

# DRAGONSTORM RULES

## Gamemaster's rule:

Whenever any rule conflicts with a gamemaster's decision, the gamemaster is right.

## STATS

*Modifiers to contest rolls*

**STR** (strength) *Physical brawn*

**COR** (coordination) *Accuracy*

**DEF** (defense) *Physical toughness*

**SPD** (speed) *Reflexes*

**WIS** (wisdom) *Ability to learn & reason*

**HP** (health points) *Damage allowance*

**CAP** (capacity) *Carrying ability*

**Taint DEF:** *Character's tolerance in areas of strong magic*

## CONTEST ROLLS

You and the gamemaster each roll 2d6. The highest total wins. Ties are re-rolled.

## USING CARDS

Cards are played to increase your chance of succeeding in a given situation. A card will have a # and a letter. The number is how many actions it takes to activate. The letter indicates duration. Cards can be combined if reasonable. You may play as many cards as your action allows.

## TIMING

**F** (flash) *Instantly*

**R** (round) *One combat round*

**C** (combat) *5 minutes or 30 combat rounds*

**V** (variable) *As long as the player chooses*

**P** (permanent) *Always*

## SPECIAL MOVEMENT

2 Legs = 60' with modifiers

4 Legs = x2

Flying = x3

## COMBAT

1. Roll for initiative
2. Play independent cards any time after initiative is rolled
3. Each combatant gets 1 movement and 1 action
4. Any combatant may respond when acted on if they have movement or action left
5. When everyone has moved/acted begin the next round

## INITIATIVE

Roll 2d6 with modifiers

Highest goes first

If initiative is 0 or less, combatant can't move or act but may play independents

## MOVEMENT

Regular: 60 feet

Each point of SPD = 10' bonus

Blocking: A combatant may try to block any opponent within regular movement distance. Blocker and opponent make contest rolls and add STR and SPD. Modifiers from weapons and cards are also considered. A winning opponent moves past leaving blocker without movement. A winning blocker stops opponent leaving both without movement.

## DODGING

A target may choose to dodge an attack. Attacker must choose to catch the target (contest roll + SPD) or allow them to escape. If attacker unsuccessfully chases target, they lose movement but still have an action that round.

## RUNNING AWAY

To flee a combatant uses both action and movement. Everyone within regular movement range may attempt to catch them. All involved roll 2d6 + SPD. Anyone rolling higher than the runner may attack. Then the

runner moves 120'.

## CHASING

Pursuer may use movement and actions to chase.

## ACTIONS

Ranged attack: 2d6 + weapon + COR

Melee attack: 2d6 + weapon + STR

Subtract opponents DEF for damage which gets through.

Subdual attacks must be declared before attacking and weapon must be appropriate.

## DEFENDING

You may use your action to defend by going to parry-only mode. Roll 2d6 and add to your DEF. Can be used against only one attack.

## CASTING SPELLS

All spells are cast at line of sight range. If target is partially obscured, a contest roll may be necessary.

## REACTIONS

When attacked, the defender may respond with dodging and/or defending. When an enemy makes a regular movement and your character can reach them by making a regular movement, you may move to block that enemy.

Anyone with movement may pursue a fleeing enemy.

## MISCELLANEOUS

1. Natural defense and armor do not work against magical damage.
2. Most poison damage cannot be healed by conventional spells.
3. Taint damage is inflicted in strong magical areas (Warp or Od) and in Wasted areas as well.

**Natural healing does not occur in areas that give taint damage!**