

# *KOOKS 2d10*

## *RPG*

### *Optional Rules*

KOOKS 2d10 RPG® SquireWaldo, 14 APR 2023.

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For updates visit: <https://www.bozbat.com/lite-rpg-system/kooks-2d10-rpg/>

*Some Optional Rules that you and your group may want to use.*

'Critical Hit' Rule on page 14

Original: "Natural 19 or 20 is automatically a critical hit doing maximum damage."

Optional: "A roll of natural 19 or 20 is automatically a critical hit – do maximum damage on Damage Die + an additional Damage Die Roll with Exploding Dice."