

2ND EDITION DIFFERENCES

The First Book: Character Generation, Combat

White Hard Cover SPI 2 nd Edition	Bantam 2 nd Edition																																																																																																																		
[2.5] pg. 3 4. The GM must have 4- or 8-to-the-inch graph paper if he is to draw any structure plans (see 77.3).	[2.5] pg. 3 4. The GM must have either graph paper or copies of the Strategic Map Hexgrid if he is to draw any structure plans.																																																																																																																		
[2.6] pg. 3 Sometimes, an addition to or subtraction from a die or dice roll is referred to as a modifier. All modifiers affect a 1D10 die roll (thus, a "+4" modifier equals "D10+4").	[2.6] pg. 3 Sometimes, an addition to or subtraction from a die or dice roll is referred to as a modifier. All modifiers affect a 1D10 die roll (thus, a "+4" modifier equals "D10+4"). When instructed to roll a D5, the player should roll a D10 and halve the result, rounding fractions up.																																																																																																																		
III. pg. 3 Experience Point: The basic unit of exchange for improvement in abilities, skills or characteristics. Experience Points are earned at the conclusion of an adventure for the player character's performance during the adventure. A character keeps Experience Points in his Experience Point Bank (on the Character Record) until he uses them for gain.	III. pg. 3 Experience Point: The basic unit of exchange for improvement in abilities, skills or characteristics. Experience Points are earned at the conclusion of an adventure for the player character's performance during the adventure. A character keeps Experience Points in his Experience Point Bank (on the Character Record) until he uses them for gain in any Skill, Spell, Weapon, etc.																																																																																																																		
[4.2] pg. 6 Minor magic is best performed by those with an affinity for conjuration.	[4.2] pg. 6 Minor magic is best performed by a member of a Magical College.																																																																																																																		
[5.1] pg. 7 Each player rolls 4D5 (i.e., half a D10 die roll, rounded up) and reads across the line on the Point Generation Table below corresponding to the total of the four dice. Each player notes, on a piece of scrap paper, his total Characteristic Points and the corresponding Group. Point Generation Table <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Dice</th> <th>Characteristic Points</th> <th>Group</th> </tr> </thead> <tbody> <tr><td>4</td><td>82</td><td>A</td></tr> <tr><td>5</td><td>83</td><td>B</td></tr> <tr><td>6</td><td>84</td><td>B</td></tr> <tr><td>7</td><td>85</td><td>B</td></tr> <tr><td>8</td><td>86</td><td>C</td></tr> <tr><td>9</td><td>87</td><td>C</td></tr> <tr><td>10</td><td>88</td><td>C</td></tr> <tr><td>11</td><td>89</td><td>D</td></tr> <tr><td>12</td><td>90</td><td>D</td></tr> <tr><td>13</td><td>91</td><td>D</td></tr> <tr><td>14</td><td>92</td><td>E</td></tr> <tr><td>15</td><td>93</td><td>E</td></tr> <tr><td>16</td><td>94</td><td>E</td></tr> <tr><td>17</td><td>95</td><td>F</td></tr> <tr><td>18</td><td>96</td><td>F</td></tr> <tr><td>19</td><td>97</td><td>F</td></tr> <tr><td>20</td><td>98</td><td>G</td></tr> </tbody> </table>	Dice	Characteristic Points	Group	4	82	A	5	83	B	6	84	B	7	85	B	8	86	C	9	87	C	10	88	C	11	89	D	12	90	D	13	91	D	14	92	E	15	93	E	16	94	E	17	95	F	18	96	F	19	97	F	20	98	G	[5.1] pg. 7 Each player rolls 2D10 and reads across the line on the Point Generation Table below corresponding to the two dice total. The number of Characteristic Points and Maximum value thereby obtained is noted on a piece of scrap paper. Point Generation Table <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Dice</th> <th>Characteristic Points</th> <th>Maximum</th> </tr> </thead> <tbody> <tr><td>2</td><td>81</td><td>25</td></tr> <tr><td>3</td><td>82</td><td>25</td></tr> <tr><td>4</td><td>83</td><td>24</td></tr> <tr><td>5</td><td>84</td><td>24</td></tr> <tr><td>6</td><td>85</td><td>24</td></tr> <tr><td>7</td><td>86</td><td>23</td></tr> <tr><td>8</td><td>87</td><td>23</td></tr> <tr><td>9</td><td>88</td><td>23</td></tr> <tr><td>10</td><td>89</td><td>22</td></tr> <tr><td>11</td><td>90</td><td>22</td></tr> <tr><td>12</td><td>91</td><td>22</td></tr> <tr><td>13</td><td>92</td><td>21</td></tr> <tr><td>14</td><td>93</td><td>21</td></tr> <tr><td>15</td><td>94</td><td>21</td></tr> <tr><td>16</td><td>95</td><td>20</td></tr> <tr><td>17</td><td>96</td><td>20</td></tr> <tr><td>18</td><td>97</td><td>20</td></tr> <tr><td>19</td><td>98</td><td>19</td></tr> <tr><td>20</td><td>99</td><td>19</td></tr> </tbody> </table>	Dice	Characteristic Points	Maximum	2	81	25	3	82	25	4	83	24	5	84	24	6	85	24	7	86	23	8	87	23	9	88	23	10	89	22	11	90	22	12	91	22	13	92	21	14	93	21	15	94	21	16	95	20	17	96	20	18	97	20	19	98	19	20	99	19
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[5.2] pg. 7 The minimum value that a player may assign to a primary characteristic is 5, and the maximum value is determined by the character's Group. A player effectively has no control over thirty of his	[5.2] pg. 7 The minimum value that a player may assign to a primary characteristic is 5, and the maximum value is determined by the maximum for his characteristic point total.																																																																																																																		

