

Dragon Descendants Rule Book

Character Status

There are these kinds of parameters as character status.

Combat Power Lv1-5 (used to calculate physical attack and defense)

Mental Power Lv1-5 (used for calculation of magic attack and defense)

Intelligence Lv1-5 (used for calculation of traps, etc.)

Agility Lv1~5 (used for calculation in situations where quickness is required)

Attractiveness Lv1~5 (used in calculations such as whether or not to negotiate)

Equipment

The main types of equipment are as follows.

Weapons Lv1-5 (used for calculation of physical attacks)

Armor Lv1-5 (used for calculation of physical defense)

Grimoires Lv1-5 (used for calculation of magic attacks)

Talismans, amulets, and accessories with magical power Lv1~5 (used for calculation of magic defense)

How to release the item box

The item box appears at hand when the left controller stick is down.

In this state, you can operate the cursor by moving the left controller stick down.

By aligning the cursor with the icon and pressing the X button, you can attach a weapon or remove an item. If you choose the button to attach, the item is attached to the character's back (for example, a sword or an axe). To grab that sword or other item, turn the right controller behind your back and bring your arm out in front of you while pressing the middle finger grapple button. You should then be able to hold the sword. If you want to return the sword to your back, put your arm behind your back and release the middle finger grip button to return the sword to its original back position.

If you choose the take out button, an item will appear in front of the character. You can grab the item by holding the controller close to it and pressing the middle finger grip button. When you release your finger, the item will drop in its place.

You can also store items held in your right hand in the item box by grabbing the item with your right hand, moving it closer to your left hand, and then tipping the stick on the left-hand controller to display the item box.

How to roll the dice

Open the item box, move the cursor to the dice icon and press the X button to select it, and the dice will be attached to your right hand.

Press and release the middle finger on the "Grapple" button and the dice will roll on the ground. If you throw the dice while swinging your arm, the dice will roll farther.

Combat

The following is a guideline for the level of combat power.

- 1 Adult woman and children
- 2 Adult male or conscripted soldier
- 3 Professionals such as knights, samurai, warriors, mercenaries, etc.
- 4 Knight Captain, Samurai who have certifications from the master, excellent knights, excellent warriors, etc.
- 5 Legendary hero class

Combat occurs when the attacker brings their weapon into contact with the opponent's body. If the contact is successful, the attacker adds the level of his weapon to his Combat Level, then rolls one more six-sided dice and adds the result to the total value.

The defender does the same, adding his armor level to his Combat level, rolling a six-sided dice, and adding the result to the total.

When the attacker's value exceeds the defender's value, the attack is considered successful, and the damage is determined.

◆Example 1

Attacker: Child (Combat Level 1)with a knife(Level 1 weapon)

Defender: Legendary hero (Combat level 5) in leather armor (Level 1 Armor)

Before rolling the dice, the child's attack power becomes $1 + 1 = 2$, and the hero's defense power becomes $5 + 1 = 6$.

In this case, the probability of the child's attack succeeding is about 3%.

The only conditions for a successful attack are that the hero rolls a 1 and the child rolls a 6.

(child's fighting strength in total $2 + \text{dice } 6 = 8$)

(Legendary hero defense point is $6 + \text{dice } 1 = 7$)

Successful attack

◆Example 2

Attacker: Child (Combat Level 1)with a legendary weapon(Level 5weapon)

Defender: Legendary hero (Combat level 5) in leather armor (Level 1 Armor)

However, suppose the child has a legendary great sword of level 5, and the legendary hero wears level 1 leather armor. In that case, the child's attack power will be 6, and the hero's defense power will be 6, so the probability of a successful attack increases to 42%.

(In Xpraize, if the numbers of the attacker and defender are tied, the attack is considered a tie, and the attack fails.

Therefore, if the numbers are tied, the attacker's chance of success is 42%, not 50%.)

However, Xpraize emphasizes combat speed, so the actual decision is made automatically.

Magic

In the Xpraize world, there is a concept that magic power depends on the strength of mental power.

You must have a magic book with the magic spells you wish to use as a prerequisite to use magic. The spells must then be chanted aloud.

In addition to the magic levels from 1 to 5, the level of the mental power of the character invoking the magic is also a factor in determining whether the magic has succeeded or not. A person born with a strong sense of inspiration, a person with a pure heart, or a highly trained priest may have high spiritual power, and if they learn a spell, it will have a strong effect.

