The Arena

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Overview

The Arena is a Play By EMail Role Playing Game (PBEMRPG) in which you take the role of a Lanista, you'll take on the role of purchasing, training, equipping and fighting your Gladiators in the Pit, Amphitheatre, Arena and of course the Colosseum itself.

Turns will be run fortnightly (bi-weekly). Likely late Saturday or Sunday (AEST).

I've also set up a discord server with the URL: **https://discord.gg/FGj7rsYXyC**

Terminology

- Denari – The currency of The Arena (in this case, singular and plural)

- Lanista – A Gladiator school leader

- Ludus – The Gladiator school

Reading these rules

Current version changes will be highlighted when updated.

There are several sections that are not coded, these will contain a "**N.B.**" after the mention.

In the instance of orders when you see a pipe character "|" this indicates the word OR, for example; Empty|**Haggle** – Implies, Empty text or cell, or the word **Haggle**.

0. Foreword

This game is going to always be in near constant development, from adding new items, to changing some stats, all changes/additions are at the sole discretion of the GM, and only made to improve the game play for all. If you feel that any of the changes have affected your game play, please feel free to contact me and we'll see what we can do.

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1. Mechanics

1.1 Turn Sequence
Events in The Arena happen in a specific order, this is as follows.

1. Colosseum fights / Tournament fight

2. Arena fights / Event fight

3. Amphitheatre fights

4. Pit fights

5. Training

6. Auctions

7. Buy orders

8. Sell orders

9. Miscellaneous

Items/Denari won or acquired in earlier steps of the turn can be used in later steps.

1.2 Default turns
If no Orders have been submitted by a player, a "default turn" will be issued. In which all Gladiators go through a Fight in the Pit, no items will be bought/sold and no auctions will be bid on. Feeding and housing will still be required.

1.3 Restarts
Typically speaking, a restart should be very unlikely, however in which case a repayable non-interest loan will be issued by the GM who will then start collecting 10% of the players earnings until the loan is paid back. - If you're running out of funds, buy some Gladiators, sell some items etc.

1.4 Taking over an established Ludus
If a player no longer wishes to continue operating their Ludus, they can transfer ownership to another player who is not already in the game. Note, re-entry into the game does not automatically grant the return of your old Ludus.

1.5 Reports & News
Both your reports and News should likely be inside your reports sheet, but there may be a time I separate the two.

Your Report will be returned as an excel spreadsheet, openable by Office or LibreOffice (free at: https://www.libreoffice.org/download/download/)

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1.6 Activities

Each game turn, you'll have to do some activities, these can include Buying or Selling items or Gladiators, training or telling which Gladiators are to fight, there is no limit to the number of activities you can do a turn.

1.6.1 What can a Gladiator do in a turn?

I struggled with this a bit, and I will no doubt continue to do so. For the time being, I've decided that a Gladiator can do anything you can afford for the Gladiator to do in a turn, double train in a Skill and improve an Attribute? No problem! (As long as you can afford it!).

The only thing a Gladiator will never do twice is fight in 2 combats, no fighting in the Theatre and dipping into the Pit, a Gladiator should be too buggered after one or the other!

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2. Basic Concepts

2.1 Denari
Denari is the currency that keeps The Arena – and the blood flowing.

2.1.1 Earning Denari
You earn Denari by selling goods, or by fights, win or lose. Winning of course, grants you more earnings.

Denari earned for a fight depends on the number of competitors, and how long the fight lasts. A longer fight, means more Denari.

The baseline Denari is calcuated from the baseline of Renown. Which is Rounds + #OfFighters.

The code looks somewhat like this – assuming 2 fighters over 8 rounds.

BaseRenown = 2 + 8; 10

BaseDenari is calculated as BaseRenown * 10 – so in our example. 100 Denari.

The code then determines if the gladiator is dead, or is the winner/loser.

If the gladiator is the winner, the below happens.

They are immediately awarded 75% of the BaseDenari.

For each opponent that died, they will earn an additional value of Denari. This is between 0, and BaseRenown.

The game then multiplies Denari by 3 if the fight is in the Colosseum, by 2 if the Arena, 1.5 if the Theatre, and no adjustment for the Pit.

If the gladiator is the loser and not dead, the below happens.

