

ArKaNa (fantasy role playing game)
CHARACTER GENERATION

Each character has 9 abilities -

FIGHT - hand-to-hand combat.
FIRE - missile weapon skills.
ARCANA - magical power.
(STR)-ENGTH - muscular power.
(DEX)-TERITY - reflexes and balance.
(END)-URANCE - physical toughness.
(INT)-ELLECT - ability to learn and remember.
(WILL)-POWER - mental toughness and awareness.
(PRE)-SENCE - metal strength and charisma.

1d6 ROLL	VALUE
1 or 2 or 3	1
4 or 5	2
6	3

- Roll 1d6 for each ability in turn. Check the roll against the value table (above) and write the figure in the "NATURAL" box.
- Then split a total of 6 points between the 9 abilities so that each ability gains an additional 0 or 1 or 2 points. Mark this in "TRAINED".
- For each ability add the "NATURAL" and "TRAINED" together and write in the "TOTAL" figure.
- Add the values of all the abilities together. This equals the character's hit points (HP).
- Subtract the character's HP from 45. This is the character's DESTINY points (DP).

TESTS

Most attempted actions are either impossible or automatically succeed. All other actions must make a successful OPPOSED TEST roll in order to be achieved.

- First determine the ability that is most relevant to the TEST roll. This would be FIGHT for hand-to-hand combat, FIRE to hit a target with a bow, STR to lift a heavy weight etc.
- If the action is directly and actively opposed by another being then the value of the ability is compared to another ability. STR vs. STR for an arm-wrestle or FIGHT vs. FIGHT for a round of hand-to-hand combat for example.
- If an action is taken against passive and unchanging circumstances such as climbing a wall, swimming a lake, driving a cart etc., the value that is compared to ability ranges from 1 for something easy to 5 for something quite difficult.
- Roll 1d6 for the lower value.
- Roll 1d6 plus 1d6 for each point of difference between the 2 values for the higher value.
- The highest single roll wins that round. Any other result is an inconclusive draw.

DESTINY POINTS

DP can be spent before any die is rolled in a round and increase any single ability for a single round. The amount of DESTINY points that must be spent to increase an ability value equals the combined cumulative value of the difference between the 2 values. *IE - to increase an ability with a value of 3 to a value of 5 costs 4 DP plus 5 DP for a total of 9 DP.* DP returns to the character at a rate of 1 per day.

COMBAT

- INITIATIVE - roll a number of dice equal to the character's DEX and add together. Each point of armour reduces EACH die roll by the number of points of armour that the character is wearing. This may result in minus figures. The order of actions goes from the highest roll to the lowest in order. Any character can either move 20' and fight OR move 60' and do nothing OR perform a

- full round action like use a missile weapon.
- HAND-TO-HAND COMBAT is a FIGHT TEST.
- MISSILES - to hit with a missile is a FIRE TEST. The value it is compared to is 1 per 30' distance away for a thrown weapon and 1 per 100' distance for a bow. Thrown weapons can be recovered on a 1d6 roll of 2+ and arrows on a roll of 6.
- DAMAGE equals a number of dice equal to the cumulative difference between the higher, winning roll and the closest lower, losing roll. A difference of 1 inflicts 1d6 damage; a difference of 2 inflicts 3d6 damage and so on.
- WEAPON SIZE - DAMAGE is multiplied by 1.5 for a large 2-handed weapon and 0.5 for being unarmed. Both round down.
- ARMOUR - each point of armour and/or armour and shield combined, reduces the DAMAGE inflicted by 1d6. A shield counts as 1 point of armour as does leather armour, chain mail is 2 and plate-mail is 3.
- DEATH occurs at 0 HP unless a successful ARCANA TEST is made. HP is recovered at a rate of 1d6 per day.

EQUIPMENT

A character can carry an amount of items equal to twice his STR. Small items (throwing weapons, dagger etc.) equal 1/2 an item. Large weapons equal 2 items. Armour equals 1 item per point of protection it offers. 50 coins equal 1 item. A character can have a choice of equipment. He can take -

- 1d6 throwing weapons OR a bow and 10 arrows.
- A small weapon
- A large weapon OR a normal weapon and a shield.
- Leather OR chain mail OR plate-mail armour.
- 1d6 normal items (50' rope, lantern, 10' pole etc.)
- 3d6 coins. The DM prices additional items and services.

ARCANA

ARCANA can be TESTED to bring about highly unlikely happenings at the will of the caster as a full round action. The desired action cannot be directly lethal but can bring about happenings that indirectly cause about injury or death, such as a wheel falling off a cart, a balcony wall collapsing, a branch knocking someone off a horse etc. An ARCANA TEST ALWAYS has a difficulty of 5 and ALWAYS reduces ARCANA by 1 regardless of success or failure. A failed ARCANA TEST also reduces DP by 1d6 OR 1d6 HP if the character has no DP left. Lost ARCANA returns 24 hours after it's all used up.

NAME -
HP- DP-

Ability	Natural	Trained	Total
Fight	+	=	
Fire	+	=	
Arcana	+	=	
STR	+	=	
DEX	+	=	
END	+	=	
INT	+	=	
WILL	+	=	
PRE	+	=	

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