

Another **DragonQuest** Accessory **Gamesmaster's Screen**

Carries all
of the important
charts and tables
for DragonQuest,
the fantasy
role-playing
game.



**2nd Edition-
COMPATIBLE**

Can be used
in conjunction with
the entire line of
DragonQuest
adventures and
supplements.



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"DRAGONQUEST" is SPI's name for its game of fantasy role-playing. T.M. applied for.

[17.5] SHIELD CHART

SHIELD TYPE	WEIGHT	DEFENSE/ RANK	MANUAL DEXTERITY LOSS	COST
Buckler	3	2%	-	5
Small Round Shield	5	3%	-2	8
Large Round Shield	10	4%	-3	10
Kite Shield	15	5%	-4	15
Tower Shield	25	6%	-6	20
Main-Gauche*	1	2%	-	20

Weight: The weight of the shield, expressed in pounds.

Defense/Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared.

Manual Dexterity Loss: The number of points the figure's Manual Dexterity is reduced by for all purposes while that shield is prepared.

Cost: The cost in Silver Pennies for a shield of average workmanship.

*The Main Gauche does not subtract its defense from any Fire attack, and cannot make a Shield Rush attack (see 16.5). The Main Gauche functions both as a weapon and a shield, and only one Experience Point expenditure is used to rise in Rank in both, that of the weapon listed in 87.

When a shield is not prepared, it is considered slung on the back of the figure carrying it. All shields except the Tower Shield and the Main Gauche are constructed of wood and hides and do *not* affect the flow of mana in regard to Adepts.

[20.2] WEAPONS CHART

Swords	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Dagger ^A	10oz	7	10	40	D	8	A	RMC	10	9
Main-Gauche	1	8	15	45	+1	P	A	MC	20	10
Short Sword	2	10	12	45	+3	P	A	M	40	6
Falchion	4	12	11	50	+2	P	B	M	35	8
Scimitar	4	11	15	50	+3	P	B	M	60	8
Tulwar	4	13	15	50	+4	P	B	M	65	8
Rapier	2	11	18	45	+3	P	A	M	35	10
Sabre	3	14	15	60	+3	P	B	M	40	7
Broadsword	3	15	15	55	+4	P	B	M	50	6
Estoc	2	15	17	45	+5	P	A	M	65	9
Hand & a Half (1-2)	6	17	16	60	+5	P	B	M	85	7
Claymore (1-2)	5	16	13	50	+4	P	B	M	80	7
Two-Handed Sword (2)	9	22	14	55	+7	P	B	M	100	5
Hafted Weapons										
Hand Axe	2	8	11	40	+1	8	B	RMC	15	4
Battle Axe (1-2)	5	14	14	60	+4	6	B	RM	20	7
Great Axe (2)	6	19	17	65	+6	P	B	M	30	7
Giant Axe	25	29	12	65	+10	6	B	RM	50	7
Crude Club	4	16	10	45	+2	6	C	RM	3	2
War Club	3	14	10	50	+2	7	C	RM	5	5
Giant Club	10	25	9	50	+8	9	C	RM	10	5
Torch ^B	3	8	12	40	+1	P	C	M	1	-
Mace	5	16	9	50	+4	5	C	RM	15	5
Giant Mace	25	27	10	50	+7	8	C	RM	40	5
War Hammer	4	15	13	45	+3	6	C	RM	14	5
War Pick (1-2)	5	17	13	45	+4	P	C	M	20	5
Flail	4	14	15	50	+2	P	C	M	15	5
Morningstar (1-2)	5	18	15	60	+4	P	C	M	20	5
Mattock (2)	6	19	14	55	+6	P	C	M	18	5
Quarterstaff (2)	3	12	16	55	+2	P	C	M	3	9
Sap ^C	1	9	11	40	+1	P	C	MC	2	3
Thrown Weapons										
Throwing Dart ^H	3oz	9	15	40	D	12	A	R	1	10
Boomerang ^I	1	11	15	40	D	20	C	R	2	7
Grenado ^K	2	9	15	40	V	15	-	R	V	4

The following weapons also function as Thrown Weapons: Dagger, Hand Axe, Battle Axe, Giant Axe, Crude Club, War Club, Giant Club, Mace, War Hammer, Javelin, Spear, Giant Spear, Net, Bola, and Rock.