They are awarded 25% of the DenariBase. (This is split up between all the losers), so in a 3 way fight, the 2 losers would have to share 25 Denari in our example above.

If the gladiator dies, the Ludus is given a random number of Denari between Half of BaseRenown (5) and full BaseRenown (10). In this provided example.

All of the above values are further modified by the location the fight takes place.

The Theatre awards an extra half of the calculated Denari, Arena, double, Colosseum triples.

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2.2 Renown

Renown is how your popular your Gladiator is, and how well they are known. See the dictionary for more information, renown is also used to dictate where your Gladiator can fight.

2.2.1 Earning Renown

Renown is earned in combat, and exceedingly more depending on where you fight, in the Pit, Theatre, Arena or Colosseum, downing or killing Gladiators in the fights also boosts renown.

Renown earned for a fight depends on the number of competitors, and how long the fight lasts. A longer fight, means more Renown.

The baseline Renown is Rounds + #OfFighters to Rounds.

You gain a single additional renown for every opponent you personally downed.

The code looks somewhat like this – assuming 2 fighters over 8 rounds.

BaseRenown = 8 + 2.

The code will then give the winner an extra Renown, making it 11.

The code then determines if the gladiator is dead, or is the winner/loser.

If the gladiator is the winner, the below happens.

If the opponent is dead, they are awarded an additional half of BaseRenown (rounding down), taking Renown from 11 to 16, else if no deaths the Renown is not increased.

If the gladiator is the loser and not dead, the below happens.

Renown earned is 75% of the BaseRenown, rounding down, in our example, the result would be 7.

Additional Renown is awarded for every dead combatant at a rate of BaseRenown halved.

If the gladiator dies, no Renown is awarded.

All of the above values are further modified by the location the fight takes place.

The Theatre awards an extra half of the calculated Renown, Arena, double, Colosseum triples.

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2.3 Experience
Experience is how your Gladiator grows, becomes faster, stronger and is used to learn more abilities.

2.3.1 Earning Experience
Experience is earned in all battles and training, with specific modifiers for the battles your Gladiator is taking place in.

For instance, a fight in the Pit yields less experience than in any other location, including single training.

Experience is earned during a fight for every successful action. E.g. an attack.

This value is between 8 and 12 (randomly generated), if you down an opponent, either from death or stun damage, you will earn an additional 12 to 18 experience.

So for instance, lets assume a hugely 1 sided fight, that goes for 4 rounds, with 2 attacks in each round from each Gladiator.

Gladiator 1 successfully hits twice for all 4 rounds, earning him a total (when summed) between 76 and 114 experience.

In the Pit, it is reduced by 10% making it 103.

In the Theatre experience is not modified.

In the Arena it is increased by 10% making it 126;

and lastly, the Colosseum itself, giving out a whopping 30% increase for 149 experience.

2.3.2 Spending Experience
Experience is spent learning new abilities, attacks or improving your Gladiators attributes this is covered in the Orders section of the rules.

2.4 Prestige
Prestige is how well known your Ludus is, this can help you get better deals in the market place, or allow your Ludus' Gladiators to fight in locations they normally wouldn't otherwise.

2.4.1 Earning Prestige
Prestige is earned during fights, the location of the fight improves your chance of earning (or losing) prestige.

Winning or losing in the Pit carries a 5% chance of winning/losing Prestige, the Amphitheatre 10%, Arena 15%, Colosseum 20%.

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3 Gladiators

Gladiators are the bread and butter of The Arena, they are your money earners, they are also your money sinkers, they require food, water, upkeep and training, however. Treat them well and they'll treat you well.

3.1 Getting a Gladiator

There are only a few ways in which you can obtain a gladiator.

- They are sold by their previous Lanista – **Not Coded**

- Sold in the general marketplace

- Randomly placed in Auctions

When buying a gladiator from the market place, his/her Skills (if applicable) and Attributes will be generated at random.

3.2 Training a Gladiator

Training Gladiators is important to their survival, as much as equipping them with the latest armour, the ability to dodge is just as important!

You can train in several areas those being skills, attacks and attributes.

The orders for training a Gladiator are mentioned in

3.3 Upkeep of a Gladiator

Gladiators require food and some sort of roof over their head, lest the elements get the better of them, to signify this, at the end of each turn, your gladiators are fed and housed.

