

The Land of Karn Fantasy Role-Playing Game

Basic Version

Introduction

The Land of Karn: Fantasy Role-Playing Game is just what the name implies. It is a role-playing game set in a fantasy setting. Sure, that doesn't tell you much about it, but it's a start. LoK is also a skill-based system with a comprehensive character building system to allow nearly any kind of character that would fit into the setting to exist. There are few limitations (other than the point cost chosen for characters) on what you can do with your character at creation time.

This basic version of the game includes all the basic rules you need and more than enough skills to make it interesting. Most of the sections are truncated, leaving out expanded and alternate rules, but not leaving out something that would be required to play the game. Give it a try and see if you like it. If you do like it, check out the full version once it's finished and being sold at RPG Now (rpgnow.com), in my store.

The full game also includes a number of expanded and exiting features not found in this basic version: A comprehensive spell creation system (that all the included spells in the game was made with) that even allows characters to become mater spell crafters, Rules for making Magic Items of all kinds, A full section just on Psionics and mental powers, and Much more exciting, expanded, and alternate rules and lists.

The main thing that you get with the full version is the complete Senton Kingdom Region setting within the Land of Karn and the full Encyclopedia of People, Places, Things, and Creatures of the region. These are only found within the full version of the game (and in the special access web-pages you get membership to when you buy it and register at the landofkarn.com) and allow you to fully understand and enjoy the Land of Karn RPG.

So keep reading and I hope you enjoy the Land of Karn: Fantasy Role-Playing Game. Also, feel free to

come back and check this site from time to time to see any changes or additions I make to these free Basic Version rules.

What is a Role-Playing Game?

This is a question that plagues gamers the world over. Every time a non-gamer asks one of us we almost never know exactly how to answer. When I am asked I have several replies, depending on the situation, who is asking, and how much time I have to explain. Since I have no way of knowing who is reading this I can't fall back on any of these replies. Besides, all of them require interaction to be effective. So I am stuck using my wits and imagination to come up with an answer this question for you. Which is fitting since wits and imagination are the keys to what Role-Playing Games are.

The short description I like to use is that it is basically 'Pretend', only with a set of agreed upon rules and guidelines. For most this is something they can connect to since almost every little kid has played Pretend at one point or another. Weather it was 'Cowboys & Indians' or 'Cops & Robbers' or anything else, most of us remember doing this. The rules are basically there to fix many of the problems that can pop up, like the old "I shot you." "You did not." "I did too, with my gun." "But I'm wearing a bullet proof vest." "You were not." etc.

But unlike these childhood games, today's games of Pretend usually take place solely in the minds of those playing and not out running around the yard or in the woods behind old Mr. Cutter's place. The rules are also more well designed and laid out, usually in books, much like this one you are holding. The action unfolds as one player after another verbally describes what their made-up persona, or character, is going to

do. Then the referee, who is usually called the Game Master, explains how these actions play out and effect the rest of the world around them, according to the rules.

Together, the players and the Game Master create and tell the stories of their characters each time they play, usually adding onto the stories that have come before. In a nutshell, that is what a Role Playing Game is, at least through my eyes. A giant game of grown-up Pretend where you create a whole history and story for your made up characters as you play.

The game you are holding includes all the rules and guidelines you need to play this game, in addition to a bunch of additional information to help set the scenes and outline the world it takes place in. It starts with character creation rules and then gets into the rules that govern how the world works. How many of these rules are followed or forgotten is up to the group that is playing, as long as they all know ahead of time to make it fair.

What It Takes To Play The Game

All it really takes to be able to play a game are two players who find some rules they agree on. Usually one of these players needs to be a Game Master, or GM, to handle any rule disputes and control the rest of the world around the player's characters, or PCs. The Land of Karn is no different. One of the players takes on the role of GM and they control the world and everything that affects the PCs.

