

Modified *Dragon Warriors*

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A supplement for the *Dragon Warriors* role-playing game

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I. Summary of Changes

The following pages represent a brief attempt to compile my thoughts on modifying *Dragon Warriors*, a fantasy role-playing game written by Dave Morris in 1985-1986. I have long moved past the point of using the modified system described below in favour of my own game system, *Potestas*, but *Potestas* would not exist if not for my attempts to “fix” *Dragon Warriors*. Some of these ideas were included in my articles *Dusting off the Books* and *Building on the Books*, both of which have been published in the *Queensland Wargamer*.

I have replaced the characteristic Looks with the minor ability Beauty, as I feel that it is bad to have characteristics with no game mechanic effects. This also parallels the other social advantage, Nobleborn.

Character Points have been included to allow characters that do not conform to the Professions archetypes and to allow the inclusion of additional skills in a structured and balanced fashion. I also think this system allows characters to take more than one Profession (as Duke Darian should have in *The Elven Crystals* – surely he started out as a Knight and became a Sorcerer).

Players and GMs will want to flesh out the bare bones of the skill system included here, but it allows a uniform approach to non-combat task resolution.

Those who have read my articles will know I dislike unnecessary variations in resolution mechanics. Likewise, Combat Training has simplified the penalty structure for fighting in inappropriate armour.

I gave Barbarians a Strength minimum of 9 because it seemed appropriate to me. Thieves are my preferred variant of the Assassin Profession, and a standard write-up can be found in *Dusting off the Books*. The Skills of the Mighty have been expanded (for Barbarians), simplified (for Knights) and clarified (for Mystics).

Health Points have been increased, Armour Bypass removed, and Armour Factor and Damage rescaled for all manner of things (weapons, poisons, spells). My reasons for doing so are outlined in *Building on the Books*. Shields, fighting defensively, and Damage ceilings are also discussed there.

My understanding of Difficulty Factors is suggested by the original rules but never set as a guiding principal in this way. I consider it a fundamental part of my proposed skill resolution system. Supernatural Senses have been remodelled yet again from the upgrade suggested in *Dusting off the Books* so that they use the same mechanic as other tasks.

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II. Characters

Characteristics and Attributes

Characters are initially defined by scores in four Characteristics (namely Strength, Reflexes, Intelligence and Psychic Talent), generated either randomly by rolling 4d6 and ignoring the worst die roll or by allocating 48 points between the four values.

Characters are further defined by scores in either six or seven Attributes, depending on whether or not they can cast magic spells. An unranked adult human has the following base value in each Attribute, which may be modified by exceptional scores in characteristics as indicated below.

Attribute	Value	STR	REF	INT	PSY
Attack	11	major	minor	minor	none
Defence	5	minor	major	minor	none
Magic Attack	13	none	none	minor	major
Magic Defence	3	none	none	minor	major
Evasion	3	none	major	none	none
Stealth	12	none	major	none	none
Perception	4	none	none	none	minor

The effects of having an exceptional score in an associated characteristic are as follows.

Value	3-5	6-8	9-12	13-15	16-18	19
major effect	-2	-1	+0	+1	+2	+4
minor effect	-1	+0	+0	+0	+1	+2

Health Points

Health Points (HP) measure how physically robust a character is. An unranked adult human has 1d6+9 Health Points. Ranked characters begin with

additional HP according to their Profession.

Characters who are wounded lose Health Points. A wound that reduces a character to 3 HP or less will briefly render the character unconscious, as will losing HP when on 3 or fewer HP. An unconscious character rolls 1d6 after every minute (10 Combat Rounds) of game time. If the roll is a 1, the character regains consciousness; otherwise, the character remains unconscious. Any character reduced to 0 HP dies.

Injured characters regain Health Points slowly without medical or magical treatment. Without effective treatment, a character will regain 1 HP after one week, another 2 HP after the following week, a further 4 HP after the third week, and 8 HP for every week from that point onwards. Proper medical treatment will halve the amount of time needed to regain HP: thus, a character will regain 3 HP after one week, a further 12 HP the second week, and 16 HP per week from that point onwards.

