

Yags, Version 0.30d

Yags is a generic role playing game system. The name is temporary until I can think up a better one, but will probably stick (it stands for *Yet Another Game System*). *Yags* is the successor to my *Myths* system, its aim being something which is simpler – both during play and also for designing.

The Basic System

This chapter gives a brief tour of the *Yags* system, explaining terminology, and giving a description of the basic conventions used.

Dice Conventions

As with most role playing games, *Yags* uses dice as a means of randomly determining the outcome of many events. The only type of die used is the d10.

Normally, dice are used to determine use of a character's abilities. In this case, 2d10 are rolled, and both results are added to the character's ability score.

On a roll of a '10', then an open ended roll occurs, where the die is rolled again, and added to the original 10. Each time a '10' is rolled, roll again and add. The written convention that shall be used in these rules to show use of open ended dice, is the appending of an exclamation mark - '!' - to the normal dice notation.

So, 2d10! means roll two open ended dice.

Fumbles

A fumble normally occurs on an ability roll if the total die roll is 2. Under some situations which warrant extra chances of a fumble (e.g. combat), a roll of 3 (or even higher) may cause a fumble to occur.

Attributes

Attributes are the basic defining characteristics of any character in *Yags*. There are eight attributes – *strength, health, agility, dexterity, perception, intelligence, charisma* and *will* – and all characters will have them at some level.

An average value for any attribute for a human adult is considered to be 12, and most people fall in the 6 to 18 bracket, though attributes as low as 1, and as high as 36 are possible.

An attribute of zero indicates that a creature has no ability in that area, and cannot even attempt tasks which would require it. No creature will ever have an attribute below zero, and humans (or human-like creatures) never have attributes below one.

Attributes can change over a character's life, and it is possible to improve attributes through training.

Skills

A *skill* is something which can be learnt, and can only be gained with experience and training. All skills default to a value of 0%, and increase in steps of 25%.

When a skill is used, it is multiplied with a given attribute, to give the character's final *ability score*. Skills are taken to be a percentage, so an attribute of 12, and a skill of 100% gives an ability of 12. A skill of 75% would give an ability of 9.

Generally, neither attributes nor skills are used by themselves, they are always multiplied together first. There are some exceptions though, where the attribute is used by itself (in this case, it is taken at its full 100% value).

To make a skill check, the character's ability score is found, and 2d10! are rolled and added to it.

A skill of 100% is considered to be professional level, and someone with an average attribute and a skill at 100% would be able to accomplish

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moderate tasks with a good chance of success.

Skill Difficulties

When making an ability check, there are some common difficulty levels, which are described in the table below.

Task Difficulty	Target
Very easy. Even an untrained person has a good chance of success.	10
Easy. Requires a small level of skill for a good chance of success.	15
Moderate. People with professional training can achieve this quite easily, but amateurs would have problems.	20
Moderately hard. Experienced professionals are needed to succeed more often than not.	25
Hard. Requires a great deal of skill to achieve tasks of this difficulty.	30
Very difficult. All but the very best would have little chance of success.	40
Sheer folly. The sort of task only normally attempted by the insane.	50
Absurd. Even the insane will think twice.	60

Tasks above *very difficult* will be very rare, and often because of less than perfect conditions, rather than the nature of the task itself.

Passions

Passions represent a character's stronger emotional traits, and range from +0 (no passion of particular note) to +5 (this passion consumes the character's life).

A character can have many passions, and are listed as being either of a general emotion (such as loyal, curious, cowardly) or as being directed towards a particular ideal or person (love of a friend, loyalty to a lord, hatred of a religion).

Passions of level +3 or higher are considered to be advantages or disadvantages, and must be paid for.

Limits on Passions

Generally, a character can only have one passion of +4 or higher, and if they have a passion of +5, then cannot have any other passion greater than +2.

Roleplaying Passions

Though they are given as a game mechanic, *passions* should definitely be role played – this is the main area in which they are meant to be used.

Passions of level +1 or +2 aren't greatly different from the norm (and hence aren't worth any points). A +3 passion is quite strong, and people who have been around you for some time should come to notice it.

If a character wants to go against a passion, the GM may require a will check in order to do so. A character with a +1, +2 or +3 passion will have the difficulty to resist their passion increased by +2, +5 or +10 respectively.

A +4 passion is beginning to consume your personality, and hence should come into play a lot of the time. Someone with a loyalty of +4 to someone, will obey that person without question except in situations which are obviously suicidal or go directly against the character's ethics. In these cases, the character may pause to think before obeying (or not). Trying to resist such a passion increases the difficulty by +15.

A character with a +5 loyalty, will not even consider disobeying in the above cases, and if they do try to resist, the difficulty modifier is at +25.

Making Passion Checks

Sometimes, a character will be in a situation where their passion will probably cause them to do something stupid, and the player may very well decide that they want their character to do

something more sensible. In this case, a passion check may be required.

A passion check is rolled on straight will, with a modifier for any suitable passions. The difficulty will range from 5 to 15.

Advantages and Disadvantages

These are special bonuses and penalties characters can take to make them somewhat extraordinary compared to normal people.

The cost of all advantages and disadvantages taken must balance, and not all cost the same. The advantage of 'keen hearing' which gives a small bonus to listening rolls, doesn't cost as much as the advantage of 'shape shifting' for example.

Other Information

Except where otherwise noted, the following standards can be assumed to be used throughout these rules:

Fractions

All fractions are rounded to the nearest whole number, and halves round up (away from zero).

Weights and Measures

The metric system is used throughout these rules, with metres and kilogrammes being the standard units of distance and weight.