The more renowned Gladiators require more lavish living conditions and food than those starting out.

This is worked out using the formula below.

Baseline = Round(Renown / 50) – **if the result is 0 or less, it is changed to 1**

Housing cost is **Baseline** * 10, Feeding costs are **Baseline** * 3

If you are unable to meet these requirements, negative side effects can occur, this can include a loss of Renown, or starvation.

3.4 Gladiator Make up

3.4.1 Attributes

Gladiators are made up of attributes, these help define how the gladiator interacts with the game world.

These are as follows.

Strength	Nothing but gains here, helps determine output
Body	Could be more like "resistance" the body's natural armour

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Agility	Speed of the gladiator
Reaction	Determines thought speed and reaction time
Will Power	Determination – drive to survive
Intelligence	Cleverness – helps with correct decision making

There's a few minor things that are calculated from the above. Namely, MaxStun and MaxDamage.

MaxStun is the amount of stun damage you can take before you fall unconscious and lose the fight.

MaxDamage is the maximum amount of damage you can take before you fall unconscious and start bleeding out.

MaxDamage is 10 plus your Body + Half strength rounded up.

MaxStun is 15 plus your Will Power + Half intelligence rounded up.

3.4.2 Skills

Gladiators can train and focus their learning in specific areas, these are skills. They can range from practice with a Sword, or even bare knuckle fighting.

Each weapon will have a specific Skill that is applied to it, which help to improve the Dice Pool when using it.

3.4.3 Attacks

Different attacks do different things, the most basic attack that all gladiators know is the "Basic Swing"

3.5 Luck

Luck in this game, is a skill, it can also be a burden, the Gods are fickle.

When you buy a skill in Luck, you're entrusting the Gods with some of your fate, this is worked out as follows.

Assume you have 3 Luck skill.

You roll 3 dice, Looking for 5+ for successes.

If you get all 3, the pool that you're rolling on gets 3 added to it.

If you get between 1 and 2, You'll get how many you rolled, halved rounding up.

If you fail to get ANY successes, it will actually negate half of your luck skill rounded down from the pool you were trying to improve.

Example:

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2 Successes from a previous pool + Either 3, for all successes, 1 for halving rounding up. Or -1 from your 2 successes if you fail to roll any luck.

3.6 Status'

Various things can happen to a Gladiator, some permanent, many not. Here's a list of all the things that can go wrong.

3.6.1 Death

A Gladiator can die in the arena due to the amount of injury sustained. The maximum amount of damage that a Gladiator can sustain is shown in your Gladiator report, it is calculated with the following formula.

10 + Gladiator Body Attribute + Half Strength rounded up.

Ex: Gladiator has a Body of 4, and Strength of 3, the max damage they can receive is 16.

Once a Gladiator has received that amount of damage, they lose the fight, falling during the fight. If the damage they received is greater than their max damage + their Gladiator Body Attribute. (Ie: greater than 20 as in the example above), they will die.

If the damage however, is equal, there is a chance that you can still live, it involves an opposed roll with luck vs Morta, the Goddess of death, if she wins, you lose.

3.6.2 Coma

A Gladiator can also slip into a coma if the amount of "stun damage" they receive exceeds their max stun amount which is calculated with the following formula.

15 + Gladiator Will Power + Half Intelligence rounded up.

Ex: Gladiator has a Will Power of 3, and an Intelligence of 4, the max stun they have is 15.

The amount of time you slip into a coma for is the difference between the amount of stun damage you've taken and the max stun you can can take plus your Will Power attribute.

Ie: You've taken 20 stun damage vs your max of 15 plus Will Power. The coma months are your current stun damage minus the Max Stun and Will Power combined.

20 - (15 – 3) = 2, this is then removed by more by a Will Power roll, (ie: 3 dice, looking for 5+).

If you end up with exactly your max stun + Will Power vs your stun damage you will get a chance to negate the 1 month of coma you could receive.

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4 Orders

4.1 Buy Orders

Buying is one of the most important aspects in The Arena, it's how you get additional Armour, Weapons and other miscellaneous items.