Therefore, a character with low mental strength is not suited for a magic-using profession, but they can improve it through hard training.

Some professions have high spirituality but do not use magic, such as high priests in temples. For example, high priests in temples, but their high spiritual power affects their magic defense against magic attacks, so attacking a trained high priest with magic is unlikely to be successful.

Also, clairvoyant magic (Abjit Lacrosse) uses mental power to determine whether it is successful or not. The difficulty level may be specified in the scenario, but it is also assumed that the player may cast the spell at any given time.

In that case, the game master should decide whether the problem is easy or hard and determine the judgment value.

◆Example 1

Wizard (Mental Power Level 2)casts a magic (Level 2 spell)
against a high priest (Mental Power Level4) who has a talisman (level 4).

In this case, the wizard's magic attack power is $2 + 2 = 4$.

In contrast, the high priest's magic defense power is $4 + 4 = 8$.

For the magic attack to succeed, the wizard must roll a 6 on the dice, and the high priest must roll a 1 on the dice, so the probability is only about 3%.

◆Example 2

Wizard (Mental Power Level 2)casts clairvoyant magic (Abjit Lacrosse)
The game master decides the problem level as 6.

In this case, for the magic to succeed, the wizard must roll a 6 on the dice, and the game master has to roll a 1 on the dice. So the probability of success is only about 3%.

Below is a guideline for the level of mental power.

1 Ordinary person

2 Psychic, novice wizards, novice monks, average fortune tellers3 Sorcerers, monks, shamans

4 High-ranking sorcerers, monks, prophets

5 Legendary wizards, high priest classes

The probability of success in judging combat and spirituality is as follows.

Probability of a successful attack	0%	2.8%	8.3%	16.7%	27.8%	41.7%	58.3%	72.2%	83.3%	91.7%	97.2%	100%
Attacker's combat power - Defender's combat power	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

Intelligence

They are used to judge riddles, etc.

If a player notices something strange, they can declare "I'll think about it" and roll the dice, and if the roll is successful, they will get the right idea.

The game master will tell the player the correct idea.

In some cases, the game master may hint a correct idea to the player, even if they couldn't succeed in the roll of dice, but if it was close to the success.

To judge whether Intelligence has succeeded in solving the riddles, the player rolls a six-sided dice and adds it to the character's intelligence points.

The game master, on the other hand, determines the mystery level (1-11), then rolls a six-sided dice and adds a point. If the player's total score exceeds the game master's total score, it means that the player has success the challenge.

There are some riddles that cannot be solved (riddle level 11).

For example, suppose a character with the highest Intelligence level (level 5) thinks of a riddle with a difficulty of level 11 and rolls a 6 (total score of 11). In that case, the game master rolls the lowest dice (1), and the total score is 12, which means the highest Intelligence character has failed.

situation.

By game master, may also add additional points to the original intelligence points depending on the

For example, there is an interaction with a gatekeeper (orc) in the "Dragon Descendants" scenario. The orc's Intelligence before passing through the gate is a total of 6 (since he is ordered to be suspicious of the people). But after passing through, his Intelligence is reduced to its original 2.

If the player's Intelligence is 4, then $4 \text{ (player's Intelligence)} - 6 \text{ (orc's Intelligence)} = -2$.

In this case, only when the dice roll a 6, the decision is successful with $-2 + 6 = 4$.

If the player's intelligence is 3 or less, it will not succeed at all. If the intelligence is 4 or higher, it succeeds at a very low rate.

However, after passing through the gate, the intelligence of the orc is 2, so if the player's intelligence is 4, $4 - 2 = 2$.

In this case, if the dice roll 2 or more, it will be 4 or more, and they will be a successful judge.

Charm

This will be used for trading and negotiation.

The number of the character's Charm level plus the player's dice roll point will be compared to the point of the opponent's Temperament level plus the game master's dice roll point to determine the success or failure.

Probability of success of intelligence judgments	0%	17%	34%	50%	66%	83%	100%
My intelligence - Mystery difficulty	-3	-2	-1	0	+1	+2	+3

Probability of success in charm judgments	0%	17%	34%	50%	66%	83%	100%
My charm - Difficulty in dealing	-3	-2	-1	0	+1	+2	+3