EQUATION SUMMARY

Initiative Value for Engaged Figures:

Perception + Modified Agility + Rank (with any prepared weapon)

Initiative Roll for Non-Engaged Figures

D10 + (Perception + Military Scientist Rank of Leader)

Strike Chance with Ranked Weapon

Weapon's Base Chance + Attacker's Modified Manual Dexterity + (4 × Rank with Weapon) - Opponent's Defense

Strike Chance with Non-Ranked Weapon

Weapon's Base Chance - Opponent's Defense

Figure's Defense

Modified Agility + Shield Defense (if any)

Repulse a Charge Attack

D10 versus Rank of Repulser's Prepared Weapon

Withdraw from Close Combat

D10 + Total Friendly Physical Strength - Total Hostile Physical Strength

Strike Chance to Trip

40% + Attacker's Modified Manual Dexterity + (4 × Rank with Weapon) - Opponent's Defense
Damage: D10

Pole Weapons

	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Javelin ^D	3	12	15	45	+2	12	A	RM	4	10
Spear (1-2)	5	15	14	50	+3	6	A	RM	10	5
Giant Spear (1-2)	15	22	16	55	+7	12	A	RM	20	5
Pike ^E (2)	8	18	16	45	+5	P	A	M	15	5
Lance ^F	7	16	18	45	+6	P	A	M	4	5
Halberd (2)	6	16	16	55	+3	P	B	M	15	5
Poleaxe (2)	6	18	15	55	+4	P	B	M	20	5
Trident (1-2)	5	14	16	45	+2	5	A	M	8	5
Glaive (2)	7	16	18	55	+5	P	B	M	15	9
Giant Glaive (2)	14	22	18	65	+9	P	B	M	30	9

Missile Weapons^G

Sling (2)	1	7	15	40	+1	60	C	R	1	8
Short Bow (2)	4	14	15	45	+2	60	A	R	20	8
Long Bow (2)	6	16	15	55	+4	180	A	R	25	8
Composite Bow (2)	8	17	15	55	+4	225	A	R	30	8
Giant Bow (2)	14	25	17	55	+7	45	A	R	80	8
Crossbow (2)	7	18	14	60	+3	80	A	R	15	5
Heavy Crossbow (2)	10	20	14	60	+4	90	A	R	20	5
Spear Thrower (2)	4	11	14	50	+2	15	A	R	5	10
Blowgun (2)	1	7	16	30	*	5	-	R	3	10

Entangling Weapons

Net ^L	2	11	16	30	-5	5	-	RMC	4	4
Bola ^M	2	11	15	35	-3	10	-	RC	5	6
Whip ^N	3	10	16	40	-3	P	-	MC	6	10

Special Weapons

Rock	V	5	10	30	-1	8	C	RMC	-	6
Cestus ^O	3	12	14	35	-1	P	C	MC	15	9
Garotte ^P (2)	1	12	15	30	+3	P	-	C	3	3
Shield	V	10	12	40	-2	P	C	M	V	4

Weapon Accessories^O

	NUMBER	WEIGHT	COST	NOTES
Shot	20	4	1	Use in Sling
Darts	20	2	5	Use in Blowgun
Arrows	20	2	10	Use in any draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use to cock crossbows; requires a PS of 11 and two free hands

Restrain

$[(\text{Physical Strength} + \text{Agility of Attacker}) - (\text{Physical Strength} + \text{Agility of Defender})] \times 3$

Shield Rush

$40\% + \text{Attacker's Modified Manual Dexterity} + (4 \times \text{Rank with Shield}) - \text{Opponent's Defense}$
Damage: D10 - 2