A buy order, looks something like this

Action	What/Who	Misc 1	Misc 2	Misc 3
Buy	**Item**	Empty|**Haggle**	**Name|Count**	

Item – is the item you wish to purchase, this can be a Weapon, Armour or miscellaneous items a list of all items will be available in your turn report.

Haggle – You will attempt to Haggle a better price for the item, but be warned, sometimes they can haggle you up.

Name – If you buy a **Gladiator** in the "What/Who" column, Misc 2 can be filled out with the name of the new Gladiator.

Count – If you want to buy more than a single **Item**, put the number you wish to buy here, 1 or more.

4.2 Fight Orders

Fighting! The reason we have these mighty Gladiators! - Most fights are non-lethal affairs, but accidents or mistakes can happen and deaths do occur.

Fight orders look like this:

Action	What/Who	Misc 1	Misc 2	Misc 3
Battle|Fight	**Your Gladiator**	Empty|**Your Opponent**	**Location**	Empty|**Weapon,Armour, Armour,...**

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Your Gladiator – Hopefully self explanatory, the name of your Gladiator you want to fight with.

Your Opponent – Name of your opponent or opponents that you're fighting, empty to go into a random pairing, with others of the same or close Renown.

Location – The Location you want to fight, options are. **Pit**, **Amphitheatre|Theatre**, **Arena**, **Colosseum**. - Your gladiator needs Renown to access some of the other areas.

Misc 3 – Can be left empty, but can include a comma separated list of items you're taking into the combat, such as a weapon, and pieces of armour. Some fights (such as the Pit) won't allow weapons or armour – bare fists until one can't get up again!

N.B. Multiple opponents not yet coded. May be set by GM only in future.

4.3 Training Orders
There are several key areas in which a Gladiator can be trained or improved, the order to do this looks as follows.

Action	What/Who	Misc 1	Misc 2	Misc 3
Train	**Gladiator**	Empty|**Skill**|**Attribute**|**Attack**|**Ludus Training**	**Skill/Attribute/Attack Name**	

Gladiator – The name of the Gladiator you're training.

(Optional) **Misc 1** – Empty, for if you're doing generic experience training. The word 'Skill' for training a specific skill, or 'Attribute' for training that specific Attribute.

Misc 2 – The name of the Skill or Attribute you're attempting to level.

Cost – Training a Gladiator is not free, and requires some Denari, or experience to train in a skill. These are listed below.

Experience Training Costs

This is calculated from the total experience your Gladiator.

The maximum amount of experience you can earn is between half your experience, and a quarter of your experience, the cost is a random number of the experience you earned, multiplied by 1.5.

Pseudo code as follows, Assuming a total Experience count of 100, the default.

100 / 2 rounded up to 50 – This is the most experience the Gladiator can earn.

100 / 4 rounded up to 25 – This is the least amount of experience the Gladiator can earn.

Random number between 25 and 50 is found, say 30.

The Gladiator will earn that 30 exp, and the training will cost us anywhere between 30 and 45 Denari.

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For the Algebra minded.

S = Start Experience (100)

U = Upper Experience = **S** / 2 – Rounded up

L = Lower Experience = **U** / 4 – Rounded up

E = Experience Earned = Random(**L**, **U**)

C = Cost = Random(**E**, **E** * 1.5)

Some months of training are more beneficial than others, hence the randomness.

Skill Training Costs

This training costs Experience your Gladiator has earned, and some Denari of course.

The skill level costs 50 experience plus 30 for every level. 50 + ((CurrentSkillLevel + 1) * 30)

Example: CurrentSkillLevel 0 = 80 experience, CurrentSkillLevel 6 = 400 experience.

The Denari cost is (CurrentSkillLevel + 1) * 60.

Example: CurrentSkillLevel 1 = 60 Denari, CurrentSkillLevel 6 = 480 Denari.

Attack Training Costs

This training costs Experience your Gladiator has earned.

The attack costs 100 experience plus 20 for every level. 100 + ((CurrentAttackLevel + 1) * 20)

Example: CurrentAttackLevel 0 = 120 experience. CurrentAttackLevel 6 = 240

Attribute Training Costs

The big one, improving core attributes for your gladiator, costs just Denari, but they're harder to attain.

It costs 80 Denari per Attribute level you're attempting to attain. And;

100 Experience per level.

The lower level the attribute the easier it is to attain.

