

## Dragon Warriors' GM Quick Reference Sheet

### COMBAT

- \* **Melee To Hit** - The attacker rolls a d20. For a successful hit the roll must be  $\leq$  Attacker's Attack score - Defender's Defense score. A 1 is a critical hit, which always hits and bypasses armor.
- \* **Ranged To Hit** - The attacker rolls a d20. For a successful hit the roll must be  $\leq$  Attacker's Attack score. Adjustments to the d20 roll are in the table to the left below.
- \* **Evasion** - The evader rolls 2d10. To successfully dodge, he must roll  $\leq$  Attack's Speed - character's Evasion. Typical speeds are in the table to the right below.
- \* **Armor Bypass** - After scoring a hit, the attacker must roll higher than the opponents armor factor, using the dice associated with the attacker's weapon.
  - Strength of 16-18 adds +1 to armor bypass roll, and  $> 18$  adds +2.
- \* **Order** - Characters act in descending order of reflex. Those with the same reflex act simultaneously.
- \* **Shields** - Roll 1d6 when hit. On a roll of 1 the attack is negated, even if it was a critical hit.

Target is...	Adjustment to d20 roll
At short range	No adjustment
At medium range	+3
At long range	+7
Small or crouching	+2
Moving slowly	+2
Moving quickly	+4
In poor light	+3 or more

Description	Speed	Example
Easily evaded	5	Toppling statue
Very slow	7	Drifting gas cloud
Slow	9	Hurled chair
Average	11	Rolling boulder
Fast	13	Trap door
Very Fast	16	Dragon's breath
Extremely fast	18	Javelin
Dazzling	20	Energy beam

### MOVEMENT

- \* **Normal** - A character can move their movement in one combat round at no penalty.
- \* **Move & attack** - A character can move one quarter their movement AND attack in one combat round.
- \* **Run** - If a character runs, they can move twice their movement in one combat round. The next round they are then limited to running, moving normally, or doing nothing.
- \* **Retreat** - A character may backup from combat one quarter of their movement with out penalty.
- \* **Rout** - Character turns his back on opponent, who gets one free attack (0 Defense), before he can run off.

### SPELLS

- \* **Direct Attack** - The caster rolls 2d10. For spell success he needs to roll  $\leq$  Caster's Magical Attack - Target's Magical Defense.
- \* **Indirect Attack** - The caster rolls 2d10. For a successful hit he needs to roll  $\leq$  Spell's speed - Target's Evasion.
- \* **Spell Expiry** - At the start of each combat round the caster rolls 2d6. A roll of 12 indicates the spell expires. Otherwise its operation continues. For minute by minute checks (outside of combat rounds), each minute there is a 75% chance the spell will continue to operate.
- \* **Psychic Fatigue** - Check after a mystic casts a spell by rolling a d20. Success means getting  $\leq 13 +$  Mystic rank - Spell level. Failure means the mystic can not cast any more spells that day. A roll of 20 is always a failure. Fatigue ends at dawn.
- \* **Casting time** - Casting a spell takes one combat round, unless otherwise stated in the spell description.
- \* **Cancel a Spell** - It takes a sorcerer one combat round to cancel a spell, and if the spell is subject to spell expiry than he recoups half the magic points spent to cast it, rounded down. A mystic does not need a round to cancel one of his spells, but does not gain anything by canceling it.

### MISCELLANEOUS

- \* **Ability checks** - Assign a difficulty factor from 3 to 18. If the character has the ability  $\geq$  DF then he can do the action. If not he must roll  $<$  his ability on a d20 (Ex. Climbing on p.66 and opening locked doors on p.59 of book 1).
- \* **Illumination** - A lantern illuminates up to 15m away, and a flask of oil burns for 2 hours. A torch illuminates up to 10m away, and burns for an hour. A dropped torch illuminates 5m and has a 20% chance to go out. Blinded characters take -4 to attack and -8 to defense.