Disarm

-20 to Strike Chance

Entangle

Same as normal Strike Chance with Weapon
Damage: D10 - 4

Knockout

Must do damage affecting Endurance

Avoid Weapon Breaking or Being Dropped

D100 roll less than or equal to $3 \times \text{Modified Manual Dexterity}$

Stun Recovery

$(2 \times \text{Willpower}) + \text{Current Fatigue}$

Parry Result

D10 + Evader's Rank - Attacker's Rank

1,2,3 or less: Successful Parry; Evader must Pass next Pulse

4,5,6,7: Disarm

8 or greater: Disarm *plus* a Riposte; Evader may Melee attack

[18.1] ARMOR CHART

ARMOR TYPE	WEIGHT	PROTECTION	AGILITY LOSS	COST	STEALTH ADJUSTMENT
Cloth Alone or Heavy Furs, etc.	1	1	0	10	+5
Leather	3	4	-1	20	0
Scale	4	5	-3	100	-5
Chainmail	7	6	-2	200	-10
Partial Plate	6	6	-2	250	-15
Full Plate	8	7	-3	300	-20
Improved Plate	7	8	-3	350	-20

Weight: The number by which a figure's size is multiplied to find the weight of the armor in pounds. Size numbers for the character races are: Halfling (3); Dwarf (4); Elf (5); Orc (5); Human (6); Giant (15). For female figures, 0.5 should be subtracted from the multiples.

Protection: The number of Damage Points the armor absorbs.

Agility Loss: The number of points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor; see 82.9.

Cost: The cost in Silver Pennies for the armor. Cost assumes average workmanship and man-sized armor; larger or smaller armor should cost proportionally more or less.

Stealth Adjustment: The amount by which a figure wearing that type of armor has his Stealth percentage adjusted.

Note: Cloth armor is worn underneath all other armors and its protection and weight are factored into those armors.

[15.7] ACTION SUMMARY

Actions allowed of Engaged figures:

- Melee Attack
- Evade
- Withdraw
- Pass
- Prepare or Loose a Spell
- Close and Grapple

IF IN CLOSE COMBAT...

- Grapple
- Withdraw
- Pass

Actions allowed of Non-Engaged Figures:

- Move up to full TMR
- Move up to ½ TMR and Melee attack
- Move up to ½ TMR and Charge and Close
- Move up to ½ TMR and Evade
- Move up to full TMR and Charge with a Pole Weapon
- Retreat
- Fire
- Pass
- Prepare or Loose a Spell

EQUATION SUMMARY

Initiative Value for Engaged Figures:

Perception + Modified Agility + Rank
(with any prepared weapon)

Initiative Roll for Non-Engaged Figures

D10 + (Perception + Military Scientist Rank of Leader)

Strike Chance with Ranked Weapon

Weapon's Base Chance + Attacker's Modified Manual Dexterity + (4 × Rank with Weapon) – Opponent's Defense

Strike Chance with Non-Ranked Weapon

Weapon's Base Chance – Opponent's Defense

Figure's Defense

Modified Agility + Shield Defense (if any)

Repulse a Charge Attack

D10 versus Rank of Repulser's Prepared Weapon

Withdraw from Close Combat

D10 + Total Friendly Physical Strength – Total Hostile Physical Strength

Strike Chance to Trip

40% + Attacker's Modified Manual Dexterity + (4 × Rank with Weapon) – Opponent's Defense
Damage: D10

Restrain

[(Physical Strength + Agility of Attacker) – (Physical Strength + Agility of Defender)] × 3

Shield Rush

40% + Attacker's Modified Manual Dexterity + (4 × Rank with Shield) – Opponent's Defense
Damage: D10 – 2

Disarm

– 20 to Strike Chance

Entangle

Same as normal Strike Chance with Weapon
Damage: D10 – 4

Knockout

Must do damage affecting Endurance

Avoid Weapon Breaking or Being Dropped

D100 roll less than or equal to 3 × Modified Manual Dexterity

Stun Recovery

(2 × Willpower) + Current Fatigue

Parry Result

D10 + Evader's Rank – Attacker's Rank
1, 2, 3 or less: Successful Parry;
Evader must Pass next Pulse
4, 5, 6, 7: Disarm
8 or greater: Disarm *plus* a Riposte;
Evader may Melee attack

[17.6] STRIKE CHANCE MODIFIERS SUMMARY

Close Combat Modifiers

ADVANTAGE	FOR...
+ 1	...each point attacker's PS is greater than target's PS
+ 20	...target has 0 Fatigue Points remaining
+ 20	...target is Stunned
PENALTY	FOR...
– 1	...each point target's PS is greater than attacker's PS
– 20	...attacker has 0 Fatigue Points remaining

