyes are many), **Unpopular** (Loathed by fellow citizens), **Infrastructure** (No road leads where you go), **A Vendetta** (A powerful person knows and hates your group).

## DRAWING CARDS

When you do something risky, draw a card. For each member of your group that can reasonably help (GM discretion) draw an additional card.

**If any card matches your colour the action is successful:**

- If a number on a matching card is **ABOVE** your number the action is fully successful, no catch.
- If numbers on matching cards are only **BELOW** your number, you succeed, but there’s a complication or cost.

**If no card matches your colour, the action fails:**

- If **all cards** are **BELOW** your number the action fails, but repercussions are minimal.
- If **any card** is **ABOVE** your number, the failure is costly. You’re setback and will likely require help.

**If a drawn card exactly matches your colour and number, you embody an idea.** Describe the unique insight that empowers you, and how you use it to change the situation.

## GM: RUNNING THE GAME

- Fill the player’s path with hardships, and celebrate when they surpass them.
- Make the normal strange and uncomfortable.
- Telegraph when the enemy is about to do something and give players a chance to respond.
- Collective actions are powerful. To prevent them, try to separate players.
- Pay attention to what your players select during character & group creation. These choices are strong indicators of the type of story your players want to tell.

