

Working Title:

"2d10 WoDu Hack"

By J.E. Abernathy

Light RPG rules inspired *World of Dungeons* and *KULT* This is a fan creation for personal use and not for sale. And ... it's not done!

ABILITY RATINGS

This game uses 4 abilities rather — than the traditional 6 in *World of Dungeons*.

Ability	Abrev.	Helper Text
Strength	STR	<i>Stamina, Brute Force, Close Combat</i>
Dexterity	DEX	<i>Agility, Quick Precision, Ranged Combat</i>
Wits	WIT	<i>Learning, Logic, Sensory Perception</i>
Charisma	CHA	<i>Willpower, Confidence, Social Perception</i>

CONSIDER using 3 defensive abilities: Fort, Reflex, Will. And do the rest as skills or proficiencies?

(The char gen section has been moved further below.)

NO BASIC MOVES

In the spirit of *World of Dungeons*, there are no basic moves in this game. Adjudicating outcomes of conflict should feel like a conversation. GMs are encouraged to make decisions in the moment, with the goal of consistency, fairness, and fun.

CORE RESOLUTION

Simple Version

Roll **2d10 + Ability Rating**. If your total is equal to **12** or higher, you succeed.

DR: Simple Pass or Fail

As in the example above, the default difficulty rating is **DR:12**. The abbreviation “**DR**” simply stands for “**difficulty rating**” (or “dice roll” if that’s easier) and indicates the target number. If your total roll equals the DR or higher, you succeed.

	<u>Light</u>	<u>Risky</u>	<u>Hard</u>	<u>Extreme</u>	<u>Mythic</u>
DR:	9	12	15	18	21

Use this type of roll if the fiction calls for a simple check: pass or fail. This style will be comfortable if you are accustomed to d20 games.

FR: Fuzzy Range and Mixed Success

The GM may assign a “**fuzzy range**” or “**FR**” indicating weak success if you roll within a three-number range. If you roll above the fuzzy range, you pass with strong success.

	<u>Risky</u>	<u>Hard</u>	<u>Extreme</u>	<u>Mythic</u>
FR:	9-11	12-14	15-17	18-20

For example, the default fuzzy range is **FR:12-14**. If your total roll equals 12, 13, or 14, that indicates a **weak success** — the GM will offer a positive outcome with a complication, cost, or reduced effect. Any roll equal to 15 or higher counts as a **strong success**. Rolling an 11 or less means failure with specific consequences, also known as a **hard move**.

This roll represents a gradient, or degrees of success, within the fiction — especially if you declare dramatic consequences for failure beyond simply “you miss.” This style will be comfortable if you have experience with Powered by the Apocalypse games.

There’s nothing wrong with using both styles from time to time. But if you’re ever unsure, lean toward the PbtA convention of fail-forward and use the fuzzy range.

Keep in mind that **starting characters** should probably encounter mostly **light, risky, and hard** challenges. Be careful how you describe extreme or mythic difficulty — some challenges should be impossible, even for the most powerful characters, and even with a lucky roll. If unsure, look to the fiction when deciding if a dice roll makes practical sense.

Alternate DR – 02/21/22

	GOOD	STRONG	EXTREME	MYTHIC
DR:	12+	16+	20+	24+

Alternate FR – 02/21/22

	ALMOST GOOD	ALMOST STRONG	ALMOST EXTREME	ALMOST MYTHIC
FR:	9-11	13-15	17-19	21-23

May decide to stick to simply: Good, Strong, Extreme, Mythic for both DR and FR. Looks a little like Call of Cthulhu...?

ODDS COMPARISON

2D10 +0 BONUS		+2	
2	100.00	—	
3	99.00	—	
4	97.00	4	100.00
5	94.00	5	99.00
6	90.00	6	97.00
7	85.00	7	94.00
8	79.00	8	90.00
9	72.00	9	85.00
10	64.00	10	79.00
11	55.00	11	72.00
12	45.00	12	64.00
13	36.00	13	55.00
14	28.00	14	45.00
15	21.00	15	36.00
16	15.00	16	28.00
17	10.00	17	21.00
18	6.00	18	15.00
19	3.00	19	10.00
20	1.00	20	6.00
—		21	3.00
—		22	1.00

D20	+0 BONUS	+2	+2	
1	100.00	—		
2	95.00	—		
3	90.00	3	100.00	
4	85.00	4	95.00	
5	80.00	5	90.00	
6	75.00	6	85.00	
7	70.00	7	80.00	
8	65.00	8	75.00	
9	60.00	9	70.00	
10	55.00	10	65.00	
11	50.00	11	60.00	
12	45.00	12	55.00	
13	40.00	13	50.00	
14	35.00	14	45.00	
15	30.00	15	40.00	
16	25.00	16	35.00	
17	20.00	17	30.00	
18	15.00	18	25.00	
19	10.00	19	20.00	
20	5.00	20	15.00	
—		21	10.00	
—		22	5.0	

1D6 ODDS

1	100.00
2	83.33
3	66.67
4	50.00
5	33.33
6	16.67

HIGHEST OF 2D6

1	2.78
2	8.33
3	13.89
4	19.44
5	25.00
6	30.56

CHARACTER GENERATION

Character Generation

Start your character at **Level 1**. For your starting Ability Ratings, distribute **2, 1, 1, -1**. Then:

- At each level, your **Max HP** is calculated as **Current Level + 10 + STR**.
- Choose or roll for your **Background**, or make up your own.
- Choose a **Special Move** appropriate for your Background.
- Choose or roll for **Equipment**, or make up your own.

