

# Friar

## Dragon Warriors Reference Sheet (Ordo Draconis 1 p15)

### Creation Summary

<b>Attack</b>	12			<b>Initial Equipment</b>	
<b>Defence</b>	6	<b>Magical Defence</b>	5	Lantern, flint-and-tinder, backpack, dagger (d4, 3), and	
<b>Stealth</b>	13	<b>Evasion</b>	4	6d6 florins. They also have 15 florins to put towards a suit	
<b>Perception</b>	6	<b>Health Points</b>	1d6+6	of armour and 10 florins to put towards weapons, any	
<b>Psychic Talent</b>	must be 9+			excess must come from their starting money.	

### Advancement Summary (p130)

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

### Armour Proficiencies (p71)

<b>Mail Armour:</b>	-2 Attack and Defence
<b>Plate Armour:</b>	-4 Attack and Defence

### Piety

Piety is gained by friars at Rank 1. The friar may roll an additional d6 to ward off unholy creatures (e.g., Friars roll 4d6+Rank to ward off Vampires with a crucifix).

### Skills

Friar's gain 1 Skill at rank 1. New skills can only be learned if the friar forgoes a combat training or charismata ability. Skills marked with an asterisk (\*) may be taken twice. Skills marked with two asterisks (\*\*) may be taken any number of times.

#### Chirurgy\*

This skill requires 6d20 minutes and surgeon tools, which cost 40 florins. Causes 1 HP damage to the target but on a successful Intelligence check will negate the 4-day lead time for natural healing to occur.

If taken a second time, the 1 HP damage caused by the use of this skill will only occur on a roll of 1-3 on a d10.

#### Engineering

Reduce time for building projects by 10%. Also grants +2 Evasion and Perception to dodge or notice for constructed features, devices, and features in artificial environments.

#### Folk Remedy\*

+1 Magical Defence. Skill may be taken a second time for a total of +2 Magical Defence.

#### Herbalism\*\*

Grants a HERBALISM factor of 10. Taken multiple times, each subsequent selection grants a +1 bonus. May only be taken at most once per rank.

#### Labour

+2 encumbrance limit.

#### Legend and Folklore

Friar knows basic facts about legendary creatures, artefacts, and history. An Intelligence test may be required to know less well-known facts.

#### Track\*

Roll 1d20 under Perception to follow trail up to 3 days old. Reroll each time you change terrain. Add 1d4 per day over 3. See rulebook p63.

Selecting this a second time grants +2 Perception for tracking attempts.

#### Vigil

Survive twice as long without food and water and can do without sleep for 3 days. Also grants +1 Health Point and +2 Magical Defence against spells that cause weakness, weariness, or sleep.



## Combat Trainings

Friar's gain 1 Combat Training ability at ranks 1, 4, 7, 10, etc. Friars may choose to learn a Skill instead of a Combat Training ability.

### Appraise Enemy

Requires an Intelligence of 11+. Determine profession and rank of a target by rolling d20 below the friar's Psychic Talent.

### Armour Training

May fight in full mail without penalty. Penalties for fighting in full plate are reduced to -2 to Attack and Defence.

### Expert Parry

Requires *Armour Training*. Parry a blow with a shield on a roll of 1 or 2 on 1d10.

### Master Bowman

Requires *Weapon Group Training* in Weapon Group VI. +1 ABR with arrows. 50% chance to fire second arrow each combat round.

### Ride Warhorse

May ride a warhorse (p245).

### Weapon Group Training

Choose a Warlock Weapon Group for +2 to Attack with weapons in that group. May be taken multiple times, each time for a new Weapon Group.

### Weapon Skill

Must have *Weapon Group Training* in the appropriate Weapon Group. Different skill per melee weapon. +1 ABR with that weapon.

## Charismata

Friar's gain a Charismata ability at each odd rank, including rank 1. Friars may choose to learn a Skill instead of a Charismata ability. Charismata abilities marked with an asterisk (\*) may be taken twice. Charismata abilities marked with two asterisks (\*\*) may be taken any number of times.

### Cast out Devils

Direct magical attack against infernal creatures using the friar's Attack vs. target's Magical Defence. Range 10m, causes 1d6 HP damage.

### Discernment\*

May see spirits. Taken a second time, may see infernal/angelic creatures for what they are.

### Drink and Deadly Thing\*\*

Roll one fewer d6 to resist poisons. Each additional pick removes a further d6.

### Exhortation

+2 bonus to Morale and Fright Checks to allies within 10m (not including the friar).

### Lay Hands on the Sick\*

Immune to disease. Taken a second time, the Friar may cure diseases in others.

### Ministration

Friar makes a good first impression in many social settings, including those of intelligent non-humans.

### Prophecy

Once per day, test Psychic Talent with 3d10. GM provides some information about a distant event from the past, present, or future. Friar has no control over information gained.

### Speaking in New Tongues\*

Friar may speak an additional language for 1 minute by testing Intelligence (+3 for simple languages; -2 for complex languages; -5 for abstruse languages). A second pick opens up the Arcane language and the friar may read magical scrolls on a successful Intelligence test with a -5 penalty.

### Succour to the Weak\*

Friar recovers all reversible characteristic damage the round after it is caused (irreversible damage is unaffected). If taken a second time, the friar can cure reversible characteristic damage in others.

### Taking up Serpents

Friar will not be attacked by any beast (magical beasts, if susceptible at all, get a Morale Check – see p122 – to resist). If beast is threatened or attacked, effect is broken.

### Under the Cross

Friar may bear a cross as a standard. Adds an additional d6 to his Piety. When bearing his cross aloft, allies within 10m gain +1 against Morale and Fright Checks (cumulative with *Exhortation*, but Friar still does not benefit).

### Word of Wisdom

Motivates someone by talking to them. Grants +2 to all rolls involving the target's rank, Psychic Talent, or Intelligence. Target also gains +2 to Magical Attack and Magical Defence.

### Working of Miracles\*\*

Friar may call upon a single miracle, but not for personal gain.

