

# *An Arm and a Leg*

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# Introduction

An Arm and a Leg is a role playing game focused on combat and making every hit count. Long gone are the days of damage sponges and gone are the days of many worthless enemies. In this game every move you make will have consequences and one hit could mean the difference between failure and success. The setting is a medieval town in which a great arena has been built and warriors from all over have come to test their might in combat. Will you be one to succeed in the arena and reach fame and fortune, or will you perish as many others have?

Requirements:

- IMAGINATION
- 3 to 5 players
- Pencil and paper
- Many d6s

## System & Combat

The system and combat in An Arm and a Leg is a d6 focused system that takes inspiration from many others. The main point of the system is to focus on man to man combat that allows for a more realistic approach to damage. Instead of each enemy having a generic set of hit points, he instead has heart points for each part of his body. There are six total body parts, Head, Body, Left Arm, Right Arm, Left Leg, and Right Leg. Each of these parts will have their own set of heart points which are based on the size of the person, in which a normal human has 4 for each limb. In combat you can target any limb you wish, except for the head. The head can only be targeted after 2 body parts have lost their heart points. Now as to how it works to attack a body part, we first have to deal with the separate character types.

There are three separate character types each based on one of the three main stats, Strength, Agility, and Will. For each stat there is a specific weapon type and defense mechanic that corresponds to it. Strength uses slashing weapons such as longswords and axes, while for defense it uses the Parry mechanic. Agility uses piercing weapons such as bows and daggers, while for defense uses the dodge mechanic. Will is not weapon or defense based so we will talk about that later. The defense mechanic of a specific stat is strong against its own weapon type, so parry is good against slashing weapons and dodge is good against piercing weapons.

## Combat

Now here comes how combat actually works. Initiative is taken when each player rolls a d6 and adds their Agility, if there is a tie than the person with the higher Agility wins. Movement is done on a basic square grid in which each character occupies a space. A character can move equivalent to twice its Agility or 4, which ever is higher. You have to be next to an enemy to attack, with exception of the bow and magic which is a range of 6 squares. A character can only make one action per turn, whether that is attacking, moving, or using magic. When a d6 is rolled, a 5 or a 6 is considered a success while a 4 or below is considered a failure. When you attack with weapon, first you declare a body part that you are attacking. Afterwards you roll d6's equivalent to the stat of that weapon. Likewise your opponent will roll defense equal to the corresponding defensive stat that counters that weapon. Afterwards the defender's successes will cancel out an equivalent amount of successes that the attacker has made. The any successes left over that the attacker has is dealt as damage to that body part. If the attacker has less successes than the defender, then that attack is considered to be missed.

Here is an example: *Jack is playing a Strength character, he decides to attack the enemy Agility fighter with his sword. He aims for the enemy's right arm. His Strength is 4 so he rolls 4 dice. He rolls a 2,2,5, and 6 which gives him 2 successes. After this the enemy Agility player needs to roll parry which is his Strength, a score of 2. The enemy rolls a 3 and a 5 which is one success. This one success cancels out one of Jack's success and so Jack is left with one success which allows him to deal one damage to the enemies right arm. After this his turn is over.*

## Magic

Now the exception to this is a Will based character. A Will based character uses magic which is fed off what is called Essence. The Essence of a character is their ability use magic and the pool of energy which magic uses. The Essence of a character is equivalent to twice its Will score. With that Essence a character can use a magical attack in which they consume Essence and roll d6's equivalent to the amount of Essence used. Each success is 1 damage. One special thing about magic is that it can target multiple body parts at the same time(minus the head), and there is no defense against it. The downside to it is that you only have a limited amount of Essence to use before you are out. Now there is a way to regain Essence in battle and that is to sacrifice heart points. For each heart point you sacrifice you gain 1 Essence. You can only regain Essence per round equal to your Will score. You can also use Essence to heal. You can roll one d6 for each point of Essence used to heal a person, and it heals equal to the amount of success you roll.

# Character Creation

When a character is created, the first thing to do is pick the type of character you wish to play. First you choose whether you want to play a Strength, Agility, or Will character. This will correspond to the level of the skills of each stat, which is a 3 in the main stat and a 1 in the other two. Make a stick figure or some other representation of your character and draw four hearts near the six main body parts. You will use this to keep track of your heart points in battle. Along with that you will choose a weapon, though this is more for flavor choice. The only exception is the bow which can only be used by an Agility character. Your character also obtains Essence equivalent to twice its Will. After that just add some story flavor and your character is done. You level up and gain a point to add to one stat each time you win a fight, to give meaning to your victories. That is all to creating a character.

## Closing Thoughts

This was fun, although I didn't feel I did as well as I could have. I focused less on the role playing aspect than I should have. I mostly spent time on the combat engine which is funny because I don't care much for rpg combat in the first place, it was just the first thing to pop into my mind. Anyway, this is definitely rough and could use many additions and balancing along with proofreading it and making sure it makes sense and isn't confusing. Anyway I hope you all find it at least slightly interesting, and perhaps it could give you some inspiration on something you are working on.