Melee Combat Modifiers

ADVANTAGE	FOR...
+ 10	...target has 0 Fatigue Points remaining
+ 15	...target being attacked through a Flank hex
+ 15	...target is Stunned
+ 20	...target is kneeling or prone
+ 20	...attacker is Charging with Pole Weapon or Shield
+ 30	...target being attacked through a Rear hex
PENALTY	FOR...
– 4	...each Rank the target has with his prepared weapon if Evading
– 10	...target is currently Evading (in addition to above)
– 10	...attacker has 0 Fatigue Points remaining
– 15	...attacker is Charging with non-Pole Weapon
– 20	...attacker is Melee attacking while Withdrawing

Ranged Combat Modifiers

ADVANTAGE	FOR...
+ 10	...target being attacked through a Flank hex
+ 10	...target is Stunned
+ 10	...attacker is kneeling
+ 20	...target being attacked through a Rear hex

PENALTY	FOR...
– 3	...every hex through which a Thrown Weapon travels
– 3	...each five hexes (or fraction) after the first five through which a Missile Weapon travels
– 5	...target is currently moving
– 10	...target is kneeling or prone
– 20	...target is currently Evading
– 20	...target occupies Sheltered hex

Lighting Condition Modifiers

PENALTY	FOR...
– 10	...starry night or shadowy interior
– 20	...cloudy night
– 30	...cave or unlit interior
– 40	...pitch blackness

Miscellaneous Modifiers

PENALTY	FOR...
– 20	...striking weapon held in attacker's Secondary hand
– 10	...multiple strike; attack with weapon in Primary hand
– 30	...multiple strike; attack with weapon in Secondary hand
– 10	...multiple strike; attack with each weapon if ambidextrous
– 20	...multiple strike with Class B two-handed weapon

Each modifier is added to the Strike Chance of the attacker in each instance where it applies; all modifications are cumulative.

[18.3] GRIEVOUS INJURY TABLE

Class **A** weapons do Grievous Injuries on rolls of 01 through 20. Class **B** weapons do Grievous Injuries on rolls of 21 through 80. Class **C** weapons do Grievous Injuries on rolls of 70 through 100.

D100 Result

01-05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance immediately and 1 per Pulse thereafter until the flow is staunched by a Healer of Rank 0 or above or you die.

06-07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.

08 A vicious puncture wound in your groin! Take 3 Damage Points immediately from Endurance and reduce your TMR by 2 until fully recovered, which will take two months. In addition, add 30 to your chance of being infected (assuming you live long enough for such things to matter).

09-10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.

11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).

12 A stomach puncture. Nasty. You suffer 3 Damage Points immediately from Endurance and lose 2 from your TMR until fully recovered, which will take two months. Also, you are automatically Stunned for the next Pulse (if you aren't already), after which you will recover. Add 20 to the chance to be infected.

13 Your opponent's weapon has entered your eye; roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2-5, your left eye is blinded; on a roll of 6-10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you have suffered 2 Damage Points to Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: -2 from Physical Beauty; -4 from Perception; -1 from Manual Dexterity. A figure blinded in one eye reduces his Base Chance with any Missile or Thrown Weapon by 30.

14-18 Tsk. Tsk. A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance immediately and 1 per Pulse thereafter until the bleeding is stopped by a Healer of Rank 2 or above or you die. Add 30 to the chance of infection.

19-20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance immediately and reduce your TMR by 1 until you heal, which will take 4 weeks.

21-25 A chest wound. Take 2 Damage Points to Endurance immediately and reduce your TMR by 1 until recovered (about 2 months). Look on the bright side, though. Your

D100 Result

attacker's weapon is caught in your rib cage and has been wrenched from his grasp.

26-27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and subtract 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your Manual Dexterity by 2.

28-30 Worse luck! Your primary hand has been severed. See result 26-27 for effects.

31-34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your Physical Beauty by 4 permanently.

