

WARRIOR

You are a warrior, you live in a castle, you don't have things figured out, you don't have a plan, and the world outside the castle is a big, ugly, scary place full of monsters – but you know you have to kill the _____ lord. The idea that you will go up Levels as you gain experience is totally awesome and kind of motivating. You are curious and hopeful, and you have some friends with good stuff. Though these friendships are relatively new and uncertain, you are pretty sure you can walk into their houses and take their stuff without them minding, even if it is the most valuable thing they have.

You describe what The Warrior does, say what they say, and ask questions about other characters, Items, and what The Warrior perceives. You control The Warrior in Battles.

Name _____		Traits	
Level	XP		
Current HP	<input type="text"/>	Current MP	<input type="text"/>
I CARE about	Defeating the _____ lord.		
Strength	<input type="text"/>	Agility	<input type="text"/>
Max HP	<input type="text"/>	Max MP	<input type="text"/>
Attack Bonus	<input type="text"/>	Max Defense	<input type="text"/>
Item Pouch Size	<input type="text"/> <small>2X (Lvl + Str)</small>	Defense	<input type="text"/>
Quest Items			
Consumables			

Spells			

Equipment			
Weapon	_____		
Armor	_____		
Offhand	_____		

The Villain:

- Describe what enemies looks like, what they do, how they attack, and speak as them when they talk. Introduce them and roleplay them in Battles and Scenes.
- Create Conflict. Create problems that The Warrior has to solve, to make his life and his world more complicated and interesting to watch.
- Write Conflict Cards.
- Ask Questions about objects and the physical environment, friendly characters, and The Warrior.
- **Switch cards** with The Warrior after having a Battle with them, win or lose.

Treasure:

- Draw maps.
- Describe objects, places, background people, and the environment around The Warrior. Answer broad questions about the world and how it works.
- Ask Questions about enemies, friendly characters, and The Warrior.
- When The Warrior enters a new building in Town, is victorious in Battle, or completes a Quest, if you describe a treasure they find, **switch cards** with The Warrior.

The Ally:

- Create and describe friendly characters who help The Warrior. Use them to tell The Warrior information about items they need, what they should do next, and how people live. If The Warrior responds, roleplay a scene.
- Create Quests.
- Ask Questions about objects and the physical environment, enemies, and what The Warrior should do next.
- **Switch cards** with The Warrior at the end of any scene in which you play a friendly character.

DRAGON & WARRIOR QUICK REFERENCE SHEET

PLACES AND SPACES

There can be one Scene and one Battle before moving to a new space.

Towns

Each Town has an inn, 3-5 homes, and 3-10 people. Each building in Town is a Space. The common area in Town also counts as a Space. Treasure can have The Warrior find treasure once per Space, 3 times per town. The Villain cannot initiate Conflicts in Towns.

Outdoors

Each Area is a Space. The Warrior must have one Battle in each Area they enter (if its Level is equal to theirs or higher) before moving to a new Space. After a Battle, Treasure can give The Warrior treasure.

Dungeons

Each Room is a Space. Each Room The Warrior enters results in a Battle. Once they defeat a Conflict, that Room is cleared for the rest of the game. After a Battle Treasure can give them a treasure, or reveal the entrance to the next floor if one has not been revealed yet.

Places of Interest

Each POI is a single Space. Treasure can give The Warrior one treasure in a POI (ever!)

DRAGON TOKENS

Get a Dragon Token when

- Other players swap roles and you don't.
- The Warrior thinks you did something cool.

Spend a Token as The Warrior to play an extra card on any action
Spend three tokens to switch roles with The Warrior at anytime.

INNS AND SHOPS

Sleeping in an inn heals The Warrior's MP and HP to max. Visiting an item shop allows The Warrior to fill their Item Pouch to full (total item Levels equal to 2x (The Warrior's Level + Strength).

QUESTS

Get 1-3 Quests in each Town. When you achieve a Quest's goal, the Treasure player decides quest difficulty from 1-5, then divides that amount between an XP multiplier (x times the Town's Level in XP) and treasure (Level of the Town + x in total treasure levels).

CONFLICT CARDS

The Villain gets 3 times the Conflict's Level in character points. Start with 1 Attack and Defense and 5 HP. Each point can be spent to get +1 Attack or Defense, or 5 Max HP or MP.

Bosses are Conflicts that have double the points, double the treasure, and gives 2 times the XP.

LEVELING UP

Gain a Level when you get XP equal to your Level on the Level chart. Get 2 points to add to stats, each point gives +5 to Max HP or Max MP, adding the same amount to HP or MP (respectively). For every increment of 10 Max MP, gain a spell from the spell list.