All of the players should have good imaginations, being able to see the world they are creating together in their heads. This is especially true of the GM, who not only has to see the world in their head but create and control most of it. The players are only responsible for the actions of their PCs, but should be willing to accept the consequences of the actions they choose. The GM, however, has to control the actions of the rest of the world around the PCs. Every person they meet, see, or talk to are up to the GM to control the actions of. These characters that the GM controls are called Non-Player Characters, or NPCs.

In addition to the people and their imaginations you will need a number of specialty dice. These can be found at almost any game or comic shop, or from a number of on-line dealers. They come in six different polygon shapes and each one has a different number of sides: 4, 6, 8, 10, 12, and 20. The Land of Karn RPG uses all of them for one thing or another, but most of the time only the 6-sided, 10-sided, and 20-

sided will see use. It is also best to have two 10-sided dice of different colors or designs for rolling percentage, as will be explained later.

The last things you need are some pencils and paper to take note on. This can be simple plain paper or a series of sheets copied from this book designed to keep records on. These special sheets are called Character Sheets and there are a number of different ones included depending on what your needs are for your current character. More is covered on these in the back of the Character Creation section.

Rolling Dice

Dice are used to generate random numbers, which allows there to be an element of chance to the actions your characters take. No game would be much fun if you knew the outcome of every event in it before hand, you need that chance of success and failure. The Land of Karn RPG is no different.

Most of the dice are simple to understand and use. When you roll them you count the numbers on them as the results. Higher is usually better, but that can depend on the situation. There is, however, one other type of roll used in the Land of Karn RPG more than any other. That is called the percentage roll.

Two 10-sided dice rolled together, marking one as a tens die and the other as a ones die, are used to generate percentage numbers from 1 to 100. It is best to have some way of telling the two dice apart, like having them in different colors, to avoid confusion. The one you roll for the 'tens' die is used to fill the first slot on a two digit number and the other die, called the 'ones' die, is used to fill second. This generates combinations from 00 to 99, but a roll of 00 is counted as 100 since you can't have a roll of 00 in a range of 1 to 100.

For example: You roll the two dice and the 'tens' die come up as a 4 and the 'ones' die comes up as 8. This means you have a percentage roll of 48. If the 'tens' die comes up 0 and the 'ones' die comes up 6 you have a roll of 6 (06).

Most of this game book tells you what is needed to be rolled for something by listing a code combination of numbers and the letter D for die. The numbers before the D represent how many dice need to be rolled and the number after the D tells you how many sides the required die has. If you don't have enough of the required die to roll what is required then just roll one die that many times and keep track of each roll. Then, once you have rolled enough time, add them together.

Sometimes there is modifier added or subtracted from the roll and it can be listed after the code along with a plus or minus sign. This modifier is added to or subtracted from the total rolled and not the number of dice rolled, so roll first and then figure in the modifier. Rolls can go below one or above the maximum of the natural roll thanks to modifiers and unless specifically states by the rules, let them.

So, the formula for listing dice rolls is as follows:

$[n]Dt[m]$

Items in brackets “[]” are optional.

n = number of dice to roll. If left blank it is assumed to be 1.

t = type of dice to roll. This item is not optional and must contain one of the legal die types.

m = any modifier to the roll. If left blank there are no modifiers and existing modifiers can be positive or negative.

For example: D20 means to roll a 20-sided die, 5D10+20 means you roll 5 10-sided dice and add twenty to the results, and D% means you roll two 10-sided dice as percentage dice.

Rounding Numbers

To make things easier to handle and make the math as simple as possible I have decided to remove all fractions and decimal places from the game. We deal with only whole numbers so rounding off to a whole number may be required from time to time. All rounding is done DOWN to the nearest whole number. This simply means dropping any fractions or decimals from the number, no matter how high they are.

For example: Rounding 27.2 would come to an even 27 and 12.9 comes to 12, not 13.

Mind you this only covers numbers involved in the game system and not the setting. Within the setting there can be all the fractions and decimal places you want, but not in the mechanics of the system that runs underneath is. Basically, characters may have to deal with fractions, but players shouldn't.