Ludus Training & Costs

This training is gruelling, tough, expensive and risky.

This training will push a new recruit to their absolute limit, fulfilling their full potential as a Gladiator fit for the arena.

The starting cost is simple, 100 experience, and over the course of training 999 Denari.

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Here's how it works.

Your gladiator has a chance to die each month for 3 months, and you will pay the training cost for each month.

Month 1 – for the first month of training, there is a 15% chance the Gladiator will die during this month, the cost is then 11.1 Denari times the number of days he lasted in that month (randomly generated between 1 and 30, if he died on the first day, the training cost you 11 Denari, on the last day of the month 333 Denari.

Month 2 – This month, as the Gladiator gets stronger, there is now only a 10% chance of death, the cost is the same, 11.1 Denari times the number of days the Gladiator trained for that month.

Month 3 – Only a 5% chance of death, same cost workings for the previous months.

Why do this risky training? On the 3rd month, the training is complete. The Gladiator will receive 4 randomised Attribute increases and 4 random Skill increases.

4.4 Auction Orders # Not yet in game

Auctions are a fun way to obtain something that might have been too expensive to obtain otherwise – or maybe you don't want an opposing Ludus to win the auction. Either way, this is how you do it!

Every turn, your report will contain an Auction sheet, this will contain items that are up for Auction in the next month, you bid on them as follows.

Action	Who/What	Misc 1	Misc 2	Misc 3
Bid	**Item**	**Denari**		

Item – This is the name of the item you're bidding on.

Denari – The value of your bid.

If you win, the Denari is taken and the item awarded to you.

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4.5 Sell Orders

Selling items is a great way to make Denari quickly, or to get rid of old Weapons/Armour.

Action	Who/What	Misc 1	Misc 2	Misc 3
Sell	**Item**	Empty|**Haggle**		

Item – The name of the item you wish to sell.

(Optional) **Haggle** – Filling in Misc 1 with Haggle will attempt to get you a better deal on the sell.

4.6 Misc Orders

Any order that doesn't fall into any of the above categories, Such as renaming Gladiators or your Ludus.

4.6.1 Rename Order

Action	Who/What	Misc 1	Misc 2	Misc 3
Misc	Name	Ludus	**Ludus Name**	

Ludus must be Misc 1 to rename your Ludus.

Ludus Name – Is what you want your Ludus to be known as.

Misc	Name	Gladiator	**Current Name**	**New Name**

Gladiator must be Misc 1 to rename a Gladiator.

Current Name – The current name of the Gladiator to be renamed.

New Name – The new name of the Gladiator.

4.6.2 Spy Order

Action	Who/What	Misc 1	Misc 2	Misc 3
Misc	Spy	**Level**	**Gladiator**	**Attribute|Skill| Attack**

Level – A number between 1-10, to determine the level of spying you wish to pay for.
Each level is a block of 10% chance of success. Ie: Level 1 is 10% chance of success. Level 5, 50%, etc.
At level 10, I actually reduce the chance to 99%, there's always a chance of failure.

Gladiator – Name of the Gladiator you wish to spy on.

Attribute or **Skill** or **Attack** – The skill or attribute you wish to spy on.

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If you're successful in your spying mission, I roll again on another chart to determine the accuracy.

1-30 – You are accurate between -3 to 3 levels, labelled as "Sure".
31-80 – You are accurate between -2 to 2 levels, labelled as "Pretty Sure"
81-95 – You are accurate between -1 to 1 levels, labelled as "Very Sure"
95+ you are 100% accurate, labelled as "Exactly Sure."

4.6.2 Build Order

Action	Who/What	Misc 1	Misc 2	Misc 3
Misc	Build	**Building Name**		

Building Name – Name of the building you wish to build.

Items will be pulled from inventory to complete the building first, then purchased to cover the rest of the required building.

Labourers cannot be purchased and will be hired for the month in order to build the building.

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5 Fights

5.1 Initiate a fight
Scheduling a fight usually happens outside of the Arena, with player to player communication.

Once a fight has been scheduled, the players place a fight order as specified in the Orders section.

