Warrior Rogue & Mage – Domino Writing style

2010 Domino Writing – with contributions borrowed from the WR&M forums

This version of the game introduces a few "tweaks" to the rules to better define characters as they begin play, and to mix in some of the concepts in new-school games, like using miniatures. Each of these rules suggestions is merely an option, and each can be mixed into your own game with some, none or all of the others. Have fun!

★ **TALENT BOOST** – *for characters who are defined by what they can do, not who they are* ★

Your character begins with only nine levels to divide among the Warrior, Rogue and Mage attributes, but two talents instead of merely one. You can choose two general talents, the same general talent twice, or one general talent and one combat talent. All of the talents currently in the core rules and supplements are below (*: Supplement 2 – The Art Of Combat, **: Supplement 5 – From The Imperial Library, ***: new to this supplement). Racial talents are limited to the races that offer those talents, and are not included here.

General Talents: Alchemical Master**, Blood Mage, Craftsman, Efficient Caster**, Familiar, Familiar Aide**, Familiar Channel**, Henchman, Leadership, Lucky Devil, Manaburn**, Necromancer**, Sailor, Spell Mastery**, Spellthief**

Combat Talents: Armored Caster, Champion, Channeller, Dual Wielding, Gunmage**, Hunter, Look Out Sir*, Mage Strike**, Magic Resistant**, Massive Attack, Missile Parry*, Nimble Fighter*, Precise Shot, Savage Strike***, Sixth Sense, Tough As Nails, Unarmored Fighter***, Warmage**

★ **"CRUNCHY" TALENTS** – *adds game rules for talents without them* ★

The talents remain as listed in the core rules, but add the text here to each description.

Craftsman: Add +3 to a die roll whenever skill in your craft would be useful. For example, a blacksmith might be able to re-fit a monster's suit of armor to a warrior's body, and a bowmaker could quickly and easily replace an archer's quiver of arrows.

Dual Wielding: Replace the text in the core rules with "You may wield a weapon in your off-hand without penalty. Once per combat, make a second attack, using that off-hand weapon, immediately after making your first attack."

Familiar: Add your Mage attribute level to your Mana immediately upon choosing a familiar (so if this is a talent you select when creating a character, you begin with Mage x 3 Mana, instead of the regular Mana x 2). If the familiar is away from you for an extended period of time or is destroyed, you immediately lose a number of maximum and current Mana points equal to your Mage attribute level. Your familiar can be an animal like a cat or owl, a magical creation like a demonic imp or the spirit of your ancestors, or even an enchanted item like a staff or ring.

Henchman: Create this character like you did your own character, but it only begins with six attribute levels, and no talents or skills. Its hit points are equal to Warrior +3, it has no Fate points, and it has Mana equal to its Mage attribute. A henchman never makes attacks, but you can send your henchmen to defend against attacks and suffer hit point damage like any other character. You cannot gain another henchman without selecting this talent again.

Hunter: You can add your Rogue attribute level to your ranged attack roll (but not damage) once per combat.

Leadership: Once per combat (or once per scene), another character gains a +3 to any one die roll (an attack, damage, a non-combat roll). You decide which character gains the bonus before or after the player rolls the die. This bonus cannot be applied to your own character, but can be applied to a henchman, NPC or even an enemy.

★ **ADDITIONAL TALENTS AND SKILLS** – *helps round out the talent and skill choices* ★

Fencing (skill): Rogue. Training with rapiers and foils. (Rapier: Damage 1d6-1, Cost 5)
Savage Strike (talent): Your damage dice "explode" on a result of 5 or 6. This does not apply to any other type of dice roll in the game.
Unarmored Fighter (talent): Gain +2 to defense when wearing no armor and carrying no shield. May be taken more than once.

★ **BINDING WOUNDS** – *to get back into fighting shape more quickly* ★

In the core rules, characters regain hit points and mana points only after a day of complete rest. With this option, each character regains hit points equal to 1 die divided by 2 (round down) and 1 mana point instantly after each combat (or scene). More healing can be done with magic or rest, as in the core rules.

