

# Pocket Dragon

## 2E English



# 1. CLASS

## THE FOUR BASE CLASSES AVAILABLE FOR A POCKET DRAGON CHARACTER ARE

**Warrior:** great combatant, proficient in weapons, but terrible defending against magical effects. Gain +1 in damage when landing an attack. Gain a +1 bonus in AC. Gain 10 hit points on level 1 and 1d6+2 at each following level. They can wield any weapon and equip any armor.

**Thief:** great at the art of hiding and picking pockets without being noticed. Do not gain any bonus on damage when landing an attack. Gain +2 on AC. Gain 6 hit points at level 1 and 1d6 at each following level. They can wield any weapon up to 1d6 damage and can only equip leather armor.

A thief can do character test (CT) to hide or pickpocket. A hidden attack can add 1 to the damage for each character level.

**Cleric:** religious, protector of the word of gods and their religion. Do not gain bonus on damage when landing an attack. Do not get any bonus on AC. Gain 8 hit points at level 1 and 1d6+1 for each following level. They can equip any armor; but, as weapons, only maces, hammers and staves.

They can do two character tests (CT) a day, to heal hit points or turn undead. A successful test heals 2d6 hit points or turns 1d6 levels of undead around you.

**Wizard:** scholars of the arcane arts capable of doing magical feats. Does -1 on damage when landing an attack (min 1). Does not receive bonus on AC. Gains 4 hit points at level 1 and 1d6-1 (min 1) at each following level. Cannot equip armor; and as weapons, only daggers and staves. Has the ability to do arcane magic.

## 2. RACES

THE FOUR BASE RACES AVAILABLE  
FOR THE PLAYERS OF POCKET  
DRAGON ARE

**Humans:** smart, adaptable and ambitious. Have 9 meters of movement, and once a day, can do any CT with 3d6 and pick the two highest ones for the result

**Elves:** long-living creatures, tied to nature and magic. Have 9 meters of movement, gain +1 on damage with bows, and can calculate their daily spells as if they were one level above. An elf never gains more than 1d6 hit points per level.

**Dwarves:** resistant, honorable and stubborn; are tied to the land and metal. Have 6 meters of movement and do all CT to resist any effect with 3d6 and pick the two highest ones.

**Halflings:** smart and agile creatures, tied to the fields and comfort. Have 6 meters of movement and can do a CT to hide or pickpocket (if thief) with 3d6, picking the two highest ones. Halflings cannot use weapons that do damage superior to 1d6.

### 3. CHARACTER

#### THE SECONDARY ABILITIES TO A CHARACTER ARE

**Character Test (CT):** represents all the character attributes and simulates all kinds of heroic feats a character wishes to do.

It is done by rolling 2d6 and adding the value to the modifiers. The total value must be equal or higher to the target number of 10.

A character starts with a base value of 2 in the CT on level 1, gaining one additional point at levels 3,6 and 9

**Armor class (AC):** the defensive capability of the character to protect against the damage received in combat. It is calculated by adding the class bonus, the defense bonus of armor and shields (if available) and any other relevant bonus.

**Hit points (HP):** it is the life force of the character representing vitality, health and resistance. Heroes with zero hit points are knocked out of combat, while monsters are dead.

A hero gains hit points as their levels advance according to their class or race (like elves)

**Movement (MV):** the amount of space a character can run in a single turn using their maximum speed.

The movement is assigned by their race, but can be modified by magic, armor, and other effects.

# 4. COMBAT

THE MOST ANTICIPATED  
PART OF A RPG GAME

**Armor:** they are protective garments made of leather, chain mail or iron plate. Their purpose is to protect against the damage in combat

There are 3 kinds of armor and one shield that can be used together with another piece of armor.

A shield improves the AC by +1. A leather armor by +2, a chain mail by +4 and a plate armor by +6 but reduces movement by 1.

**Weapons:** they are tools made to attack and do damage to your opponents. The weapons are described below

WEAPONS	DAMAGE	INITIATIVE
Dagger	1d6-1	+8
Staff	1d6-1	+7
Bow and Arrow	1d6	+3
Short Sword	1d6	+6
Long Sword	1d6+1	+5
Mace	1d6+1	+3
Axe	1d6+2	+2
Hammer	1d6+1	+4
Great Sword	2d6	+1

**Initiative:** all the combatants roll 1d6 and add to the weapon initiative (if they are attacking) or to their AC (if they are doing another action). The highest results act first

**Attack:** roll 2d6, add your level and try to hit the AC of your target to make a successful attack and do damage. A result below the opponent AC will mean a miss and one equal to their AC means you hit but the attack was not strong enough to do any damage.

**Defense:** it is done when a hero is about to be hit by an enemy. It is done by adding the AC to the roll of 2d6. To be successful, the player must have a result higher than the enemy attack. If successful they will receive no damage. If they fail the test, they receive damage to their hit points

**OBSERVATION:** must be done only by player characters to defend against non-player enemies

**Damage:** it is the amount of harm your attack causes to an enemy. You only do damage when an attack hits. There are other forms of damage that can be found in the game world like, fire, acid, fall among others. Usually, the game master must determine the damage of each of those 4 forms by: small (1d6-1 damage), average (2d6 damage), big (5d6 damage) and immense (10d6 damage)

**Healing and death:** player characters that are wounded can be healed, or will die when they hit -10 hit points. A character can heal by natural means (1 hit points + level per night's sleep) or through the use of magic. Characters that have 0 hit points are knocked out and must do a character test at each turn. A successful test heals 3 hit points and failed one means the loss of 3 hit points. Characters that reach -10 hit points are dead.

## 5. MAGIC

Mystic forces channeled by  
Wizards and elves due to  
their power

**Number of spells per day:** a wizard can use spells equal to their level x2. In other words, a level 3 wizard can cast daily up to 6 spells that they may have previously memorized

**Spell circle:** a wizard gains access to spells as they study and gain more power. At level one a wizard possesses only 3 spells in their grimoire, but when leveling up, they must create and write down two new spells of their choosing.

**Magic resistance:** some spells grant to the target a resistance to their effects; they must do a CT to avoid or reduce their effects by half. This test has a difficult number 5+the level of the caster. The game master must be asked which spells and situations a resistance test is possible

**Spell list:** a spell is composed of two arcane words, an order and a theme. The word will determine what the spell will do abjuration (protects, blocks or expels), conjuration (summon from other planes to the material one), divination (reveal hidden information), enchantment (grant magical effects to the target), evocation (create things from energy), illusion (changes the perception of the target senses), necromancy (create or destroys life) and transmutation (transforms physical aspects of the target).

The theme determines the kind of spells: animals, plants, fire, water, earth, air, light among others.

The effects of each word combination must always be discussed between the game master and the wizard and must always consider the common sense and fun of everyone as their main parameters.

## 6. EXPERIENCE

### THE EVOLUTION OF THE CHARACTER THEIR SKILL AND POWER

When a game session is over, the game master must reward the surviving characters with experience points. The party must gain and share equally 100xp for each hit dice of the defeated monsters in the adventure.

This XP will accumulate until the character reaches a new level. For a character to level up they must have accumulated 2000 XP multiplied by their current level. Meaning to reach level 2 they must have 2000 XP, for level 3 4000 XP until reaching the limit of 18000 XP when a character reaches level 10, the highest level allowed by the rules.

LEVEL	XP
2	2000
3	4000
4	6000
5	8000
6	10000
7	12000
8	14000
9	16000
10	18000