

# DOUBLEZERO

EASY MODE CONVERSION

DANCING LIGHTS PRESS

Join our community at  
<https://dancinglightspress.com>

The bearer of this document has the express written permission of the publisher to make copies for personal use.

Copyright 2020 Berin Kinsman. All Rights Reserved. **DoubleZero**, **Hippogryph**, and respective trade dress are © and ™ 2020, Berin Kinsman. This is a work of fiction. Any similarity with people or events, past or present, is purely coincidental and unintentional except for any people and events presented in historical context. This is version 1.0 of this document.

The DoubleZero rules set is based on GORE™ by Daniel Proctor. "GORE™" is copyright 2007, Daniel Proctor. GORE™ and Lite GORE™ are trademarks of Daniel Proctor. These trademarks are used under the GORE™ Trademark License 2.0 available at [www.goblinoidgames.com](http://www.goblinoidgames.com).

# EASY MODE (OPTIONAL)

Since the release of the **DoubleZero Core Book**, people have been asking for a mode that's less gritty. Sometimes you just want to play something a bit more lighthearted and freewheeling, where the characters crack jokes as they succeed at tasks that defy physics. Easy Mode is meant to be used with that style of play, and more cinematic sorts of campaigns and settings.

## Attributes

Double the attribute scores. Instead of range from 3 to 18, it becomes 6 to 36. This means doubling attributes for existing characters, doubling the number of attribute points given to create new characters, doubling the standard arrays, and doubling the results of randomly rolled scores.

Use the following table for character creation.

Character Rank Table			
	Novice	Standard	Veteran
Attributes	110 points	120 points	130 points
Professions	1	1 or 2	Up to 3
Skill Points	10	25	35
Base Fame	Mx1	Mx2	Mx3
Hero Points	0*	5*	10*

## Easy Mode Stock Attributes

Players get a stock set of attribute scores that can be assigned as they choose. While this leads to a degree of sameness to characters, it speeds up the character creation process. It is particularly useful for generating supporting characters quickly.

Stock Attributes Table	
Character Rank	Scores
Novice Character	18, 20, 22, 24, 26
Standard Character	20, 22, 24, 26, 28
Veteran Character	22, 24, 26, 28, 30

*For example, a player creating a standard rank character is using the stock attributes listed on the table above. They assign scores as follows: STR 20, DEX 26, WIL 24, PER 22, INT 28.*

## Conversion

To convert any standard DoubleZero material to Easy Mode, double the character attributes. That's all there is to it. When converting material designed for Easy Mode to standard DoubleZero, cut character attributes in half. Nothing else in the system changes.

## Easy Mode Target Number

The attribute score multiplied by the modifier determines the **Easy Mode Target Number**. This is the number the player has to roll under on percentile dice. It works the same for every type of action and every type of check.

The target number maxes out at 99. A roll of 100 is always a failure.

Easy Mode Target Number Table					
Attribute	Modifier				
	x1	x2	x3	x4	x5
6	6	12	18	24	30
8	8	16	24	32	40
10	10	20	30	40	50
12	12	24	36	48	60
14	14	28	42	56	70
16	16	32	48	64	80
18	18	36	54	72	90
20	20	40	60	80	99
22	22	44	66	88	99
24	24	48	72	96	99
26	26	52	78	99	99
28	28	56	84	99	99
30	30	60	90	99	99
32	32	64	96	99	99
34	34	68	99	99	99
36	36	72	99	99	99

*For example, a character wants to force open a door. Their relevant attribute score is 20. The guide decides that the door is just stuck and assigns Mx 4. The target number is 80. The player needs to roll 80 or less.*

## Visit Our Website

For more articles and free downloads, check our website at [DancingLightsPress.com](http://DancingLightsPress.com). Be sure to subscribe to be informed of news and updates by email.

# OPEN GAME LICENSE V1.0A

---

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 Copyright Notice

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker.

**RuneQuest System Reference Document** Copyright 2006,ongoose Publishing; Author Matthew Sprange, based on original material by Greg Stafford.

**RuneQuest Companion System Reference Document** Copyright 2006,ongoose Publishing; Author Greg Lynch et al., based on original material by Greg Stafford.

**GORE™** copyright 2007, Goblinoid Games: Author Daniel Proctor; based on the System Reference Documents listed above.

**DoubleZero** copyright 2020 Berin Kinsman, based on the System Reference Documents listed above.

**DoubleZero Easy Mode Conversion** copyright 2020 Berin Kinsman, based on the System Reference Documents listed above.

## Product Identity

DoubleZero and Dancing Lights Press are trademarks of Berin Kinsman and are designated as product identity. The author's name, company name, and layout are considered to part of product identity.

## Open Game Content

With the exception material designated product identity and the Introduction chapter, all text and tables in this document are designated as Open Game Content.