Action	What/Who	Misc 1	Misc 2	Misc 3
Battle|Fight	**Your Gladiator**	**Your Opponent**	**Location**	Empty| **Weapon,Armour, Armour,...**

5.2 Equipment
Never bring a knife to a javelin fight, so the expression goes, and it's the same in the Arena, you can bring armour, weapons and later other items (maybe).

5.3 How do fights work
The fighting is done on a D6 (6 sided dice) based "pool" system, borrowed heavily from a game called "Shadowrun".

5.3.1 Dice Pools

A Dice pool is simply a collection of dice, that get rolled to determine the outcome of an event.

Modifiers can change the number of dice you have to use in your pool.

With all Dice Pool checks, the attacker (or initiator of an event) successes must exceed the defender (opposite event roller) successes.

5.3.2 Hitting the opponent

Different attacks use different modifiers for the dice pool, same as defending. Lets look at a "basic swing" – by default, all Gladiators use this when a special attack isn't used.

In this example, we're just fighting with "Fists".

Attacker gladiator has Brawler 1, Strength 2, Agility 2
Defender gladiator has Defence 0, Agility 2, Reaction 1, Intelligence 2

Attackers pool is made up of the number of dice the Gladiator has in the Skill that uses the weapon in this case Brawler (1), Agility (2) and weapon Accuracy (1).

Attacker has $1 + 2 + 1 = 4$ pool dice.

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Defending against a "basic swing" requires Defence (0), Agility (2), Reaction (1) + A random number between 0 and half Intelligence rounded up (1).

Defender has 2 + 1 + 0-1 = 3-4 pool dice.

So Gladiator 1 manages to get 2 success, and Gladiator 2 gets 1.

Gladiator 1 lands a hit!

5.3.3 Where's the damage?

A random location is generated from the hit (Or not, depending on the type of attack (a Leg Sweep for instance targets the legs only).

A D100 is rolled. If the result is 10 or under, it hits the opponent in the head, if an 11-30 is rolled, it hits the legs, and the remaining hits the torso.

5.3.4 What's the damage?

Different weapons have different ways of calculating damage, each weapon has a specific formula it uses to calculate damage, attributes are substituted where required.

The substitutions are:

[STR] - Strength
[BOD] - Body
[AGL] - Agility
[REA] - Reaction
[WIP] – Will Power
[INT] – Intelligence

Fists for instance use [STR], but an item like a Club is [STR]+1, more complex formula can be made.

FLOOR rounds down a value, CEIL rounds it up, for instance this formula: [STR]+FLOOR([AGL]/2)

Is Strength + FLOOR(Agility / 2) which, in our gladiator example would be 2 + floor (2 / 2) = 3

5.3.5 Does it damage?

A weapons Damage Type determines the type of damage that the weapon does. A Piercing (P) weapon goes through armour, a Stun (S) weapon does not.

Fists are a Stun weapon, so instead of doing Damage to our Gladiator, it increases the stun damage, when the stun damage exceeds max stun, the Gladiator is knocked unconscious and loses.

First damage is applied to armour in the hit location, until the hit location has run out of Armour Rating, once this happens, the rest of the damage is applied as damage itself.

5.4 Fight Locations

Fights can take place in many locations such as the Pit, Amphitheatre, Arena or the Colosseum.

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Fighting in any location other than the Pit will require your Gladiator to meet a minimum renown, or Ludus to have a minimum prestige.

5.4.1 The Pit

The Pit requires no renown to fight in, but there is no weapons or armour allowed. A Coma can occur if your Gladiator is smashed around too much however.

Renown is not modified.

5.4.2 Amphitheatre / Theatre

To fight in the Amphitheatre (Or Theatre), requires **100 renown**, or **10 prestige** any weapons and armour may be used.

Death and coma can occur.

Renown and Denari are increased by 50%.

Experience is increased by 50%.

5.4.3 The Arena

To fight in the Arena requires **500 renown**, or **50 prestige** any weapons and armour may be used.

Death and coma can occur.

Renown and Denari are increased by 100%.

Experience is increased by 75%.

5.4.4 The Colosseum

To fight in the Colosseum, it requires **1000 renown**, or **100 prestige** any weapons and armour may be used.

Death and coma are likely, but it will be met with resounding applause.

Renown and Denari are increased by 200%

Experience is increased by 100%.