Rank

Rank indicates a character's level of expertise as an adventurer. All characters begin at 1st Rank: this does not make them novices, but respectably skilled fighters or spellcasters with 20 characters points to allocate to Abilities. As characters increase in Rank, they receive an additional 8 character points with which to improve their Attributes and to obtain new Abilities. At the GM's

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discretion, characters who belong to a Profession may increase their Attributes by greater amounts than that recommended for that Profession.

Character Points and Professions

Character points provide a means of calculating the cost of having certain powers and skills. The bonuses and additional abilities they measure are the building blocks of each Profession. A major Ability costs 2 character points; a minor Ability or a +1 bonus to an Attribute 1 character point; +1 Health Point or a magic Spell 0.5 character points.

Professions are character archetypes that players may use either to define a character or as examples when designing a character. Some GMs may require that

all players choose a Profession and do not deviate from it as the character increases in Rank, gaining only those benefits specified for that Profession: others may allow a more flexible approach to character improvement, including buying additional bonuses or abilities with any surplus character points.

Characters may be able to use various Abilities, ranging from innate talents (e.g. Magic, Berserk) to learned skills (e.g. Climb, Picklock). Some confer special powers, while others allow characters to add their Rank to their Characteristic or Attribute score when attempting feats: buying such an Ability more than once adds +1 for each additional point spent. Some Abilities are limited to characters of certain Professions, while others are available to all Professions without limitation.

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III. Abilities

Minor Abilities (1 character point each)

Beauty allows characters to be physically attractive to others, with all the social advantages that brings.

Climb allows characters to add their Rank to their Reflexes when attempting to scale vertical surfaces and when trying to land gently after falling. Thieves have this Ability.

Literacy allows characters to read and write, adding their Rank to their Intelligence when deciphering a document. Sorcerers have this Ability.

Nobleborn allows characters to belong to the upper classes, with all the social advantages that brings. Knights have this Ability.

Picklock allows characters to add their Rank to their Reflexes when attempting to open locks. Thieves have this Ability.

Track allows characters to add their Rank to their Perception when attempting to follow a trail.

Other Abilities should be added as your GM sees fit to flesh out the skills set available to characters.

Major Abilities (2 character points each)

Berserk allows characters to enter an enraged state in battle and gain +1 Attack for every -3 Defence taken. Barbarians have this ability.

Combat Training allows characters to fight effectively in ring, chain and plate mail armour without taking penalties to Attack and Defence. It must be taken once for each category of armour: Mystics and Thieves have this Ability once, Barbarians twice, and Knights the maximum three times.

Magic allows characters to learn magic spells. Mystics and Sorcerers have this Ability.

Supernatural Senses allow characters to sense danger or thoughts. Mystics have this Ability.

Skills of the Mighty

As characters increase in Rank in a Profession, they gain access to increasingly specialised Major Abilities (called Skills of the Mighty). Skills of the Mighty begin to appear once the character reaches 4th Rank: each costs 4 character points, and any previous available Skills of the Mighty for that Profession must be obtained first (e.g. a Sorcerer must have paid the points for Calligraphy before buying Alchemy).

Adepthood allows characters to attain spiritual and physical perfection. Only Mystics of at least 8th Rank who have Weapon Crafting have this Ability.

Alchemy allows characters to create enchanted potions. Only Sorcerers of at least 6th Rank who have Calligraphy have this Ability.

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Artifice allows characters to create enchanted items. Only Sorcerers of at least 8th Rank who have Alchemy have this Ability.

Bloodfury allows characters with Berserk to grow more heedless of danger and to ignore pain in battle, gaining +1 Attack for every -2 Defence taken and not falling unconscious when reduced to 3 HP or less. Only Barbarians of at least 4th Rank who have Berserk have this Ability.

