

CREDITS



This manual explains the Crash Course Training (CCT) system, designed for use in any d20 fantasy or modern setting. This rules enhancement allows characters to role-play training events, fine-tune their skills and master highly specialized, mission-critical abilities for use in specific encounters.

The Crash Course Training system is showcased in adventures and sourcebook material from Storybones. Training matrix and walk-through examples in this manual come from [Ridgerunner](#), a 4-Pack d20 modern science fiction adventure available from Storybones in March 2004, selling exclusively at RPGNow.com. The *CCT Manual* requires use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

Interested gamers are invited to subscribe to the Storybone mailing list for rules updates, online freebies, product releases, and other news. (Send email to storybones-subscribe@topica.com) Questions about CCT Rules can be posted to our discussion board and support forum at <http://pub177.ezboard.com/bstorybones>. (You must open a free ezboard account to access our support forum.)

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CRASH COURSE TRAINING MANUAL

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What's a 'Crash Course,' and Why Bother?

Characters train for a period of time to acquire skills. Training may also be required for them to master feats. Whether skill or feat, both of these personal enhancements assume that at the end of the process a PC is proficient in a set of interlinked abilities in a particular specialty. However, there is no rule system in place that allows characters to become what we might call a "one-trick pony": someone skilled in just one aspect of what is ordinarily a larger skill set.

We already know this phenomenon from everyday life: the bachelor who burns water, but knows how to marinate and grill the perfect steak, or the would-be musician who can play one mean guitar riff that a friend taught him once – and nothing else. This "one trick" capacity is most important to adventuring during certain actions in the field. PCs can acquire a single focused skill, or a few closely related ones, by taking "crash course" training (CCT) in a particular skill. This is significant when the PC faces challenges like this one:

A Smart character can't fight his way out of a paper bag, but he will soon be the target of an assault intended to intimidate. A three-day crash course in self defense from his Tough friend teaches him how to put a grappling assailant on the ground so he will have time to flee. The Smart guy now stands a good self-defense chance if one assailant comes

after him in a certain way, but he will be essentially skill-less if that thug varies tactics, is more skilled or much stronger than expected, or if there are more than one of them.

Other uses of crash course training for adventurers might be to teach them: how to disarm a specific model of bomb detonator; how to whip a car into a 180-degree direction reversal at speed; how to say a few phrases in a foreign language without an accent, to pass as a native speaker for a few minutes; how to run a particular set of hacker programs, even if computer-ignorant; how to field strip and clear a jammed weapon.

CCT also applies to many "train the trainer" scenarios: one person with ordinary feat or skill ranks teaches others how to perform single tasks or certain subsets of that skill. They in turn can pass this single-task specialization on to others, if they make successful instruction checks.

Although most examples in this manual are taken from a modern campaign setting, the same philosophy applies in fantasy realms as well. Perhaps a bookish wizard must quickly learn the use of rope to rappel down a cliff face, or a fighter with no interest in mastering the Heal skill gets a crash course in setting broken bones. Whatever the milieu, intensive single-task training can play a vital role in any campaign. The CCT Manual shows how.



How CCT Works

To acquire a crash-course level of proficiency, the character trains for an intense and relatively brief period – never as long as proper, full-blown skill training would take. A crash course does not give the PC broad-scale expertise in base skills, but does enable the character to handle a narrowly focused subset of a skill in one activity she has trained for.

The GM sets the exact time frame for this learning depending on complexity of task and degree of training needed. A PC can be taught to grill the perfect steak in an hour; learning to run a suite of hacker programs can take three or four days; disarming a certain model detonator anywhere from hours to days – first to learn the basics, then to practice the skill.

During this time, the PC makes ability checks to measure her training progress (see Training Matrix, pgs 6-7). For each period of successful training, she gains +1 Crash Course Training (CCT) rank in the specialty she is learning. This score is used in game play in the same manner as skill ranks: as a bonus modifier to DC rolls and skill checks. The CCT score is modified with related ability-score modifiers in the same way skills are. At GM’s discretion, feat-based modifiers may be applied to the final CCT as well, but only if that feat has not already been factored into the basic rank as a transferable skill set point.

Transferable Skill Sets

Transferable skill sets (TSS) make learning or performing a new specialty easier. For instance, Knowledge (Electronics) skill might help a PC learn how to disarm a detonator; the Superior Reflexes feat helps with a driving maneuver. Or there may be no TSS that applies: a Tough character who is combat-specialized may be completely out of his depth learning to run hacker software, and may succeed only by sheer determination and his innate intelligence.

Each skill or feat the PC has that the GM deems relevant counts as 1 TSS point, regardless of the number of ranks held in the skill or modifiers in the feat. Essentially, the skill or feat

category itself is counted as transferable and tallied as one point for each. For instance, if Dani has Knowledge (Electronics) +8 and is learning to disarm a detonator, she gains +1 TSS point from the Electronics skill.

One transferable skill set equals 1 CCT rank for the character; these numbers stack. This reflects a character’s innate ability to perform a task based on skills already mastered. An adventurer may begin CCT training with a rank of 0, or something higher, depending on TSS points awarded. This beginning CCT score is used going into the crash course for the DC checks for training success. It is further improved with every successful training roll.

While some transferable skill sets are self-evident, the GM is free to interpret how relevant a PC’s skills and feats are to what the character is trying to learn. If players can make a sound argument why some skill they have should apply to the task they are attempting to master, a TSS point may be granted even if the skill or feat as a whole is not directly applicable. As an alternative, half-points (1/2 rank) may be granted instead. Fractions round down when tallying CCT rank totals.

Transferable Skill Set (TSS) Calculation Form		
Skills & feats that apply towards CCT training (list names only, not ranks):	Total Skills & Feats listed:	← beginning CCT Rank

The Training Process

The following checklist is a walk-through illustrating the training process. It shows how long characters train for in a crash course, what modifiers apply, when checks are made and what specialty skill rank they come out of this process with.

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