35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points immediately from Endurance and 1 per Pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 1 or above. Reduce your Manual Dexterity by 2 and your Agility by 1.

36 The same as 35, except it's your good primary arm that has been lopped off.

37-40 You have been eviscerated! Take 4 Damage Points immediately from Endurance and 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are unconscious. Increase your chance of infection by 40.

41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately from Endurance. Reduce your Perception by 2.

43 A savage slash rips open your cheek and jaw. Take an automatic Pass action next Pulse due to the shock of the blow. Your Physical Beauty is increased by 1, since your disfigurement will bring out the maternal/paternal instincts in the opposite gender.

44-50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each Pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.

51-52 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 4 Damage Points immediately from Endurance and fall prone. You may not stand unassisted until the wound is healed (which should take three months). Reduce your Agility by 3 permanently.

53-60 Your primary arm is crippled by a wicked slash! Take 2 Damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 3 months.

61-67 Your secondary arm is crippled; see 53-60 for details.

68-69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your secondary collar bone is crushed; on a roll of 7-10, your primary collar bone is crushed. If your collar bone is crushed, the results are identical to 53-60, except you suffer 4 Damage Points to Endurance.

D100 Result

70-74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both Manual Dexterity and Agility lasting for 3 days.

75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your Manual Dexterity and Agility by 3 each until this wound heals (should take about 4 months). Increase your chance of infection by 10.

81-84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points immediately to Endurance and 1 per Pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Healer of Rank 2 or above.

85-87 A jarring blow to your primary shoulder inflicts 2 Damage Points immediately to Endurance. Roll D10; the result is the number of Pulses the arm is useless. You immediately drop anything held in that hand.

88-89 Similar to 85-87 except it is your secondary shoulder.

90-92 Your right hip is smashed horribly. Take 5 Damage Points immediately to Endurance and fall prone. You will be unable to walk until the damage has healed (takes about 6 months). Good fun. When healed, you will still have a limp which will reduce your TMR by 1 and your Agility by 2.

93-94 The same as 90-92 except it is your left hip that is smashed.

95-97 Your opponent's weapon has come crashing down on your head and fractured your skull. You fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from Agility, 2 from Manual Dexterity, and 2 from Perception. It will take a year in bed to recover.

98-100 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points immediately to Endurance and fall prone. Try to roll under your Willpower on D100 to avoid falling unconscious. If you survive, you will be unable to move for D10 months.

NOTES:

The suggested recovery times are a guideline for the GM's to use in determining how long characters should be kept out of action. The actions of a competent Healer may alter these times in some instances.

These Grievous Injuries are designed for combat between human-sized opponents; any injuries sustained involving larger monsters should be applied judiciously by the GM, taking into account size and mass differences, etc. Simply stated, a halfling would be hard put to drive his dagger into the eye of an elephant, and in situations such as these, the GM may have to disallow the Grievous Injury or change its effects.

Any damage which results from a Grievous Injury is in addition to the Endurance damage already determined.

[81.1] COIN VALUE CHART

	ABBREVIATION	WEIGHT	CONVERSION
Copper Farthing	cf	4 oz.	4/1sp
Silver Penny	sp	1 oz.	12/1gs
Gold Shilling	gs	1 oz.	21/1tg
Truesilver Guinea	tg	2 oz.	-

[27.7] MAGIC CAST CHANCE MODIFIERS LIST

The following modifiers are added to the casting character's Cast Chance:

Each point the caster's MA is less than 15	- 1
Each point the caster's MA is greater than 15	1
Each Rank the caster has with the spell he is casting	3
Each hour (maximum of 10) the character spends preparing the spell	3

[18.2] SPECIAL DAMAGE CHART

MODIFIED STRIKE CHANCE	POSSIBLE GRIEVOUS INJURY	DAMAGE DIRECTLY AFFECTING ENDURANCE
01...09	-	01
10...16	01	01...02
17...23	01	01...03
24...28	01	01...04
29...36	01...02	01...05
37...43	01...02	01...06
44...49	01...02	01...07
50...56	01...03	01...08
57...63	01...03	01...09
64...69	01...03	01...10
70...76	01...04	01...11
77...83	01...04	01...12
84...89	01...04	01...13
90...96	01...05	01...14
97...103	01...05	01...15
104...109	01...05	01...16
110...116	01...06	01...17
117...123	01...06	01...18
124...129	01...06	01...19
130+	01...07	01...20

Note: Though this chart lists Modified Strike Chances of greater than 100, these are useful only in determining the range of damage affecting Endurance and Grievous Injuries. The highest possible Strike Check is 100. A figure who rolls a 99 must check if the weapon has broken, and a figure who rolls a 100 must check to see if he dropped the weapon. Both checks are (3 × MD) or less on D100.