<p>Characteristic Points, because he must assign at least five points to each of six characteristics. The maximum value assigned to any one characteristic is limited by the character's Group, as follows:</p>	<p>Furthermore, a character may have only <i>one</i> characteristic equal to his maximum value if that value is greater than 20, or may have up to <i>two</i> characteristics equal to the maximum value if that value is 19 or 20. In either case, the character may have up to <i>two</i> characteristics equal to <i>one</i> less than his maximum value and up to <i>three</i> characteristics equal to <i>two less</i> than his maximum value. If a character does not have a characteristic equal to his maximum value, he may increase the limit of characteristics with a value one or two less than the maximum values by <i>one</i>. Similarly, he may "transfer" an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have <i>six</i> characteristics equal to <i>two less</i> than the maximum value for his group. Prior to dividing up his characteristic points, the player should give some thought to what kind of character he wishes to be and what weapons, spells, and/or skills he desires for this newly born individual. It is important to emphasize that in <i>Dragon-Quest</i>, any character can choose any combination of abilities. Certain weapons require a great deal of Physical Strength or Manual Dexterity and the player should be sure to allot enough points in those areas to use the weapons of his choice. All Magical Colleges (see 36 through 47) require a minimum Magical Aptitude to join (see 34.7) and the player should be aware of these restrictions. Most Skills (see 48 through 62) do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. The choice of race will also alter the characteristic values, and the player must weigh all requirements and restrictions.</p>																
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<p>Furthermore, a character may have only <i>one</i> characteristic equal to the maximum value for his Group, if that value is greater than 20, or may have up to <i>two</i> characteristics equal to the maximum value if that value is 19 or 20. In either case, the character may have up to <i>two</i> characteristics equal to <i>one</i> less than his maximum value and up to <i>three</i> characteristics equal to <i>two less</i> than the maximum value for his Group. If a character does not have a characteristic equal to the maximum value for his Group, he may increase the limit of characteristics with a value one or two less than the maximum values by <i>one</i>. Similarly, he may "transfer" an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have <i>six</i> characteristics equal to <i>two less</i> than the maximum value for his group.</p>																	
<p>Example: A player begins with 88 points (Group C) with which to assign values to characteristics. He could choose Physical Strength of 23 (the maximum value), an Endurance and Willpower of 22 (his two with one less than the maximum value), and Agility and Manual Dexterity of 9, and a Magical Aptitude of 5. If the player wished, he could decrease his Physical Strength by one (to 22), and increase either Agility, Manual Dexterity, or Magic Aptitude by one.</p>	<p>Example: A player begins with 88 points (maximum of 23) with which to assign values to characteristics. He could choose Physical Strength of 23 (the maximum value), an Endurance and Willpower of 22 (his two with one less than the maximum value), and Agility and Manual Dexterity of 9, and a Magical Aptitude of 5. If the player wished, he could decrease his Physical Strength by one (to 22), and increase either Agility, Manual Dexterity, or Magic Aptitude by one.</p>																
<p>When the player has chosen the values for his character, he writes them down on his Character Record. The total value of the six primary characteristics must equal the amount received from the Point Generation Table; a player may not "save" Characteristic Points to assign to characteristics at a later date. The value of each of the <i>six</i> primary characteristics must be recorded before any secondary characteristics are generated.</p>	<p>When the player has chosen the values for his character, he writes them down on his Character Record. The total value of the six primary characteristics must equal the amount received from the Point Generation Table; a player may not "save" Characteristic Points to assign to characteristics at a later date. The value of each of the <i>six</i> primary characteristics must be recorded before any secondary characteristics are generated.</p>																
<p>[5.4] pg. 7 A character's Perception value begins at 5.</p>	<p>[5.4] pg. 7 A character's Perception value begins at 8.</p>																
<p>[6.6] pg. 9 Tactical Movement Rate Subtract 1</p>	<p>[6.6] pg. 9 <i>{Tactical Movement Rate Modifier for Giant Removed}</i></p>																
<p>[8.6] pg. 11 A character may expend only 100 Experience Points (rather than the usual cost of 1000) to acquire any one skill at Rank 0.</p>	<p>[8.6] pg. 11 A character may expend only 100 Experience Points (rather than the usual cost, see p. 147) to acquire any one skill at Rank 0.</p>																
<p>[16.5] pg. 18 Knockout.</p>	<p>[16.5] pg. 18 Knockout.</p>																