Bloodrage allows characters with Bloodfury to become a terrifying foe in battle, gaining +1 Attack for every -1 Defence taken, adding +2 Damage and causing fear in characters of 2nd Rank or less who see them fighting. Only Barbarians of at least 8th Rank who have Bloodfury have this Ability.

Calligraphy allows characters to create enchanted scrolls. Only Sorcerers of at least 4th Rank have this Ability.

Weapon Crafting allows characters to create enchanted arms and armour. The chance of making a flawed item is 30% +10% per level of enchantment -10% per Rank above 4th. Only Mystics of at least 4th Rank have this Ability.

Weapon Mastery allows characters to become better fighters, increasing their Attack, Defence and Damage by +1 at 4th Rank, +2 at 6th Rank, and +4 at 8th Rank. These modifiers are not cumulative. Only Knights of at least 4th Rank have this Ability: it must be bought a second time at 6th Rank and a third time at 8th Rank to obtain full benefit.

IV. Professions

Barbarians

Barbarians are fighters who are better in attack, but defensively less skilful. Their fighting style is fast and mobile, and plate armour hampers them. They can go berserk in combat, and experienced Barbarians can enter a Bloodfury or a Bloodrage, making their attacks still more ferocious. A Barbarian must have a minimum of 9 in Strength.

1st Rank Barbarians may begin with +3 Attack (3pts), +1 Defence (1pt), +2 Evasion (2pts), +1 Stealth (1pt), +1 Perception (1pt), +12 Health Points (6pt), 2xCombat Training – no penalties

in chain mail (4pt), and Berserk (2pt), for a total of 20 character points.

Each time they increase in Rank, Barbarians may gain +1 Attack (1pt), +1 Defence (1pt), +1 Magic Defence (1pt) and +2 HP (1pt), for a total of 4 character points, leaving 4 points available for other Abilities. Every second Rank beginning at 3rd they may gain +1 Perception (1pt), every third Rank beginning at 4th they may gain +1 Stealth (1pt) and every fourth Rank beginning at 5th they may gain +1 Evasion (1pt). At 4th Rank they may obtain Bloodfury (4pts) and at 8th Rank they may obtain Bloodrage (4pts).

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Knights

Knights are superior all-round fighters. Physically less robust than Barbarians, they can wear heavy armour without losing any of their combat skills. Experienced Knights are especially skilled at combat, having mastered the use of numerous weapons.

1st Rank Knights may begin with +2 Attack (2pts), +2 Defence (2pts), +1 Evasion (1pt), +1 Stealth (1pt), +1 Perception (1pt), +8 Health Points (4pts), 3xCombat Training – no penalties in plate mail (6pts), and Nobleborn (1pt), for a total of 18 character points, leaving 2 points available for other Abilities or to save.

Each time they increase in Rank, Knights may gain +1 Attack (1pt), +1 Defence (1pt), +1 Magic Defence (1pt) and +2 HP (1pt), for a total of 4 character points, leaving 4 points available for other Abilities. Every second Rank beginning at 3rd they may gain +1 Perception (1pt), every third Rank beginning at 4th they may gain +1 Stealth (1pt) and every fourth Rank beginning at 5th they may gain +1 Evasion (1pt). At 4th Rank they may obtain Weapon Mastery (4pts), again at 6th Rank (4pts), and a third time at 8th Rank (4pts).

Mystics

Mystics seek harmony with the unseen forces of Nature. They learn something of the fighting arts, and many of their spells serve to enhance their own physical and mental prowess. Experienced Mystics are skilled at creating magic weapons and armour, and

can become an Adept on attaining spiritual mastery. A Mystic must have a minimum of 9 in Psychic Talent.

1st Rank Mystics may begin with +1 Attack (1pt), +1 Defence (1pt), +1 Magic Attack (1pt), +1 Magic Defence (1pt), +2 Stealth (2pts), +2 Perception (2pts), +4 Health Points (2pts), Combat Training – no penalties in ring mail (2pts), Supernatural Senses (2pts), Magic (2pts) and 4 Spells (2pts), for a total of 18 character points, leaving 2 points unspent for other Abilities or to save.