For gritty characters

Start your character at **Level 0**. For your starting Ability Ratings, distribute **1, 0, 0, -1**. Leave your **Background** blank or choose something more ordinary. Your **Max HP** is **5 + STR**. Good luck!

Then at Level 1, reassign your Ability Ratings with **2, 1, 1, -1**. Choose a normal **Background**. Calculate your **Max HP** as normal: **11 + STR**. As a group, you might want to discuss advancing the story with a slight "time skip," perhaps 1-6 months to reflect a short period of training.

(See more under ADVANCEMENT below.)

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(See more under ADVANCEMENT below.)

BACKGROUND

Table forthcoming. I will probably base the backgrounds on *Cairn* and *Electric Bastionland*.
Examples: **Soldier, Pilot, Scientist, Psychic**. (*What's your profession? What makes your character special in this story?*)

Add an **extra d10** to a your roll when your Background applies, keeping the **highest two dice**.
For example, if your Background is "Getaway Driver," and you are trying to maneuver a motorcycle to avoid gunfire, roll **3d10k2 + DEX**. (*The dice notation "k2" means that you keep the highest two out of the three dice rolled.*)

ADVANCEMENT

All XP decisions are ultimately up to the GM. Feel free to discuss and revisit the decision, however, between sessions or story arcs as needed.

Level	Ability Ratings	Total	Special Moves, Etc.	Moves	HP Max	Notes
0	Distribute 1, 0, 0, -1	1	—	—	5 +STR	Gritty
1	Distribute 2, 1, 1, -1	3	Start with 1 Special Move	1	11 +STR	Action Hero
2	+1 (max 3)	4			12 +STR	
3			+1 Special Move	2	13 + STR	
4	+1 (max 3)	5			14 + STR	
5			+1 Special Move	3	15 +STR	
6	+1 (max 4)	6			16 +STR	Superhero
7			+1 Special Move	4	17 +STR	
8	+1 (max 4)	7			18 +STR	
9			+1 Special or Advanced Move	5	19 +STR	
10	+1 (max 5)	8			20 +STR	
11			+1 Special or Advanced Move	6	21 +STR	Beyond Super
12	+1 (max 5)	9			22 +STR	
13			+1 Special or Advanced Move	7	23 +STR	
14	+1 (max 6)	10			24 +STR	
15			+1 Special or Advanced Move	8	25 +STR	

Fast or Slow

As a group, discuss whether you prefer slow or fast advancement:

- If the group chooses **fast advancement**, a character needs **10 XP** to reach the next level.
- With **slow advancement**, the requirement is **15 XP** to level up.

Keep in mind, if a character earns an average of 4 XP per session, fast advancement will take about 20–25 sessions to reach 10th level, while the slow option takes about 35–40.

As a suggestion, good times to reflect are around 5th and 10th level. Consider using a time skip to help transition between story arcs with different pacing or narrative tone.

Group XP

At the end of each session, the group as a whole can earn **1–4 XP** per session. As a group, discuss whether you prefer to use:

- XP Bingo (handout forthcoming)
- End of Session questions from your favorite PbtA game(s)

Individual XP

Additionally, each PC can earn **0–2 XP** per session for:

- taking interesting risks (whether they succeed or not)
- creative, positive, and group-oriented roleplay and/or collaborative world-building

Such XP can be awarded immediately, in the moment, or at the end of the session. Discuss with your group which option seems fun and makes the most sense.

Chapter Bonus

At the end of a multi-session arc, consider awarding a **chapter bonus** of **1–4 XP** for the whole group. Also, consider awarding this bonus to PCs who were absent and might need help catching up during the next arc.

SPECIAL MOVES

TBD, forthcoming. I'll probably just borrow playbook moves from other PbtA games, and you are welcome to experiment, as well.

DAMAGE & POWERS

If needed, I'll abbreviate these **Weapon Ratings** as "**WR**," so they can be referenced with WR:0, WR:1, etc., sort of like *FATE Condensed*.

Rating (WR)	Example	DMG
0	—	1
1	Civilian punch (<i>untrained</i>)	2d6▼k1 (<i>roll 2 dice, keep lowest 1</i>)
2	Baseball bat	d6 melee
	Chef's knife	d6 melee or ranged
3	Fireaxe, katana	d10 melee
	Revolver	d10 ranged
	Shotgun	d10 blast
	Dual swords, twin pistols	2d10▲k1 (<i>roll 2 dice, keep highest 1</i>)
Hero Power		
3+1	Optic Laser Beam (<i>as revolver +1</i>)	d10 +1 ranged
	Mutant Claws (<i>as dual swords +1</i>)	2d10▲k1 +1 melee

Upgrades purchased through "Special Moves" will replace the +1 bonus with a +2. The max will be +4, I think. These bonuses apply to damage only, not any rolls "to hit.". More examples TBD.

Also (GM's option)		
4	Sniper rifle	2d10 ranged
	Grenade	2d10 blast
5	Helicopter minigun	3d10 blast
6	C-4	4d10 blast