

# **YADOHS**

1st Edition

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# Introduction

YADOHS, or ‘Yet another d100 system’, is a tabletop roleplaying game system designed for quick, effortless roleplay. Character creation is as trivial as coming up with a backstory, and having the game master quickly stat and gear the players—a process that is made to be as easy as possible.

Ultimately, the game breaks down into 3 core systems; ‘Fate’, ‘Hit’, and ‘Gear’. All three of these are intimately connected. The first, ‘Fate’, represents the probability of an event happening; the second, ‘Hit’, determines the locations hit by attacks, wounds received, and the impacts of these; the third, ‘Gear’, determines the quality of equipment the players have, and how it effects their capabilities.

## Things you’ll need

YADOHS uses the 100-sided dice. This is often included in dice sets in the form of two 10-sided dice, one for representing units and one for representing tens. As such, a roll of ‘70’ and ‘4’ would be ‘74’. The only odd-one-out is a roll of ‘00’ and ‘0’. Because ‘0’ is not a thing you can roll on dice, this is ‘100’.

The game is built to be run with or without miniatures, any miniature scale can be used and fit to the system effortlessly.

**Fate: The Odds Chart** Everything in YADOHS is rolled against *Fate*. *Fate* is a number indicating someones likelihood of success at an action. 0 represents a 50/50 chance, each number negative or possive represents a 10% movement in the chance of success.

-5	Impossible	1	2	91
-4	Near Impossible	1	10	92
-3	Very Unlikely	2	20	93
-2	Unlikely	3	30	94
-1	Quite Unlikely	4	40	95
+0	Equal Odds	5	50	96
+1	Quite Likely	6	60	97
+2	Likely	7	70	98
+3	Very Likely	8	80	99
+4	Near Certain	9	90	100
+5	Certain	10	99	100

In the above fate chart, rolling at or under the central number represents a pass, rolling at or under the left number represents a critical pass, and rolling at or over the right number represents a critical failure.

When computing *Fate*, assign your characters a base and apply the modifiers on top of that. A sensible base for humans is  $-2$ , though you may want to raise or lower this based on the game you want to run.

# 1 Character Creation

Character creation in YADOHS takes the form of telling a story. By recounting the life of the character, you can gain an understanding of what skills they have, what they should be rolling better on, and how they fit into the story you intend to tell.

To help build up the character, I suggest asking the following questions, and for each point coming up with some quick references on how it might effect the character.

1. What is your characters name?
2. How do they look?
3. Where did they grow up?
4. What was their childhood like?
5. How did they spend their adolescence?
6. How educated are they?
7. What do they do professionally?
8. Any hobbies?
9. What is their goal in life?

From these questions, you can have built up a list of *qualities* that the character has.

*Qualities* define how a character interacts with the world. These are used to determine the characters *Fate* when rolling for success.

Lets say a character describes themselves as a hunter who uses a bow and arrow to hunt food for their family to survive. We can infer from this a set of qualities, for this example 'Bow Use', 'Accuracy', 'Butchering'. For every quality that contributes to an action you can add 1 to a persons *Fate*. There is no need to keep a concrete list of qualities, it is often easier to simply ballpark a +1, +2, or +3 depending on how aligned with the action they are trying to do a character is. An hunter probably rolls for shooting a bow at +3, skinning a deer at +2, and identifying poisonous berries as +1.

## Example

**What is your character name?** Victoria Delmont

**How do they look?** She is quite short and scraggly, she has short hair that is dyed in many neon blue and pink colours. Her clothes are hard-wearing and have many pockets, with many cables coming out of them.

**Where did they grow up?** She grew up on a back-water planet, filled with junk. It was a neutral planet which housed many traders and pirates. With a single federation hub.

**What was their childhood like?** It was 'a bit ####'. Didn't have much to go around but she made do with her technology, proper technology not any of that 'Jacksi ####'.

**How did they spend their adolescence?** She spent her adolescent years working on technology and hacking the federation to steal technology. 'Liberating' and 'improving' the technology. Sold some of the technology for food but kept a lot of it for life improvement.

