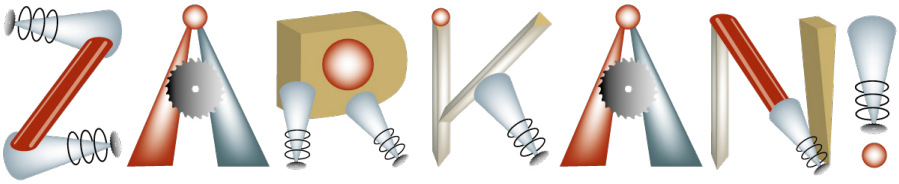
Zarkan

Sheet 10



What is the best character for the game *Zarkan*?

Zarkan is a role-playing game. It is set on the largest spaceship in the galaxy. You control a character whose goal is to rescue a close friend being held prisoner by Colonel Klunk, captain of the spaceship.

Pesky robots defend the space fortress. Luckily you have an electronic scrambler that can freeze their computer brains. This only lasts a number of seconds, but it is enough time for you to run away and continue your rescue mission.

The length of time the robots are out of action is based on a dice roll. So if a 7 is rolled, you have 7 seconds to get away.

There are **three scramblers** to choose from, each with different dice:

	Scrambler		
	Binary Blaster	**Zappy Zapper**	**Nullifier**
Dice roll that determines the 'freeze-time' of the robot.	One 12-sided dice.	Two six-sided dice. (Add the two numbers).	An eight-sided and a four-sided dice. (Add the two numbers).

The player can also choose a **skill-boost** for their character. The skill chosen affects the results of the dice roll as shown in the table below.

Skill boost	Description	Effect on dice roll	Example
Max power	You improve your most powerful zaps.	When your roll (for a single dice) or total (for two dice) equals 11 or 12, you add 10 to the score.	For a 12-sided dice the outcomes of 11 and 12 are boosted to 21 and 22.
Plus 1	After a lot of training, you are slightly better with each zap of the scrambler.	Add one to the dice roll (or total if two dice are used).	Rolling two six-sided dice. For example, if a 3 and 5 is rolled, the total is 3 + 5 = 8. The skill boost makes it 8 + 1 = 9.

Build the best character in the game by choosing the most powerful combination of scrambler and skill boost.