

DRAGON WARRIORS CHARACTER SHEET

NAME **Talwin Boldheart**

PROFESSION
Knight

RANK 1

STRENGTH 10
REFLEXES 13
INTELLIGENCE 11
PSYCHIC TALENT 15
LOOKS 13

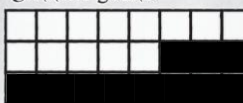
ATTACK 14
DEFENCE 9

EVASION 6

STEALTH 14
PERCEPTION 5

HEALTH POINTS 13

CURRENT SCORE



ARMOUR FACTOR 5

ARMOUR TYPE Plate
SHIELD? YES

WEAPONS

Sword (d8,4)
Staff (d6,3)

Shield (1d6 block)
Plate Armour (AF5)

SKILLS/MAGIC

Track
Ride Warhorse
Armour Expert

MAGICAL ATTACK -
MAGICAL DEFENCE 3



EXPERIENCE POINTS

LANGUAGES

English
Latin

OTHER EQUIPMENT

Lantern
Flint & Tinder
Backpack

CASH

24 silver florins
10 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. 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

Talwin Boldheart

A young but courageous knight on a crusade to rid his family of a dark curse

Ideals

You are an honourable and God fearing knight. Despite strong Christian beliefs, you have come to understand that each man may be honourable and good regardless of race or faith.

Religion

You are a follower of Christianity. You believe in one God and in his Son, who died for your sins. Unbelievers and sinners will find damnation; your family curse is proof of that.

History

- You are the first son of Lord Marrik Boldheart and Lady Threse Boldheart, rulers of Thetford in the county of Norfolk.
- You set off from Thetford five years ago with your younger brother Michael on a quest into the holy lands to find a relic that can rid your family of its age old curse. This curse is a reminder of the sins of your ancestors, before Christianity graced England's shores. Each night the spirits of your ancestors rise from the dead and haunt your home of Thetford.
- Early into your quest, you and your brave companions were ambushed by well armed bandits. You were stripped of all your belongings and left for dead.
- By the grace of God you were rescued by the most unlikely of people. A Viking by the name of Elric. He tended your wounds and helped you recover. In return you gave your oath to help see him back to his homeland once your quest was complete.
- Despite being a savage Elric has proven himself an honourable man and you are proud to call him friend.
- Once recovered you returned to the scene of the ambush, but could only find unidentifiable bones and rags. Your brother and your companions were all dead.
- You wrote a hasty note home with the tragic news. You considered abandoning your quest, but you had given your oath before God and could not take it back.
- While questing, you found a Christian child called Rupert who you took to be your squire.
- Recently you encountered a dark magician called Belina who claimed to know the location of a relic of Saint Alberic. A holy artefact hopefully powerful enough to rid your family of its curse.
- Belina is an enigma to you. She confessed her sins and converted to Christianity, eagerly helping you destroy her dark and evil master Beliath and recover the finger bone of Saint Alberic.
- Belina continues to follow you and looks to you for guidance in following God. You suspect she may also have other feelings for you.

Secrets and Special Abilities

Relic of Saint Alberic:

You hold the finger bone of Saint Alberic in a small reliquary in the shape of a crucifix.

Sometimes you can feel Gods touch resonating from within.

It holds the power of the Lord God.

In the hands of one of true Christian faith it can harm and repel abominations and the un-living.

Shield:

When struck, roll 1d6. On a roll of a 1 the attack is blocked by your shield.

Companions

- ❖ **Elric Svent:** A Viking warrior, lost in the southern lands. He has saved your life many times. You have vowed to return him to his home. Follows pagan gods.
- ❖ **Belina Avana:** Dark Magician, she has shown piety and true faith in God since her conversion to Christianity.
- ❖ **Rupert (Dhrupert) Haneefa:** A young squire acquired travelling the holy lands. Pledged to Christianity and the house of Boldheart.

People of note:

- ❖ **Beliath:** An evil sorcerer slain when reclaiming the relic of Saint Alberic for Christianity.
- ❖ **Marrik Boldheart:** Your father and Lord of Thetford
- ❖ **Threse Boldheart:** Your mother and Lady of Thetford
- ❖ **Michael Boldheart:** Your younger brother. Slain during a bandit attack
- ❖ **Father Broderic Mason:** Priest of the Church in Thetford. Before you left he sanctified and blessed your crusade in the eyes of God.
- ❖ **Fredrick Green:** Master of the Thetford household guard.
- ❖ **Juliet Franklin:** A girl you had a crush on before you left on your Crusade. You care for her even though you know your station prohibits your marriage.