# Aleae Draconis

William R. Moore

September 2004

A variant of the Dragon Dice game for role-playing. A lot is inspired from Eric Plante's RPG system found at <http://pages.infinit.net/plantee/DDRpg.htm>. Movement and some character construction is inspired by Andrew Hart's RPG found at <http://members.aol.com/~taven>. The idea of characters is based on the idea of champions in the Chill Wind Campaign found at <http://members.aol.com/DDiceRC/CWChome.html>.

The intent was to try and keep this system true to most pen-and-paper role-playing games while remaining true to the flavor and feel of Dragon Dice. Hopefully, this was done.

## CHARACTERS

The first thing to do is to choose a non-Dragonkin race. This must be one of the races allowed for the particular campaign. For example, there are unofficial races created by various fans of the game. If your Dice Master -- the person who is in charge of the campaign -- does not allow them, then you can't bring characters to those campaigns that are that race.

After a race is chosen, you must select what their character class is. The character class is basically which type of unit it is. For example, the Dwarves have heavy melee, light melee, missile, calvary, and magic units. Now, the faces of this unit are the same as those of the 1 point unit for the chosen race and chosen type. This represents the very basic training for a battle unit.

In addition, the character gains 5 NAI marks that are used as specified in "Buying Normal Action Icons" in the section titled "Level Advancement".

It is assumed the character has all the necessary weapons, armor, etc. to engage in combat like in Eric Plante's RPG.

### INSIDE THE GAME

For all intents and purposes, the character is initially a 1-point die, so it has 1 health. The Dice Master decides the initial starting army size for each player. The army is made up of one character and any remaining points on other non-character units. The minimum starting group size is 10.

### EXPERIENCE POINTS

The experience points are based on how many games the character has won and the army size used in that game. Table 1 is a listing of the first 10 levels by the minimum experience points required for that level. There is no maximum level for the character.

| Level | Experience |
|-------|------------|
| 1 | 0 |
| 2 | 100 |
| 3 | 300 |
| 4 | 600 |
| 5 | 1000 |
| 6 | 1500 |
| 7 | 2100 |
| 8 | 2800 |
| 9 | 3600 |
| 10 | 4500 |

*Table 1: Levels 1-10*

As you can see, to advance to the next level the amount of experience points required is 100 * current level. So to get to level 11 from level 10, a character needs to get at least 5500 experience points. For those into math equations, the equation is $n*(n-1)*50$, where $n$ is the new level of the character. So, for a level 50 character, the least amount of points needed is $50*49*50$, or 122,500 experience points. There is no maximum level.

### LEVEL ADVANCEMENT

Once a character advances a level, the player must choose from one of the following:

- Add 1 health to the character. This causes the character to increase in point size. The total health may not exceed 5.

- Gain 1 SAI mark. At any time between sessions, 4 points may be removed and exchange one non-ID face for 2 points of an SAI available to the character's race. Requirements: The character must have 3 health.

- Remove 3 SAI marks and add 1 point to an SAI. A single SAI may not exceed 6 icons. Requirements: The character must have 3 health and an SAI.

- Gain 10 NAI marks. These must be applied as specified in "Buying Normal Action Icons."

- Gain 1 spell casting mark. Once per character, the player may remove all spell points and exchange these for 1 spell. Whenever the ID icon is rolled, the chosen spell may be cast. The spell chosen must have a casting cost that does not exceed the number of spell casting marks that the character had and must be usable by the character's race. Requirements: The character must have 3 health and be at least level 10.

### BUYING NORMAL ACTION ICONS

Whenever a player has NAI marks, the player may spend the marks in a number of ways. First, they may replace 1 non-ID face with the player's choice of 1 point worth of any NAI available for that race for a cost of 6 marks. Second, a player may spend 3 marks to add one point to an existing NAI. Finally, a player may remove 50 NAI marks to add 2 points to melee, missile, magic, save, or maneuver – whatever is applicable – whenever the ID icon is rolled during a magic, melee, or missile action.

### CHARACTER DEATH

When a unit is killed, they are sent to that player's graveyard. Spells and effects affect the graveyard normally except character units. In order for a character unit to be brought back, the following spell must be cast:

> **Reanimate Character Unit:** The cost of the spell is equal to twice the level of the target character unit that is being brought back from the dead. The colors of the spell must be made up of at least one of the colors of the character unit.

