

DRAGON WARRIORS CHARACTER SHEET

NAME **Belina A'vana**

PROFESSION
Elementalist (Dark)

RANK 1

STRENGTH 10
REFLEXES 12
INTELLIGENCE 11
PSYCHIC TALENT 15
LOOKS 13

ATTACK 11
DEFENCE 5

EVASION 3

STEALTH 13
PERCEPTION 5

HEALTH POINTS 9
CURRENT SCORE


ARMOUR FACTOR 2
ARMOUR TYPE Leather
SHIELD? YES

WEAPONS
Sword (d8,4)
Staff (d6,3)
Crossbow (d10,4)
(3 rounds reload)

Leather (AF2)

SKILLS/MAGIC

Magic Points: 4

Pagan Lore
Sense Magic

EXPERIENCE POINTS

LANGUAGES

English (Accented)
Latin
Italian

MAGICAL ATTACK 16
MAGICAL DEFENCE 6



OTHER EQUIPMENT

Lantern
Flint & Tinder
Backpack
3 Quarrels

CASH

4 silver florins

COMBAT QUICK RULES:

MELEE COMBAT

THE HIT ROLL:

Roll under (Own ATTACK – Opponents DEFENCE) on a (d20)

THE ARMOUR BYPASS ROLL:

Using the “dX” value listed next to the weapon. Roll higher than opponents
Armour Factor

DAMAGE:

Damage is the static value listed next to the weapon

MAGICAL COMBAT:

Roll under (Own MAGICAL ATTACK – Opponents MAGICAL DEFENCE) on a d20

EVASION:

Roll under (Attacks SPEED – Opponents EVASION) on a d20

SETTING:

Mythic Europe.

This is Europe during the time of the Crusades, a land of myth and heroes. Christians and their allies raid the holy lands for relics of their saviour and for vengeance on those that shun the Christian way. Superstition is rife and magic has not yet loosened its grip on the land. Witches and unnatural abominations still stalk the wilderness.

Religion

The religion of Christianity is growing, pushing out the older established gods. This is not the modern Christianity, but the old mover vengeful version. Those that do not repent, or find a way to atone for their sins shall be cast into purgatory. Paganism still exists, with many cultures following other gods and beliefs.

Magic

Magic is a Christian taboo, unless under the protection of a powerful lord those that practice are shunned or openly abused.

Other religions are more forgiving, and may even embrace sorcerers and shamans.

INITIATIVE ORDER:

Initiative order based on highest reflexes

COMBAT ROUND:

Each combat round = 6s
“free” 2 ½ meter move per round
ONE action per combat round.
Full Actions include:

- Attack
- Draw Weapon
- Move up to 10m
- Cast Spell

STEALTH:

Roll under (Own STEALTH – Opponents PERCEPTION) on a d20

Belina A'vana

A dark magician, torn between a new faith and ancient powers.

Ideals

You are a dark magician, but a recent encounter with Saint Alberic has left you torn between redemption in the light of Christianity and damnation through the unholy powers you control.

Religion

You once followed dark and evil gods, but have found salvation in Christianity.

History

- You were born near Salzberg, but were sold to an evil magician by your family at a young age.
- This man made you his apprentice, corrupting and stealing part of your soul with dark magic.
- To gain more power and on behalf of your master you did many horrible unspeakable things. You killed and tortured innocent people, and you enjoyed it.
- More than anything you coveted Beliath's orb of darkness, which he used for his most powerful spells.
- You plotted to steal Beliath's orb, using a crusader called Talwin Boldheart as a distraction. But Talwin was after a Christian relic from Saint Alberic.
- Using a potion of seeking, you discerned the resting place of Saint Alberic. You raided his tomb and left a finger bone in your master's tower to lure Talwin there.
- While in the tomb, Saint Alberic's spirit visited you. It told you that God would forgive you if you repent and you did not need to follow the path your master laid out before you.
- This visitation left you uncertain and confused, and your master's hold on you weakened. You felt Saint Alberic's blessing and the love God has for you. This epiphany left you believing in the forgiveness of the Christian God.
- Guided by you; Talwin, Elric and Rupert stormed Belaith's tower and slew him. You got the orb you so greatly coveted.
- With his dying words Beliath cast dark magic on you all. You don't know what it is but because of you something bad will happen. You feel directly responsible for this.
- You look to Talwin for guidance in following your new God. If you can find a way to truly repent your sins, the part of your soul Beliath stole may be returned to you. You worship God with the devotion of a newly christened fanatic.
- You are torn, and while following God, still feel the lure of the power the Obsidian Orb lets you wield.

Secrets and Special Abilities

Through an orb stolen from your former master's still warm body you control the power of darkness.

OBSIDIAN ORB (Darkness Mastery):

- 1 MP Extinguish Small Campfire / Manipulate Shadows
- 2 MP Extinguish Bonfire / Create Shadows
- 3 MP Summon Shadow Messenger*

*Incorporeal Shadow that can perform simple tasks such as carrying messages but not interact with the physical world. Can only be damaged by magic. (1 hour)

Spell Casting: (Each spell costs 1MP to cast. Magic Points (MP) return at dusk)

Darkness: Catspaw (Self) +1 Stealth, Moves with silence (10 mins)
Side effect: Caster will never again cast a shadow (permanent)

Darkness: Rend Soul (Target) Magical Attack – Magical Defence (d20). 3 points damage. (armour provides no protection from attack)

Fire: Candle of dark (Self) Creates 10m area of darkness around .
Caster get +3 Evasion +3 Defence to attacks made outside this radius

Air: Cutting Power of the Mind (Self) INT becomes 18. +1 Attack, +1 Defence, +1 Magical Attack, +1 Magical Defence
Caster also gets additional +2 Attack +1 Damage with ranged weapons
Expiry: Start of round roll 2d6. On 12, spell expires

Magical Items:

- ❖ Potion of Healing: Restore 7 hp. Half dose restores 2 hp
- ❖ Potion of Replenishment: Restore 4 MP

Companions:

- ❖ **Talwin Boldheart:** An honourable Christian knight. Has shown you God. You feel bad for having used him to steal your master's orb.
- ❖ **Elric Svant:** A Viking warrior, lost in the southern lands. Still holds to his false gods.
- ❖ **Rupert (Dhrupet) Haneefa:** A young squire acquired travelling the holy lands. Pledged to Christianity.

People of Note:

- ❖ **Beliath:** An evil darkness elemental of power. You feel his final curse still hanging over Talwin, Elric and Dhrupert. They have yet to notice it, but you feel responsible for what will happen to them.