[30.1] BACKFIRE TABLE

Dice Backfire Result

01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.

11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.

18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.

23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.

25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.

26-35 Your spell has reversed itself and is presently taking full effect on your own person instead of on the intended target.

36-45 Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.

46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.

51-55 A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).

56-60 Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).

61 You are cursed with total blindness lasting D10 weeks.

62 You are cursed with total blindness lasting a number of weeks equal to two times D10.

63 You are cursed with total blindness lasting a number of weeks equal to three times D10.

64 You are cursed with total deafness lasting a number of weeks equal to the result of a D10 die roll.

65 You are cursed with total deafness lasting a number of weeks equal to two times D10.

66 You are cursed with total deafness lasting a number of weeks equal to three times D10.

Dice Backfire Result

67 You are cursed with being totally mute for a number of weeks equal to the result of a D10 die roll.

68 You are cursed with being totally mute for a number of weeks equal to two times D10.

69 You are cursed with being totally mute for a number of weeks equal to three times D10.

70 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.

72 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to three times D10.

73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a Rank 2 healer. Reduce Dexterity by 5 and Endurance by half (round down) until cured.

81-85 You begin to suffer from intense and regularly occurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until cured of your affliction either by magic or a Rank 2 healer.

86-90 You become arthritic and enfeebled and will remain so until cured by magic or the arts of a healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.

91-95 You have become subject to creeping senility which will last until cured by magic (only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.

96-100 You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times D10. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

DragonQuest

Gamesmaster's Screen

[31.4] MAGIC RESISTANCE MODIFIERS LIST

Caster chooses to decrease target character's Magic Resistance as per 28.2. *IF TRIPLE EFFECT IS REACHED* - 20

Target and caster are of opposed Branches of Magic (see 39.1) - 5

Target and caster are of the same Branches of Magic + 5

Target is not a member of any College of Magic + 20

Target is under protection of counterspell affecting spell + 30*

Target is standing on consecrated ground + 50

*Plus 3 per Rank

[64] REACTION TABLE

Dice Reaction

01-10 Enraged: Immediately attacks party.

11-20 Belligerent: Immediately attacks unless somehow mollified.

21-30 Wary: Inclined to attack, but does not immediately charge.

31-40 Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely.

41-60 Neutral: Willing to communicate or to allow the party to pass by without hindrance. Has no positive or negative feelings about the party.

61-75 Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business.

76-85 Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging).

86-95 Charmed: Willing to assist the party in any way which does not imperil the NPC/monster's own interests. He may even be talked into joining the party temporarily.

96-100 Enraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril.

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the characters with the monster or NPC will depend upon the actual interaction of the players and GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

[44.8] FRIGHT TABLE

Dice Result

01-20 Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Pulse.

21-25 Target flies into a berserk rage and immediately attempts to attack (within the limits of movement) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks which he makes are increased by 10.

26-76 Target flees as rapidly as possible away from the source of his terror.

77-90 Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day.

91-95 Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day.

96-100 Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day.

101-106 Target faints dead away (collapsing to the ground). He remains unconscious for [D + 6] minutes. Add 10 to all subsequent rolls on the Fright Table this day.

107-110 Target suffers a heart attack. The result is the same as for 101-106 except that the target may not move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed.

111+ Target suffers a heart attack and must have medical attention (cardio-vascular resuscitation) within one minute (12 Pulses of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day.

