

DRAGON WARRIORS CHARACTER SHEET

NAME **Elric Svent**

PROFESSION
Barbarian

RANK 1

STRENGTH 16
REFLEXES 11
INTELLIGENCE 13
PSYCHIC TALENT 13
LOOKS 9

ATTACK 16
DEFENCE 7

EVASION 5

STEALTH 13
PERCEPTION 5

HEALTH POINTS 14

CURRENT SCORE



ARMOUR FACTOR 4

ARMOUR TYPE Mail

SHIELD? NO

WEAPONS

Battle Axe (d8+1,7)
Dagger (d4+1,4)

Chain Mail (AF4)

SKILLS/MAGIC

Track
Ride Warhorse
Beserk

Pagan Lore

MAGICAL ATTACK -
MAGICAL DEFENCE 4 (8)



EXPERIENCE POINTS

LANGUAGES

English (Accented)
French (Accented)
Nordic

OTHER EQUIPMENT

Lantern
Flint & Tinder
Backpack

CASH
1 gold "crown"
4 silver florins copper
13 copper pennies

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. Withes 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

ELRIC SVENT

A noble “savage” and stranger in a strange land looking for a way home.

Religion

You are a follower of Norse paganism. You believe in Viking gods such as Thor, Odin, Loki. You follow their names and the aspects they embody.

History

- You are the third son of Gormr and Katlar Svent. You are proud of your strong and honourable Viking heritage.
- You set off from your home Spijkenisse five years ago on a bold quest to find fresh lands for your people to loot and plunder. During a storm your ship ran aground and sank.
- In a strange land you survived on your wits and cunning as you tried to find your way home.
- During your travels you came upon the scene of a bandit attack. There was one survivor, an Englishman similar to those your family raided. He was barely alive, but as another stranger in this land you felt a kinship towards him. You raided a charcoal burners hut and tended to his wounds. During the months you formed a strong friendship with this man.
- His name was Talwin Boldheart and he is a Knight from the north of England. He was on a quest for some relic of his religion and could only return home once it was found.
- On an oath to his gods and kin, Talwin swore to see you home once his quest was complete.
- Since then you have been joined by Rupert, a young boy who has become a squire to Talwin and Belina a shaman who controls the magic of darkness.
- Together you defeated an evil sorcerer called Beliath who held the relic Talwin sought.
- Finally, four and a half years after you first met Talwin you are on your journey to England. With Talwin’s help, from there you will be able to make your way home.

Secrets and Special Abilities

Berserk:

In combat you can “go berserk”. At the start of the round, declare you are “going berserk”. For each 3 points of defence sacrificed, add 1 point to your attack.

Lasts until the start of the next round.

Magical Amulet:

A simple stone with a hole through it, mounted on a rough leather thong about your neck. A magical treasure from Beliath’s lair it protects against mystical curses and spells.

While worn you gain a +4 bonus to MAGICAL DEFENCE.

Companions:

- ❖ **Talwin Boldheart:** An honourable English knight. Though the English are normally enemies, you count this man as a trusted friend.
- ❖ **Belina Avana:** Shaman of the element of darkness. Has turned her back on her evil master and dark gods to follow the Christian faith.
- ❖ **Rupert (Dhrupet) Haneefa:** A young squire who joined Talwin during your travels. For reasons unknown has openly pledged himself to Talwin.

People of note:

- ❖ **Beliath:** An evil sorcerer slain when your party sacked his tower.
- ❖ **Gormr Svent:** Your father, honoured warrior and councillor in your home of Spijkenisse.
- ❖ **Katlar Svent:** Your mother. A strong willed woman and match for your father.
- ❖ **Ulfr Svent:** Your elder brother. A strong and cunning sailor.
- ❖ **Ragnhildr Svent:** Your younger sister. She must have grown up by now.
- ❖ **Halldóra Sturladóttir:** Daughter of Sturla a mighty warrior. She gave you a trinket for luck, which you lost on your fateful voyage. You still think of her fondly.
- ❖ **Egill Ketill:** Your closest friend in Spijkenisse. He promised to watch out for Ragnhildr until your return.