Each time they increase in Rank, Mystics may gain +1 Magic Attack (1pt), +1 Magic Defence (1pt), +1 HP (0.5pt) and 4 Spells (2 pts) for a total of 4.5 character points, leaving 3.5 points available for other Abilities. Every second Rank beginning at 3rd they may gain +1 Attack (1pt), +1 Defence (1pt) and +1 Perception (1pt), every third Rank beginning at 4th they may gain +1 Stealth (1pt) and every fourth Rank beginning at 5th they may gain +1 Evasion (1pt). At 4th Rank they may obtain Weapon Crafting (4pts) and at 8th Rank they may obtain Adepthood (4pts).

Sorcerers

Sorcerers seek to master the arcane enchantments, allowing them to draw energy from elsewhere and channel it according to their wishes. They make poor fighters, but their spells can be devastating. Experienced Sorcerers are skilled at creating magic items with the skills of Calligraphy, Alchemy and Artifice. A Sorcerer must have a minimum of 9 in both Intelligence and Psychic Talent.

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1st Rank Sorcerers may begin with +2 Magic Attack (2pts), +2 Magic Defence (2pts), +1 Stealth (1pt), +1 Perception (1pt), +2 Health Points (1pt), Literacy (1pt), Magic (2pts) and 6 Spells (3pts), for a total of 13 character points, leaving 7 points unspent for other Abilities or to save.

Each time they increase in Rank, Sorcerers may gain +1 Magic Attack (1pt), +1 Magic Defence (1pt), +1 HP (0.5pt) and 6 Spells (3 pts) for a total of 5.5 character points, leaving 2.5 points available for other Abilities. Every second Rank beginning at 3rd they may gain +1 Perception (1pt), every third Rank beginning at 4th they may gain +1 Attack (1pt), +1 Defence (1pt) and +1 Stealth (1pt), and every fourth Rank beginning at 5th they may gain +1 Evasion (1pt). At 4th Rank they may obtain Calligraphy (4pts), at 6th Rank Alchemy (4pts) and at 8th Rank Artifice (4pts).

NB: Sorcerers who want to obtain their Skills of the Mighty at the earliest opportunity must save at least 4.5 of their starting points to gain Artifice at 8th Rank. Despite their large initial surplus, they barely have enough spare points when they increase in Rank to maintain full increases in all Attributes

while learning all six spells and setting aside enough points for the Skills of the Mighty. Sorcerers who have additional Abilities above and beyond those in the standard template may experience delays.

Thieves

Thieves are fighters who are trained to use stealth and cunning to steal, spy or kill. Experienced Thieves may be able to pass unnoticed in broad daylight. A Thief must have a minimum of 9 in Reflexes.

1st Rank Thieves begin with +2 Attack (2pts), +2 Evasion (2pts), +6 Stealth (6pts), +4 Perception (4pts), Climb (1pt), Picklock (1pt), +4 Health Points (2pts) and Combat Training – no penalties in ring mail (2pts), for a total of 20 character points.

Each time they increase in Rank, Thieves may gain +1 Attack (1pt), +1 Defence (1pt), +1 Magic Defence (1pt), +2 HP (1pt), +1 Stealth (1pt) and +1 Perception (1pt) for a total of 6 character points, leaving 2 points available for other Abilities. Every fourth Rank beginning at 5th they may gain +1 Evasion (1pt).

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V. Combat

The Damage Roll

Every weapon type has a Damage Roll and every armour type has a given Armour Factor (see tables below for details). The attacker must roll greater than the defender's Armour Factor on the appropriate weapon's Damage Roll to penetrate the armour and wound the defender, causing Damage equal to the difference between the two values.

Characters may choose to limit the maximum amount of Damage a successful hit may inflict before making the Damage Roll. No matter what value is then rolled, an attack that succeeds in penetrating the defender's armour cannot cause more Damage than the amount specified before rolling (though it may cause less, or none at all if it fails to penetrate the armour). The lowest limit on Damage is 3 points: no matter how careful you are, there's always a chance that you'll make contact a bit harder than you intended.