★ **DUNGEON CRAWLING** – *for the traditional fantasy RPG experience* ★

In a classic fantasy game setting, dwarves, swordsmen and thieves don't use magic. In Warrior, Rogue and Mage, however, everyone has access to spells. One option is to use the "Warrior, Rogue & Scholar" variant in the core rules. A second option is to "re-flavor" spells, calling them special weapons maneuvers, sudden bursts of heroic achievement, etc. A third option is to grant a +2 to maximum hit points to any character that never casts magic spells (this will be obvious as the game is played). The +2 bonus is applied each time the character gains more hit points when advancing.

The archetypal fantasy RPG classes can be created in Warrior, Rogue & Mage by making sure that no attribute level is higher than the listed "prime attribute," by selecting one or both of the listed talents, and by selecting three of the five listed skills.

For example, a player wishing to create a traditional cleric using the core rules could have a Mage attribute of 4, a Rogue attribute of 4, and a Warrior attribute of 2. Mage is the cleric's prime attribute, and while Rogue is at the same level, it isn't higher than the character's prime attribute. The character is a travelling warrior priest, and the player selects the champion talent (making his cause goodness and light). Finally, the player selects three skills from the cleric list. Keeping with his classic warrior priest theme, the player picks Blunt, Lore and Thaumaturgy. He determines hit points, fate and mana, buys equipment, and is ready to play.

Barbarian
prime attribute: Warrior
talents: Leadership, Savage Strike
skills: Athletics, Axes, Awareness, Swords, Unarmed

Bard
prime attribute: Rogue
talents: Craftsman (performance), Unarmored Fighter
skills: Acrobatics, Athletics, Daggers, Fencing, Lore

Cleric
prime attribute: Mage
talents: Champion, Craftsman (religious ceremonies)
skills: Blunt, Daggers, Herbalism, Lore, Thaumaturgy

Druid
prime attribute: Mage
talents: Blood Mage, Familiar
skills: Awareness, Blunt, Herbalism, Lore, Swords

Fighter
prime attribute: Warrior
talents: Leadership, Massive Attack
skills: Athletic, Axes, Polearms, Swords, Unarmed

Monk
prime attribute: Warrior
talents: Lucky Devil, Unarmored Fighter
skills: Athletics, Blunt, Bows, Thievery, Unarmed

Paladin
prime attribute: Warrior
talents: Champion, Leadership
skills: Daggers, Polearms, Riding, Swords, Thrown

Ranger
prime attribute: Rogue
talents: Familiar, Hunter
skills: Awareness, Bows, Herbalism, Riding, Swords

Rogue
prime attribute: Rogue
talents: Lucky Devil, Precise Shot
skills: Acrobatics, Bows, Daggers, Thievery, Thrown

Wizard
prime attribute: Mage
talents: Channeller, Familiar
skills: Alchemy, Awareness, Herbalism, Lore, Thaumaturgy

★ INITIATIVE AND COMBAT ACTIONS – *for a more traditional game play experience* ★

At the beginning of a battle, each player makes a Rogue roll. The GM makes a roll using each monster's Monster attribute. The highest rolling character or monster takes the first turn, and play then moves to the character or monster with the next-highest roll, and so on. If there's a tie, compare Rogue attribute levels, or roll again.

In combat, each character can take two actions on a turn, one immediately after the other. An action is one of the following: moving 30 feet (this can be done as both actions in the turn), making attack roll, attempting to cast a spell, or performing some other activity that takes a few seconds and usually requires a die roll. Talking, drawing a weapon, reloading a bow, and similar simple activities do not count as combat actions. Characters wearing heavier armor (scale, lamellar, chainmail, plate, golem) and those that are short or heavy (halflings, dwarves) may move only 20 feet per action.

★ MINIATURES AND BATTLE MAPS – *for all those game pieces you have from other tabletop RPGs* ★

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in squares 1 inch or 1 ½ inches in size. One square equals 5 feet, so the average character and monster moves 6 squares per turn, even diagonally. Figures can move through the same square as another character or enemy, but cannot end movement in the same square as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 squares of movement for each square the figure moves into.

In the core rules, a weapon's range is measured in yards – consider one square equal to 2 yards for weapon ranges. If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's square to the center of the target's square (or one of its squares, if it takes up more than one square on the map). If there is no obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path.