**How educated are they?** Mostly self taught, but fairly intelligent, especially with tech.

**What do they do professionally?** <Laughter>. Doesn't hold down a job, mostly works on tech and sells it to traders.

**Any hobbies?** None other than the tech.

**What is their goal in life?** To take down the '#####ing Jacksi'. Seeing their technology as invasive and taking over.

## 2 Equipment

Equipment in YADOHS can broadly be broken down into 3 major categories. Weapons, Armour, and Utility.

Each of these has different properties in how they are used.

**Weapons** are used for attacking, and can range from a bow and arrow, a gun, to a burning blade of demonic power, or a laser sword that cauterises wounds as it cuts them. Weapons have two associated numbers: 'Ease' which is the modifier applied when rolling to hit, and 'Lethality' which is the modifier subtracted from the armour saving roll made by the target on hit. They also have an associated damage class and damage cap, explained in chapter 5.

**Armour** is used for defending, and can range from a small shield on the right arm, to a full body power armour suit, or a Kevlar vest. Armour has one associated number: 'Resistance' which is a modifier applied when defending hits to its location. Armour covers a finite location, and it's modifier is only applied if it is relevant to the attack made.

**Utility** items can be anything. Torches for lighting the way, a portable rope, a targeted electrical robe, a pencil sharpener, a mobile phone. Statistics on utility do not have specific stats. It may be reasonable to give them stats such as electrical power, burn time, length, or other sensible properties.

**Durability** is an optional system, you can choose to add a 'Durability' number to all equipment. These numbers should decrease on usage for utility items, and on failure for weapons and armour.

## 3 Companions

Companions are an optional component of YADOHS that you may well want to use in your games. They can range in form from hired goons to animal companions to mounts. Companions take 3 core forms: Allies, Pets, Mounts.

**Allies** are a useful resource for any dungeoneer, soldier or space-pirate. These are simple characters that possess a minimal set of *Qualities*, simply enough to make them useful. The stats of these allies are up to the GM to balance. They have human intelligence, and their actions are controlled by who they are allied to in the player party. The player does not have absolute control however, a hired goon isn't going to sacrifice themselves as a body shield, though a mind controlled servant might.

**Pets** or familiars or other bestial companions are unintelligent beasts that work alongside a player. They are controlled by the player however alongside a set of basic *Qualities* they have a 'Loyalty' statistic which determines their odds of abandoning their owner or running from danger in an unsafe situation.

**Mounts** are rideable units, from cars to horses. They are used usually to cover distances faster than the character could travel themselves. They are controlled by a principle driver and may have a number of suitable passengers that would make sense for the mount. They do not use the wound system (described in chapter 5) and instead have a flat number of hit points that can be taken, often for mechanical systems a failure on any rolls while riding should count as taking a hit.

## 4 Combat

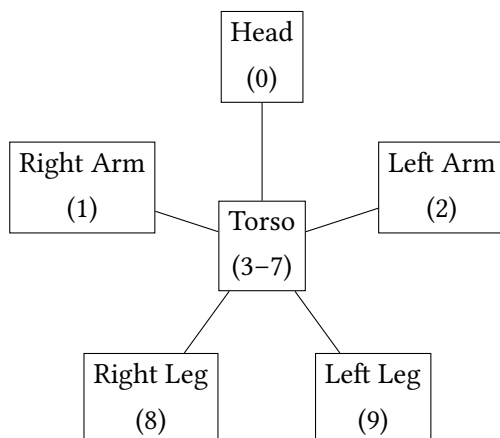
Combat is broken into rounds, in which everyone acts. Characters may determine when to take their turn using any initiative system the GM wishes. On a player's turn, they may act twice and move. Actions include attacking, as well as some other options listed below.

If the player attacks, follow this procedure:

**Roll to hit.** First the player must determine if they hit, they do this by rolling against a combination of their base fate, their weapons ease, any qualities from their backstory or items, any modifiers from prepared strikes, subtracting the opponents cover, and any bonuses to evasion they get from their qualities. A player may choose to call a hit location, if they do so subtract one more from their chance to hit.

If the roll fails, do not continue with the attack procedure.