<p>The attack is successful if the Strike Check result is equal to or less than (15% of the modified Strike Chance + 10).</p>	<p>The attack is successful if the Strike Check result is equal to or less than (15% of the modified Strike Chance).</p>
<p>[17.6] pg. 18 Example: Rolf the Barbarian is Melee attacking the White Mouser, a lithe figure with high Agility. Rolf is using a broadsword (which he wields at Rank 3), and has a modified Manual Dexterity of 13. The Mouser has a modified Agility of 18 and is using a Main Gauche (which he wields at Rank 2). Rolf's Strike Chance is $[55+13+(3 \times 4\%)] = 80\%$. The Mouser's Defense Rating is $[18+ (2 \times 2\%)] = 22\%$, which is subtracted from Rolf's Strike Chance since he is attacking the Mouser through the Mouser's Melee Zone (if he was attacking him through one of his rear hexes, the 4% extra for the Main Gauche would not count and the Defense would be 18%). But, furthermore, the Mouser is kneeling (a +20 from the Melee Combat Modifiers Chart), so receives a Modified Strike Chance of $80-22+20 = 78\%$.</p>	<p>[17.6] pg. 18 Example: Rolf the Barbarian is Melee attacking the White Mouser, a lithe figure with high Agility. Rolf is using a broadsword (which he wields at Rank 3), and has a modified Manual Dexterity of 15. The Mouser has a modified Agility of 18 and is using a Main Gauche (which he wields at Rank 2). Rolf's Strike Chance is $[55+15+(3 \times 4\%)] = 82\%$. The Mouser's Defense Rating is $[18+ (2 \times 2\%)] = 22\%$, which is subtracted from Rolf's Strike Chance since he is attacking the Mouser through the Mouser's Melee Zone (if he was attacking him through one of his rear hexes, the 4% extra for the Main Gauche would not count and the Defense would be 18%). But, furthermore, the Mouser is kneeling (a +20 from the Melee Combat Modifiers Chart), so receives a Modified Strike Chance of $82-22+20 = 80\%$.</p>
<p>19. THE EFFECTS OF DAMAGE pg. 19 To recover from being Stunned, a figure must roll less than or equal to his Willpower plus his <i>current</i> Fatigue.</p>	<p>19. THE EFFECTS OF DAMAGE pg. 19 To recover from being Stunned, a figure must roll less than or equal to 2x his Willpower plus his current Fatigue.</p>
<p>[20.2] pg. 20 Range: The distance (expressed in hexes) the weapon may be fired.</p>	<p>[20.2] pg. 20 Range: The distance, in hexes, the weapon may be fired. P means prohibited.</p>
<p>[20.3] pg. 20 <i>{additional paragraph added in Bantam Edition}</i></p>	<p>[20.3] pg. 20 A paralyzant functions as a knockout drug against human-sized or smaller figures. If the victim fails his Willpower Check (see 50.8), he falls prone unconscious and will remain that way for $[20+D10-(\text{His Willpower})]$ minutes.</p>
<p>[17.5] Shield Chart pg. 24 Defense/Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared.</p>	<p>[17.5] Shield Chart pg. 24 Defense/Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared. Experience Point cost is detailed on page 146.</p>