Example: Johannes strikes Alcuin with a sword (2d8 Damage Roll). Johannes limits his maximum Damage to 3 HP, and then rolls 12 Damage. Alcuin is wearing chain mail (Armour Factor 8), reducing the Damage to 4. Johannes' limit on Damage comes into effect, and Alcuin loses only 3 HP. The next round, Johannes hits Alcuin a second time with his sword. A peace-loving man, Johannes continues to limit his maximum Damage to 3 HP. This time, he rolls 9 Damage. Alcuin's armour absorbs most of the force of the blow, and he loses 1 HP.

Strength modifies how much Damage a character can cause with an attack. Above average Strength increases Damage, while below average Strength

reduces or even eliminates Damage. If the Damage total is equal to or less than 0 after modifiers have been applied, the attack causes 0 Damage and cannot injure even an unarmoured opponent.

Value	3-5	6-8	9-12	13-15	16-18	19
Strength	-2	-1	+0	+1	+2	+4

Armour

There are five different types of armour that characters can wear. Each offers a different level of protection from injury, represented by the Armour Factor (AF): any Damage inflicted on the character is reduced by their AF. All armour provides 4 AF against Damage caused by hitting the ground after falling.

Armour Type	AF
None	0
Padded Leather	2
Hardened Leather	4
Ring Mail	6
Chain Mail	8
Plate	10

Weapons

Weapons vary in the amount of damage they can inflict and thus their ability to penetrate armour.

Missile Weapons

Weapon	Damage	Range
Bow	2d7*	2-14
Crossbow	2d9**	2-18
Dagger	1d8	1-8
Javelin	2d8	2-16
Rock	1d6	1-6
Sling	2d6	2-12

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Melee Weapons

Weapon	Damage	Range
Battleaxe	2d10	2-20
Cudgel	1d8	1-8
Dagger	1d10	1-10
Flail	2d7*	2-14
Halberd (two hands)	2d10	2-20
Mace	2d7*	2-14
Morning Star	2d8	2-16
Short Sword	2d7*	2-14
Spear (two hands)	2d8	2-16
Staff	2d6	2-12
Sword	2d8	2-16
Two-Handed Sword	2d10	2-20
Unarmed	1d6	1-6

* Roll 1d8 + 1d6.

** Roll 1d10 + 1d8.

Shields

A shield increases the bearer's Defence by 1 if the bearer is capable of using it effectively in melee combat (i.e. is not attacked from behind, trapped in a net, etc). Magic shields increase the bonus to Defence; thus, a character using a +3 shield has +4 Defence. Any bonus conferred by a shield is doubled before being added to the attacker's Hit Roll for missile combat.

Playing Safe

Characters may choose to fight defensively, concentrating on protecting themselves above hitting their adversary. A character doing so may add +1 to Defence for every -3 to Attack.

Going Berserk

Characters capable of going berserk can make more powerful melee attacks at the cost of neglecting their defence. This does not come naturally to most people, and is an Ability available to Barbarians. A berserker may trade Attack for Defence at a rate determined by their Ability (Berserk, Bloodfury, Bloodrage). Berserks may use a shield, but cannot trade the Defence conferred by a shield for extra Attack. They may stop being berserk at will unless they are in a Bloodrage, when they must make an Intelligence check (Difficulty 16) or attack the nearest person.

Combat Training

Characters incur penalties if they fight in armour they are not trained to wear. All characters can fight effectively in hardened or padded leather: to fight effectively in heavier armours, characters must have Combat Training (bought up to three times for maximum effectiveness). Characters take a cumulative penalty of -2 to Attack and Defence for each type of armour they cannot use effectively, increasing from the lightest armour they cannot use to the heaviest.

