

DRAGON WARRIORS CHARACTER SHEET

NAME **Dhrupet Haneefa**

PROFESSION
Assassin

RANK 1

STRENGTH 8
REFLEXES 17
INTELLIGENCE 12
PSYCHIC TALENT 9
LOOKS 14

ATTACK 13
DEFENCE 7

EVASION 7

STEALTH 19
PERCEPTION 8

HEALTH POINTS 10

CURRENT SCORE



ARMOUR FACTOR 2
ARMOUR TYPE Leather
SHIELD? No

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

Leather (AF2)

SKILLS/MAGIC

Stealth
Disguise
Unarmed Combat
Pick Lock

MAGICAL ATTACK -
MAGICAL DEFENCE 3



EXPERIENCE POINTS

LANGUAGES

English
Latin
Arabic
French

OTHER EQUIPMENT

Lantern
Flint & Tinder
Backpack
5 Quarrels

CASH
12 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

Dhrupert Haneefa

Loyal squire to Talwin searching for a new home.

Ideals

You are a middle-eastern native whose deceptions grate against the belief you hold in your god.

Religion

You are female and have been brought up in a middle-eastern secret society that follows a form of Islam that believes in the equality of all genders, faiths and races. Your mission is to find out who is sending these Christian crusaders to battle the people in your homeland. In order to integrate with Talwin's party and gain their trust you have pretended to be a boy who follows the Christian faith. This has been a source of confusion, as at times you feel you are betraying your true god by falsely worshipping another.

History

- Although your name is Dhrupert Haneefa, most of the party knows you as Rupert.
- You are a trained Assassin. Your mission is to find an agent already in England. You will know him by the 4 pointed star tattoo over one eye. He should have information on who is sending these Christian crusaders to battle your people in your homeland. Once you have this information you will need to return to the holy land with this information.
- You scoured the land for many months before chancing on a knight. His name was Talwin Boldheart and he was accompanied by a strange barbarian known as Elric. Posing as a boy you managed to gain their trust and integrate yourself into their crusade as a servant.
- During this time you have found Talwin to be uncharacteristically caring. Unlike other crusaders he has not sought out glory though the death of your people. He has brought more good to your land than any other invader you have met.
- The best example of this is when you encountered an evil sorceress called Belina. She seemed confused and uncertain. Rather than slay her Talwin converted her to Christianity, and turned her against her evil master Beliath. This rid your land of an evil man and helped complete his quest.
- You admire Talwin for his actions and honour. You think you may be falling in love with Talwin and keep making excuses to stay close to him.

Secrets and Special Abilities

Secret: You are in love with Talwin Boldheart, but are trying in vain to deny it

Secret: You have a pocket copy of the Quran (holy book), written in Arabic.

Disguise:

You can disguise yourself to blend into a crowd. Roll under STEALTH – PERCEPTION to not be noticed. Must be of similar build and features.

Currently disguised as a squire when really a female assassin (no rolls needed).

Stealth:

You are significantly stealthier than anyone else you know. This is reflected in your very high stealth score.

Pick Lock:

You are skilled at breaking and entering. You have a base 30% chance of picking any lock, given time and the right tools.

Alchemy:

You have and know how to use and brew the following preparations:

- ❖ **Poison:** When hit (first hit only) target must roll strength or under on 3d6. If fail 1d4 damage first round, 1d3 damage second round. (1 Application in secret pouch).
- ❖ **Smoke Jar:** A large jar, when broken produces 5m³ of dense white smoke. Visibility through smoke is nil. Start of each round roll 1d6. On a 6 smoke clears. (1 Jar in bottom of pack).
- ❖ **Flash Pellets:** When hurled at ground produces blinding flash. All creatures within 5m dazzled for next round. (3 pellets disguised as pebbles).

Companions

- ❖ **Talwin Boldheart:** Handsome and honourable knight. You can't fail to see the good in his heart.
- ❖ **Elric Svent:** A Viking warrior, lost in the southern lands. You feel a secret kinship with him as he openly defies the Christian faith.
- ❖ **Belina Avana:** Dark Sorceress. Has become a champion of Christianity since betraying her master. You think she may be using her conversion to get closer to Talwin.

People of Note:

- ❖ **Beliath:** An evil darkness elemental, slain when Talwin raided his tower.
- ❖ **Star Eye:** A contact you are to find in Thetford. All you know is he will have a tattoo of a four pointed star over one eye.