[82.9] FATIGUE AND ENCUMBRANCE CHART

Physical Strength	Weight of Load (lbs)									Max
3-5	0	0	0	10	18	25	35	40	50	
6-8	0	0	10	15	20	30	50	60	75	
9-12	0	10	15	20	30	50	70	80	100	
13-17	10	15	20	30	50	70	90	100	125	
18-20	15	20	30	40	60	90	120	130	150	
21-23	20	30	50	60	80	120	160	170	200	
24-27	30	40	60	70	100	140	180	190	225	
28-32	40	50	80	90	120	160	200	210	250	
33-36	50	60	100	120	160	200	240	250	275	
37-40	60	70	120	150	190	225	270	290	325	

Rate of Exercise

FATIGUE POINT LOSS/HOUR ▶

Light	0	0	0	½	½	1	2	3	5
Medium	0	0	½	½	1	1	3	4	6
Hard	½	½	1	1	2	3	5	6	8
Sirenuous	2	2	3	3	4	5	6	7	9

AGILITY POINT LOSS IN COMBAT ▶

0	1	2	3	5	7	9	10	12
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Weight of Load (lbs.): The weight, in pounds, that a character is carrying, rounded off to the nearest entry on the appropriate Physical Strength row (if the weight is exactly between two entries, use the greater one). The Basic Goods Cost List (81.4) should be used to calculate total weight.

Note: A mount can carry weight for a character while he is riding.

Max: The maximum load, in pounds, that a character can carry for a sustained period of time.

Rate of Exercise: See 82.1.

Agility Points Lost: The temporary Agility Point loss suffered by a character toting the given weight in combat.

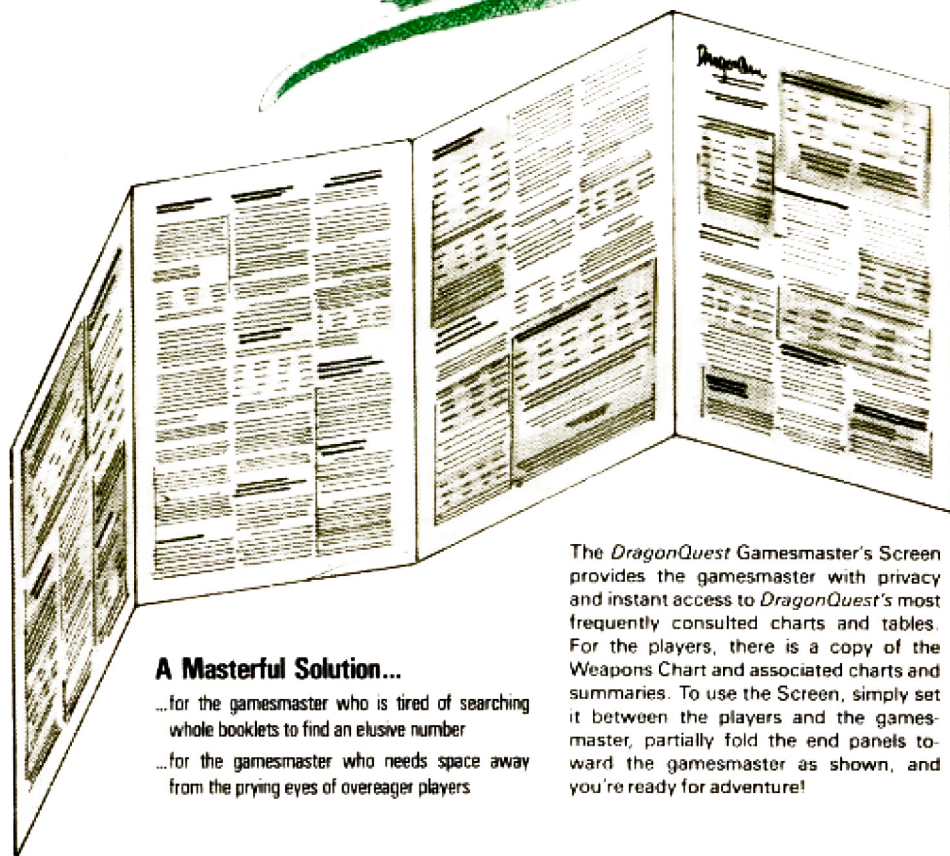
Use the procedure in rule 82.5 to use this chart.

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