Profession	Ability Level	Ring	Chain	Plate
Knights	3x Combat Training	-0	-0	-0
Barbarians	2x Combat Training	-0	-0	-2
Mystics and Thieves	1x Combat Training	-0	-2	-4
Sorcerers	no Combat Training	-2	-4	-6

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VI. Adventuring

Difficulty Factors

Characters presented with particular challenges may attempt to overcome them by physical or mental effort. Such a task may be assigned a Difficulty Factor: if the GM agrees, any character with a score in the appropriate characteristic (plus Rank if they have the appropriate Skill) equal to or greater than the Difficulty Factor will succeed automatically. Other characters must roll less than or equal to their characteristic (plus Rank if appropriate) score on 1d20 to succeed. A roll of 1 will always succeed, and a roll of 20 will always fail.

Example: Tamlin the Cat is trying to climb a steep, slick wall (Difficulty 18). Tamlin is a 5th Rank Thief with the Climb skill and Reflexes 15: because $15 + 5 = 20$, Tamlin succeeds automatically ... unless it's raining, adding a further 3 to the Difficulty Factor. Even then, he still succeeds on a roll of 19 or less (as a roll of 20 always fails).

Supernatural Senses

Some characters are capable of using the superhuman senses that are latent in all humans but usually awakened only in Mystics as a result of constant training in using the mind's powers. Characters with Supernatural Senses have both premonition (the sixth sense) and extra-sensory perception or ESP (the seventh sense). Successfully using either sense requires a Psychic Talent check (Difficulty 20 for danger, 25 for thoughts).

Stealth and Perception

All characters can use the Disguise and Pilfer skills, not just Thieves. However, Thieves are much better at such tricks than most others.

The following modifiers apply to the Stealth Roll when using Disguise. Do not forget that the circumstances must allow a plausible explanation of how the character is being disguised.

Condition	Modifier
Inadequate Time to Prepare	-1 to -5 Stealth
Unfamiliar with Type of Person	-1 to -5 Stealth
Very Familiar with Type of Person	+1 to +5 Perception

Example: Johannes, a young Thief from Albion, finds himself on the run from the guards of Baron Nikolaos of Analika. He finds a group of fishermen returning from the docks, and uses the Disguise skill to attempt to pass himself off as one of them. As a foreigner, Johannes is unfamiliar with the type of person he is impersonating: however, fishermen are similar the world over, so the GM sets the penalty to his Stealth score at -2. Johannes isn't really dressed as a fisherman and hasn't time to chance into something more appropriate, so the GM adds a further -2 penalty to his Stealth score. Things will only get worse for Johannes if one of the guards insists on questioning him: his foreign accent will make it impossible to pass himself off as a local fisherman.

In most circumstances, the character trying to avoid being seen will make a Stealth Roll. However, sometimes it's important to know if a character noticed some small detail or something happening nearby (e.g. when a character fails an attempt to Pilfer something). In such cases, the character may attempt a

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Perception check (Difficulty 20). If there is a group of characters, the one with the highest Perception score makes the Perception Roll. If that character does not spot the detail, the others will not either.

Climbing and Falling

Characters with the Climb skill may attempt a Climb roll to land gently when they lose their grip and fall. On a successful roll, the character gains +4 AF (cumulative with AF from armour) against the Damage caused by the fall.

Fall	Damage Taken	Fall	Damage Taken
1m	0 HP	10m	2d10 HP
2m	1d4 HP	12m	2d12 HP
4m	1d8 HP	14m	2d20 HP
6m	2d6 HP	16m	4d20 HP
8m	2d8 HP	>16m	10d20 HP

Picklock

Padlocks are often used in the market towns and ports to secure cash or valuables, but are rare elsewhere. Other sorts of locks are rare: most doors are barred, not locked. Thus, only a Thief will know the tricks and techniques for opening a lock.

The average lock has a Difficulty Factor of 12, and more expensive and complex locks may have a Difficulty Factor of 20 or more. Attempting to open a lock, whether automatically successful or not, takes one Combat Round. If the Thief

does not match the Difficulty Factor of the lock and has to roll to open it, the GM will firstly roll to see if the Thief is capable of opening the lock.

