

Warlock

Dragon Warriors Reference Sheet (p38)

Creation Summary (p24)

Attack	12	Magical Attack	12	Initial Equipment
Defence	5	Magical Defence	4	Lantern, flint-and-tinder, backpack, bow (d6, 4), quiver
Stealth	13	Evasion	3	with 6 arrows, dagger (d4, 3), full mail armour (AF 4),
Perception	5	Health Points	1d6+5	2d10 florins, two-handed sword (d10, 5) or spear (2d4, 4)
		Magic Points	2	or sword (d8, 4) and shield.

Intelligence must be 11+

Psychic Talent must be 9+

Advancement Summary (p130)

	Attack, Defence,	
+1	Magical Defence, and Magical Attack	Each rank
+1	Health Points	Each even rank
+1	Stealth and Perception	Ranks 4, 7, 10, etc.
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Plate Armour: -2 Attack and Defence

Weapon Groups (p38)

Pick two groups at rank 3:

Group I Flail Mace Morning Star Scourge Warhammer	Group III Halberd Staff Spear Footman's Flail War Lance	Group V Battleaxe War Axe	Group VII Crossbow Javelin Sling Thrown Dagger Rock
Group II Dagger Shortsword Sword	Group VI 2H Sword Longsword	Group VI Bow	Group VIII Cudgel Unarmed Combat

-2 to Attack with a weapon outside selected groups.

Advanced Skills (p39)

Select one at rank 8 and another at each subsequent rank.

Appraise Enemy

Determine profession and rank of a target by rolling d20 below Psychic Talent.

Arrow Cutting

Warlock may use his Defence against ranged attacks. Can only be used if the warlock sees the attack coming. Applies to more than just arrows.

Fight Blind

Reduces combat penalties for fighting in darkness (or an invisible opponent) to -2 Attack and -4 Defence.

Minor Enchantment (Armour)

May be taken up to 3 times; each time it increases the magical plus of the armour that the warlock can enchant by +1.

Minor Enchantment (Weapons)

May be taken up to 3 times; each time it increases the magical plus of a weapon that the warlock can enchant by +1.

Major Enchantment (Weapons)

Enables the warlock to create three different powerful magical swords. Must already be able to craft +3 magical weapons.

Major Enchantment (Armour)

May be taken up to 3 times; each time allows the warlock to create a powerful suit of magical plate armour. Must already be able to craft +3 magical armour.

Ride Warhorse

May ride a warhorse (p245).

Unarmed Combat

Unarmed attacks are (d6,3) attacks. Must have specialised in Weapon Group VIII.

