

# NAME

# LOOK




Names: Taya, Daine, Mallory, Shana, Ricard, Freya, Xaldin, Isabel, Minerva, Glenn

Golden Eyes, Wary Eyes, or Disdainful Eyes  
Ornate Helmet, Winged Circlet, or Fiery Hair  
Burnished Armor, Gilded Armor, or Crested Surcoat  
Long Shanks, Regal Bearing, or Unblemished Body

Dragon Names: Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthyluos, Kenzodomu, Morokegos, Rovostraza, Strunvahlok, Tyraxes, Aurion

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8 + CONSTITUTION

# ALIGNMENT

## LAWFUL

Deliver justice to an evildoer.

## GOOD

Endanger yourself to protect someone weaker than you.

## EVIL

Gain wealth or power for yourself at someone else's expense.

# STARTING MOVES

## HOW TO TRAIN YOUR DRAGON

Your soul is linked with that of a young dragon, about the size of a horse. Give your dragon a name! As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion. When **your dragon dies**, so do you, and vice versa.

You have a stat called Link. Your Link is equal to your link stat, which depends on what kind of dragon you ride. Your Link can never be less than zero. When you **would reduce your Link below zero**, your dragon instead refuses to obey your orders for a while. Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would. When you **pay your dragon's cost**, reset your Link to the value of your link stat.

- Gold and jewels
- The blood of its enemies, specify who or what they are
- Ancient knowledge and magics
- The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+Link. \*On a 10+, the move is done, no problem. \*On a 7-9, the move happens, but there's either a consequence or limitation, or reduce your Link by 1. If a move would deal damage, roll your own damage die.

- |   |  |
|---|--|
| <input type="checkbox"/> Strike with fang and claw  | <input type="checkbox"/> Intimidate with a mighty roar           |
| <input type="checkbox"/> Belch forth elemental fury | <input type="checkbox"/> Harry from the air                      |
| <input type="checkbox"/> Scout from high above      | <input type="checkbox"/> Flap its wings to create a gust of wind |
| <input type="checkbox"/> Hunt or track by scent     | <input type="checkbox"/> Recall ancient lore                     |

# DRAGON

Choose any race, then choose the type of dragon you ride:

## CHROMATIC

Link stat: +CON

Your dragon is no stranger to combat, and neither are you. When you Defend, take +1 armor forward.

## METALLIC

Link stat: +WIS

Your dragon is quite sociable, and so are you. You can write one extra Bond with your companions, giving you a total of four.

## GEMSTONE

Link stat: +INT

Your dragon will always accept crystals as payment of its cost.

## DRAGONRIDER

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or to someplace dangerous**, say where you are going and roll+Link. \*On a hit, you get where you need to be. \*On a 7-9, choose one.

- A threat is waiting for you when you arrive
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest
- Reduce your Link by 1
- It takes longer than you expected to get where you want

## VOICE OF FIRE

When you **publicly impress yourself upon a group of people, by words or deeds**, roll+CHA. \*On a 10+ the GM chooses two NPCs present that you have impressed and a reaction. \*On a 7-9, the GM chooses one. \*On a 6-, you've attracted some unwanted attention.

- They back you up, stand by your side, or support your cause.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ was with me when I first met my dragon.

I've been burned by \_\_\_\_\_ before, if you know what I mean.

My dragon seems to like \_\_\_\_\_; they must be someone I can trust.



# THE DRAGON KNIGHT

LEVEL

XP

## GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight), and a symbol of the bond between you and your dragon, describe it! Choose your armament:

- Spear (reach, thrown, near, 1 weight) and shield (+1 armor, 2 weight)
- Recurve bow (near, 1 weight) and bundle of arrows (3 ammo, 1 weight)
- Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Broadsword (close, 1 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Something that would satisfy your dragon's cost, tell us what!

Choose a look for your dragon:

- Great Horns, Barbels, or Ridged Crest
- Sinuous Body, Powerful Body, or Spiny Body
- Shining Scales, Stony Scales, or Fine Scales

Choose strengths for your dragon equal to your Link:

*Swift, strong, quick reflexes, tireless, agile, ferocious, intimidating, keen senses, cunning*

Choose one weakness for your dragon:

*Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted*

LINK:

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### BATTLE STANDARD

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious. When you **raise your standard in support of a cause**, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before being applied to their own hit points.

### DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

### FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves. It can still fly, it just can't carry you.

### FÁFNIR

Treasure can never hide from you. When you **are in the presence of something hidden and valuable**, you spot it right away.

### FIERY CRUSADER

Gain a move of your level or lower from the paladin or immolator playbook.

### IGNITION

When you **draw dragon-wrath into your weapon**, the weapon gains the *fiery* tag as long as you wield it.

### MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

### TARGARYEN

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

### WATCH HOW I SOAR

When you use Dragonrider, on a 10+ choose one of the following:

- You get there much quicker than you expected
- You get the drop on any danger waiting for you there

### WELL-TRAINED

Choose another move for your dragon from the list.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

### CONFLAGRATION

*Requires: Ignition*

When you **draw upon the fire within your soul**, roll+Link. \*On a hit, you breathe fire; deal your damage to all creatures in the path of the flames. \*On a 7-9, you also either deal your damage to yourself (ignoring armor), or the flames get out of control.

### DRAGON HEART

When you Make Camp, hold 1. When you would reduce your Link, you may spend this hold instead of reducing your Link.

### GOLD STANDARD

*Requires: Battle Standard*

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

### LOYAL UNTO DEATH

When **your dragon takes a blow that was meant for you**, the damage is negated, but reduce your Link by 1.

### MY ARMOR IS LIKE TENFOLD SHIELDS

While **you are riding your dragon**, you have armor equal to your Link.

### MY TEETH ARE SWORDS, MY CLAWS SPEARS

*Requires: Mighty Charge*

When you **deal damage while riding your dragon**, add your Link to the damage.

### PARAGON OF FLAME

Gain a move of your level or lower from the paladin or immolator playbook.

### THUNDERING VOICE

When you use Voice of Fire, on a 12+ you can instead choose one NPC specifically to impress. The GM chooses their reaction from the list.

### WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.