**Determine hit location.** If they have not called a location, using the following chart, determine the hit location by looking at the units digits of the roll to hit.



**Roll for armour save.** To determine if a wound is taken, the attacked character must make an resistance roll. This is their base fate, plus any qualities from their backstory, plus the resistance of their armour, minus any piercing qualities of the weapon attacking them. If the roll to hit was a critical success, the armour save takes a  $-3$  modifier.

### Other Combat Actions

**Prepared Strike.** A player may spend an action aiming, allowing them to apply  $+1$  to their next hit fate. This can be done multiple times over multiple rounds.

**Sprinting.** A player may use an action as if it were a move.

**Dodging.** A player may get ready to dodge, providing them evasion and applying  $-1$  to any attacks to them until their next turn.

**Defensive Stance.** A player may enter a defensive stance, allowing them to better resist of  $+1$  to melee attacks.

**Use Equipment.** If the player has equipment that can be used in combat, that equipment should say how many turns it takes to use. This could be anything from single action machine medical kits that heal a wound, to a bomb that takes 5 consecutive actions to arm and detonate.

**Custom Actions.** Players should not feel limited by the above actions, they exist to provide players with options, however anything they can describe doing should be possible if it can reasonably be done in a single moment. Award bonuses to actions made by the player as appropriate.

## 5 Wounds

YADOHS uses a location hit system. Attacks can be broken into three damage types, some may apply multiple damage types. These are 'Blunt', 'Piercing', and 'Cutting'. Each of these applies different afflictions on the location hit.

Afflictions are built up on locations. Each move through different tiers, 'light', 'heavy', 'severe', and 'mortal'. Usually, successive hits of the same type to a location advance through these tiers one at a time up to the weapons damage cap (e.g. a small needle cannot inflict more than light piercing). If the attacker gets a critical success on their hit, or the defender gets a critical failure on their resistance, the affliction jumps straight to it's damage cap. Mortal wounds cause death.

**Blunt** weaponry applies bruising. Light bruising carries with it no penalty. Heavy causes a -1 fate penalty to using that location for actions. Severe causes a -3 fate penalty for using that location for actions, and if it is on the head causes loss of consciousness.

**Piercing** weaponry applies piercing. Light piercing carries with it a -1 and applies bleed (see cutting). Heavy causes a -2 fate penalty to using that location for actions and applies bleed and impale. Severe causes a -3 fate penalty to using that location and applies bleed and double impale.

Impale acts as an additional -1, but an action can be used to remove it, converting the impale into a stack of bleeding.

**Cutting** weaponry applies cuts. Light cuts carry with them a -1 penalty and bleed. Heavy cuts cause a -2 penalty and double bleed. Severe cuts cause a -3 penalty and cause triple bleed immediately.

Bleed builds up to a maximum of 9. If a character goes over 9 bleed they fall unconscious due to blood loss. Bleeding is applied to undimmed bleeding wounds every turn rather than just on hit.

**Permanent & Long Term Injuries.** Sometimes it might make sense that an attack was so lethal that a permanent injury is applied. An evil surgeon strapping down a player and amputating their leg would not simply apply sever cutting, instead you apply the permanent loss of the leg. This does not need to be as extreme as dismemberment, excessive bruising may cause broken bones, unhygienic environment and bleeding may cause infection, and all manor of other flavour. These more long term ailments require a doctor or physician to treat, if they are treatable at all.

	Light	Heavy	Severe
Blunt		-1	-3 (u/H)
Piercing	-1b	-2bi	-3bii
Cutting	-1b	-2bb	-3bbb

**Death** There are multiple ways to kill or die. The first and most versatile is an execution strike. If a target is unable to defend themselves, and the attacker has a means to do so, they may attempt to execute the target. Killing on a success.

Another way is to bleed someone out, if they are unconscious and bleeding, allow the bleed to stack up to 18 and the target will die through bleeding out.

A third way is to apply mortal wounding, a tier of affliction not listed with the usual three. This can be done by sufficiently powerful attacks or by weapons with a mortal damage cap (i.e. they will strike for mortal on a critical success or defender critical failure).