YADOHS

L. L. Blumire

Introduction

'Yet another d100 system' is designed to allow quick and easy role-play. Designed especially for one shots where players want to sit up and go fast without worrying about complicated stating.

The following 'odds chart' describes everything that is needed to calculate odds in YADOHS. Rolling under or equal to the middle number is a success, rolling under or equal to the left number is a critical success. Rolling over or equal to the right number is a critical failure.

-4	Impossible	1	5	82
-3	Very Unlikely	3	15	84
-2	Unlikely	5	25	86
-1	Quite Unlikely	7	35	88
0	50/50	10	50	91
+1	Quite Likely	13	65	94
+2	Likely	15	75	96
+3	Very Likely	16	85	97
+4	Quite Certain	18	90	99
+5	Certain	18	90	99
+6	Very Certain	19	96	100

Character Creation

Characters can be anything, an important aspect of YADOHS is that it recognises that a 15 year old beggar does not have the same stats as a 25 year old factory worker who goes boxing at the weekend and is studying at an online university on the side.

It is up to the Game Master to ensure the back-stories and expected capability of his players is equal, if that is a desired effect.

To create a character, all players require is a name and back-story. If it is setting applicable and for quick reference the GM may wish to ask for a profession, race, faction alignment, or any other information.

Gameplay

Gameplay is based on the odds chart, and different applied modifiers. Whenever a player attempts to do something contentious they should roll against the odds chart. At which point the GM must decide their odds of success. This can be done one of two ways, either through matching the GMs desired wording on how likely something is to it's odds, or by counting every positive towards them succeeding and subtracting every negative to arrive at a number. Where something is highly significant, such as aiming and firing a bow for an archer, you can count it as a +2 to the odds.

If a player is attempting to hit and not calling a location simply look at the units dice and consult the following hit chart.
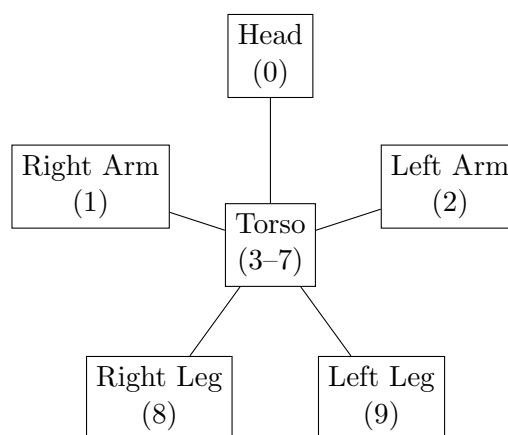
After determining a hit and hit location in combat, you must determine if damage is dealt. This is done by a hit-saving throw. A success can represent the blow being glancing or absorbed by armour or shielding, a failure results in suffering a hit.

To determine if the saving throw is successful, either ballpark how likely the target is to not take damage and have them make a saving throw, or assign a defence rating to their armour, a lethality to the weapon, and subtract the lethality from the defence to find their chance to save. These values should scale by setting, such that if you are firing a high damage plasma gun at someone with medieval leather armour, they are very certain to die (either make the out-of-place-in-a-fantasy-world plasma gun have near infinite lethality, or the out-of-place-in-the-year-forty-thousand leather armour have negative infinite defence).