BATTLE

Aces = 1, Face card = 10

- Warrior draws 2 cards + agility, Villain draws 3 + Conflict level/5, and either player redraws their hand their next turn after it runs out.
- The Warrior goes first (unless the Villain has the fast ability), then each player takes turns doing a single action.
- Continue taking turns until one player runs out of HP or The Warrior runs away. Winner gets to narrate the outcome of the conflict.

ACTIONS

- ▶ Attack. ▶ Maneuver. ▶ Cast spell.
- ▶ Use item. ▶ Run Away.

Attack

- Attacker describes the action they are attempting.
- Attacker plays a card. Defender can block with a card equal or higher. (if allies are helping, they play a card now too)
- If a pair or set is played (crit) it can only be blocked by equal size set. If multiple cards are played they must all be blocked.
- If successful, subtract Attack from the defender's Defense first, then HP.
- Describe what happened based on the result. If the Attacker deals no damage, the Defender can decide what happens.

Maneuver

- Play a card and regain that much Defense.

Use Item

- Mark off the item. Follow the directions on the item list.
- Describe what the item and its effects look like when you use it.

Cast Spell

- Subtract the MP cost of the spell.
- Caster describes the action they're attempting.
- Follow the directions in the spell list.
- After the result, describe what happened.

Run Away

- Describe the action.
- Each player plays a card face down (if allies are helping, they play a card now too), then reveal them at the same time.
- The Warrior adds Agility, Villain adds their Attack. Subtract Villain's total from The Warrior's total.
- If The Warrior's result is higher, describe how they escape. They move to a new Space and end the conflict without gaining XP or treasure. If their result is lower, the Villain describes how they are prevented from escaping the conflict, and the conflict continues.

PARTY MEMBERS

- PMs start with as many character points as The Warrior's level, and get a point when The Warrior levels up. Allies can be healed by The Warrior and vice versa, and heal to full in Towns.
- The Ally describe how their character is attempting to assist The Warrior in attacking, defending, casting a spell, or running away.
- Flip over the top card of the deck. If it's higher than the Villain's card, add the PM's Attack to Warrior's total (block the attack if Warrior is defending). If it's lower, subtract it from the PM's Defence, then HP. If it is equal, the PM recovers that many Defence.
- The Ally describes what happened to the PM based on the result.

VICTORY

If the Villain defeats The Warrior, The Warrior lose twice their Level in XP (Lvl 7 Warrior loses 14 XP when defeated) then wakes up in the nearest Town's inn – there to sulk, rest, heal, or otherwise recuperate. If The Warrior runs away or is defeated by a Conflict, it has full HP and MP when The Warrior returns. If The Warrior defeats a Conflict they get 1 XP per Level of the Conflict, multiplied by 2 if the Conflict was above their level. Either way, replenish Defense after every Battle.

CONSUMABLES

- **Healstuff** – play a card (automatically a 10 when out of combat) and heal that much + 1 HP per item level.
- **Dragon's Fire** – + 1 Attack per item Level until the end of the next fight.
- **Dragon's Scale** – + 1 Defense per item Level until the end of the next fight, or bring Defense back to max.
- **Fairy Water** – Has uses equal to the item Level. Each use allows you to move through an area without having any conflicts. Does not work on monsters five Levels above yours, or in Dungeons.
- **Wings** – Instantly fly you back to the Town where you bought them. (item Level equals the Level of the Town)

SPELLS

- 1 Hurt** – 3MP – Make an attack and play an extra card.
- 2 Heal** 4MP – Play 2 cards, add your Level. Gain that much HP.
- 3 Stamina** – 5 MP - Draw your normal draw size into your hand. Doesn't use your turn.
- 4 Radiant** – 3MP - Reveal an entire Dungeon floor, including the locations of stairs, treasure, and the boss.
- 5 Spellblock** X MP - Play when attacked. X equals the value of the card/s you are blocking. The attack is blocked.
- 6 Outside** – 6MP - Instantly transports you to a dungeon's entrance.
- 7 Return** – 8MP - Instantly transports you to any town you've been to before.
- 8 Armor Regen** – X MP, 1 per Defense. Doesn't use your turn.
- 9 Healmore** – 15MP - Play 6 cards, gain that much HP.
- 10 Hurtmore** – 12MP - Make an attack and lay 3 extra cards.

ADDITIONAL ENEMY ABILITIES

- Fast** – Costs 1 character point per Villain level. The monster goes before The Warrior in fights.
- Weakness** – + 1 point per level for x2, + 2 per level for x4. Name the thing it's weak against. When attacking with a weapon, item, or spell of that type, The Warrior multiplies their damage by the weaknesses multiplier.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	680	765	850	945	1045	1150	1280	1375	1495	1620	1750	1885	2025	2170	2320