This spell may only be attempted 3 times per character unit's death and only cast once per day. After that, the character unit is buried and may only be brought back through burying a Gold Medallion. The normal effects of burying a Gold Medallion also occur.

## TERRAIN DIE

There are special rules concerning terrain. A terrain die represents each site in the game. If there aren't any random encounters, which is some opposing army, at the current step of the terrain die, there is no movement necessary. If there is a random encounter, to move to another step, all players' dice must outmaneuver them.

The eighth face determines what kind of place it is and the terrain type determines where that place is. For example, a swamp terrain with a city eighth face could represent the city of Georgia that is in the swamps of the Kingdom of Roberto.

Finally, each face on the die represents how far away one is from the current site and how much closer one is to the next site. So, the first face is the spot between the current site and the next site and the eighth face is inside or the immediate vicinity of the site. In order to move to another terrain, the characters must move to the first face, even then the characters move to the first face of the next site. The exact distances these steps represent is relative to the distance between the sites. For example, Kansas City, represented by a flatland city, will not have as much distance between it and Oklahoma City, also represented by a flatland city, so there would not be much distance between the die representing Kansas City's eighth and first faces. In contrast, the Vatican would have a larger distance between it and Berlin.

## EXPERIENCE POINTS

Experience points gained from killing enemies is equal to half (round using the normal rounding rules) of the amount killed. For example, if the players kill 10 points of goblins, but run away from the other 500 points, they would only receive

5 experience points from the battle.  There are other ways of gaining experience points.  However, this is relative to missions and such.

## MAGIC ITEMS

Characters may carry any amount of magic items.  Nonetheless, there are a few restrictions.  First, units may only use only a single magic item per round.  Second, a unit may only use magic items that have a color in common with them.  Finally, to either switch between two items, give an item to a unit, exchange items between two units, or to pick up an item, will make all units involved unable to roll during that entire round.  The only exception is save rolls.  In addition, 1 point magic items require that the using die is at least 1 health, 2 point magic items require it to be at least 2 health, and so on

## COMBAT

When the encounter begins, everyone rolls for maneuvers.  Whoever gets the highest result goes first.  The player who gets the next highest goes second, and so on.  SAIs and the ID icon are counted in the maneuver.  The only difference is that each army gets one action.  Also, after everyone does their action, maneuvers are rolled again to determine the order.  One round of combat is when everyone does not have any actions left.  The allowable actions are magic, missile, and skirmish.  Of course some races may not be allowed to do any of these (e.g. Undead may not do missile actions).  The action type on the terrain does not restrict which actions may take place.  For an army to flee from combat, they must spend their one action and win a manuever roll.

## DRAGONS

Before the game starts, the Dice Master will bring a number of dragons and/or Dragonkin determined like the normal rules with the exception that the total health used in the calculations is the total health from all players.

## THE UNDERWORLD

Traversing a dungeon is a fundamental concept for most role playing games.  Aleae Draconis is no exception.  While Aleae Draconis is attempting to maintain an RPG atmosphere and at the same time staying true to the feel of Dragon Dice, some compromises were made.  In the underworld, movement is not the same as a terrain.  So, for the underworld terrain die is unnecessary.  However, moving around underworlds is the same as with most RPGs.  What needs to be considered next is the movement rate.  For now, every unit moves at 10 feet per round.

## MAGIC SPELLS

During combat, any unit may use magic and is not restricted by the number of spells able to be cast nor the frequency at which a specific spell may be cast.  Therefore, there must be a restriction for outside of combat.  A character die is the only one able to use magic outside of combat and is able to do no more than their level's worth of spells a day.  In other words, a level 20 character may only attempt 20 spells per day.

Spell casting is simple.  First, all players who want to join in decide on the spell to attempt and how that spell will be used if successful. Then roll they roll their character dice.  Finally, they pool together their magic results.  If there is enough magic of the right color or colors, the spell is successfully cast and takes effect.

## ISSUES

Since it is a work in progress, many of you will have questions and comments, which is encouraged.  Please, check the web site where you obtained this document for any available FAQs before sending any e-mail.