If the GM has determined that the Thief is capable of picking the lock, a roll of 1 by the Thief will always succeed, and a roll of 20 will always fail. If the GM rolls greater than the Thief's Picklock score or rolls a 20, the Thief cannot succeed at this time, and the GM will tell her so once the Thief rolls equal to or less than the Picklock score. The Thief can try again after one week has passed or on gaining a Rank, whichever is sooner.

Lock picks are needed to use the Picklock skill effectively. If the Thief is using tools other than a proper set of lock picks, the Picklock score is halved (rounding down). It is not possible to pick locks without an implement of some kind, and it may not be possible to open a complex lock without proper tools.

Circumstances may reduce the Thief's chance of success. If the Thief is moving or uses Defence in combat, the attempt to Picklock will automatically fail.

Condition	Modifier
Pitch Darkness	+4 die roll
Extraneous Noise or Bustle	+3 die roll

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Poisons

If a poison is potentially fatal, the character will die if he fails the Strength roll. Even if the roll is successful, the character will take some damage over the following Combat Rounds.

Poison Type	STR Roll	Damage Taken			
		round 1	round 2	round 3	round 4
Weak	2d6	1d6 HP	0 HP	0 HP	0 HP
Normal	3d6	1d8 HP	1d6 HP	0 HP	0 HP
Strong	4d6	1d12 HP	1d8 HP	1d6 HP	0 HP

Spells

Both Mystics and Sorcerers can cast spells. The following spells vary from the published versions.

Animate Bones (Sorcerer 9) – skeleton has 1d6+1 HP.

Armour (Sorcerer 6) – caster has AF 12.

Battlemaster (Sorcerer 9) – causes 24 HP, AF 12, 2d10+4 Damage axe.

Dazzle (Mystic 2) – the spell's effect lasts until after the caster's action in the following round.

Deathlight (Sorcerer 7) – causes 5d6+18 Damage less target's AF.

Destrier (Sorcerer 8) – destrier has 2d6+12 HP, AF 6, 2d7+2 Damage bite, 2d10+2 Damage kick.

Disease (Sorcerer 4) – target loses 3 HP per round until dead.

Dishearten (Sorcerer 6) – if resisted, causes 1d6 Damage ignores target's AF.

Doppelganger (Sorcerer 10) – caster permanently loses 1d4 HP.

Dragonbreath (Sorcerer 1) – 2d6+12 Damage less target's AF.

Firestorm (Sorcerer 9) – causes 6d10+6 Damage, 6 Damage if evaded, less

magic bonus to AF for magic armour, normal armour provides no defence.

Force Field (Mystic 5) – absorbs 45 HP Damage.

Greater Healing (Sorcerer 3) – restores 15 HP.

Inflict Wound (Sorcerer 2) – causes 8 Damage, ignores target's AF.

Invigorate (Mystic 1) – caster regains 4 HP.

Lesser Healing (Sorcerer 1) – restores 4 HP.

Might (Mystic 2) – caster's Strength is increased by 4 points to a maximum value of 19.

Mystic Blast (Mystic 5) – causes 4d6+2 Damage less target's AF.

Nova (Sorcerer 7) – causes 5d8 Damage less target's AF.

Phantasm (Sorcerer 6) – phantasm has 4d6 HP, AF 8, 2d10 Damage less target's AF.

Phoenix (Mystic 9) – caster permanently loses 1 HP.

Protection (Mystic 7) – caster gains +4 AF.

Purification (Mystic 6) – caster regains 15 HP.

Resurrect (Sorcerer 10) – recipient permanently loses 1d3 HP.

Shadowbolt (Sorcerer 4) – causes 3d6+15 Damage less target's AF.

Steel Claw (Mystic 6) – causes 3d10 Damage less target's AF.

Sword of Damocles (Sorcerer 6) – causes 6d6 Damage less target's AF.

Telekinesis (Mystic 3) – has Strength 6.

Thunderclap (Mystic 9) – causes 9d6+9 Damage less magic bonus to AF for magic armour, normal armour provides no defence.

Weaken (Sorcerer 1) – reduces target to Strength 5.