

Dragoon- An exceedingly unique class, these are fighters inseparably bound to a dragon. Their life belongs to their dragon, and the dragon's theirs. If one dies, the other soon dies as well. They are the very worst class to begin with, for this link is more a curse than a benefit when the dragon is young and vulnerable. However, at higher levels they can be an extremely powerful ally when out in the open.

### Dragon Rider

L1- Egg- The character begins with an egg that belongs to one of five types of dragon. The player may choose the dragon's type and the egg's color reflects this choice. The eventual attributes of each dragon type are listed below.

The eggs of dragons are sturdy and don't require much care. Roughly the size of an elongated basketball, they are a burden to carry and must always stay near the dragoon (they may distance themselves up to a hundred yards) while the empathetic bond forms. Treat the egg as if its shell provides the defense of fifty, and has a hundred hit points.

White- Agile and swift, they can dance in the sky and fly swifter than any other dragon. They hold sway over the weather and breathe lightning. With their very stare they send enemies to a deep slumber or put them under a trance.

Blue- Perhaps the least well suited for open combat, blue dragons are great weavers of magic. Their breath is that of the arctic and with their ability to turn invisible, they can choose their battles or slip by enemies unnoticed.

Green- The greatest of the beasts in strength, they have little cause to fear the arrow or sword. They rarely use their acid breath, for their claws are swift enough to crush the mightiest of foes.

Red- The most destructive of the great worms, their breath holds a fiery death and everything before their gaze they can turn to ash.

Black- The most feared of the dragons. Armies flee at their sight for they carry an unquenchable darkness that brings ruin to those near.

L5- Whelp- The egg finally hatches into a young dragon. At this point they are relatively small and vulnerable, roughly the size of a demi-human. The dragon grows as the character gains levels, being considered to be of an equivalent level to the dragoon. Though not a menacing threat, their claws can teeth are as deadly as any blade, and their scales offer fair protection.

Physical Attacks (Biting and clawing)			Stats		
Damage:	Hit x:	Critical Range:	Effect:	Search:	Other Subskills:
(Str x 2)+15	25	17	x2	Level in d10s	1/2 Level in d6s
	Combat and strength bases and subskills:	Max vitality:	Scales (percent damage reduction):	Special resistance (6 x Level in percent):	
White	1/2 Level in d6s	Level x 20	Level x 1¼ %	Elemental (Air)	
Blue	1/3 Level in d6s	Level x 15	Level x 1 %	Elemental (Water)	
Green	Level in d6s	Level x 30	Level x 2 %	Nature (Floral)	
Red	3/4 Level in d6s	Level x 25	Level x 1¾ %	Elemental (Fire)	
Black	2/3 Level in d6s	Level x 20	Level x 1½ %	Scourge (Void)	

L10- Mature- Now roughly the size of a small cottage, the dragon has grown enough to use many of their most useful attributes like the ability to fly and use their harmful breath. When not busy with the dragoon, they are often off hunting, for they need a great deal of meat to maintain their hulking form. They can carry one demi-human when they fly (anything more and they will require breaks). With a quick jerk of their head they can create a wave of their breath attack, covering their front two arcs (180 degrees), but halving their damage.

Physical Attacks		Breath Attack (May be used once a round)			
Critical Range:	Effect:	Range:	Angle (for cone area effect):		
15	x2	Level x 4 yards	Level in degrees		
	Breath (Damage):	Breath (Type):	Flight (Skill):	Flight (Distance):	
White	3/4 Level in d12s	<b>Electrical</b>	Level in d20s	Level x 35 miles/day	
Blue	Level in d12s	<b>Cold</b>	Level in d12s	Level x 25 miles/day	
Green	1/3 Level in d12s	<b>Acid</b>	Level in d6s	Level x 10 miles/day	
Red	1½ Level in d12s	<b>Fire</b>	Level in d8s	Level x 15 miles/day	
Black	1/4 Level in d12s	<b>Void</b>	Level in d10s	Level x 20 miles/day	

L15- Adult- The dragon has grown to its full stature and begins to develop its magical talents and special characteristics. They can now carry two passengers when they fly and are immune to mind altering effects and **instant death**.

Physical Attacks		Stats	
Critical Range:	Effect:	Magic Resistance (other than the special resistance):	

15                      x3              Level %

	Magic Subskill (Amount):	Magic Subskill (Type):
White	2/3 Level in d6s + Level	Elemental (Air)
Blue	Level in d6s + Level	Elemental (Water)
Green	1/3 Level in d6s + Level	Nature (Floral)
Red	1/2 Level in d6s + Level	Elemental (Fire)
Black	3/4 Level in d6s + Level	Scourge (Void)

Dragon: Special Attribute:

- White Slumber- When the dragon's eyes meet those of another, they may put that person into an enchanted slumber. If double the dragon's level is higher than the target's willpower plus their level, then they fall asleep for a duration equal to the difference in rounds. This can affect groups just as well as individuals. This is a mind altering effect, and any resistances to light magic (advection) apply to it.
- Blue Sea Serpent- The dragon can move and breathe underwater with impunity. Their attacks deal just as much damage as they would above water, and they can move as fast as they can fly. The only thing that they can't do is use their breath attack.
- Green Shifting Camouflage- Their scales can change hue and pattern to reflect their surroundings as long as they stay still. When they do this, passing characters don't roll their search unless they are being especially vigilant. If so, add the dragon's level to their hide roll.
- Red Everlasting Blaze- The flames that the dragon breaths can't be quenched for half their level in rounds. See the elemental magic (fire) spell "eternal flames" at its full effect for details.
- Black Terrorize- Those who spot their dark figure panic, feeling a dreadful sense of **fear (double dragon's level)**.

**L20- Elder-** The dragon has grown to their height in power, able to masterfully attune their abilities to great effect. They may now carry three riders, and at level twenty five they can carry up to four.

Physical Attacks (at level 20)		Physical Attacks (at level 25)	
Critical Range:	Effect:	Critical Range:	Effect:
10	x3	10	x5

Dragon: Special Attribute:

- White Enspell- Those the dragon puts to sleep fall under the dragon's control, much like they were its puppets. See the light magic (advection) spell "trance" at its full effect for details.
- Blue Vanish- The dragon may turn **invisible (perfect)** for as long as they wish, as long as they haven't attacked, used magic, or been harmed in the past three rounds. If, while **invisible**, any of these things happen then the dragon instantly becomes visible again. When **invisible**, riders and anything touching the dragon turn **invisible** as well.
- Green Impenetrable- The dragon is mostly covered by a thick hide of impenetrable scales. This grants them **invulnerable** to harm, including that of damaging spells. This protection covers everywhere except their front belly and underside. Thus, they are only vulnerable to attack by those who they are facing, or below them (which is the case when flying).
- Red Scorched Earth- When the dragon wishes, they may ignite anything up to as far as they can see. This has the same effect as the elemental magic (fire)'s "ignite" spell, with an effect equal to five times the dragon's level. While the igniting itself deals neglect able harm to characters and creatures, the sheer inferno of fire everywhere will quickly reduce their enemies to ashes.
- Black Darkness- An area up to their level in feet falls into a darkness in which nothing can live. Plants wilt and small animals collapse and die. This deals **void damage (dragon's level)** to everyone within the area of effect except the dragon rider.

### **Shared Destiny (Willpower)**

**L3- Sealed Fate-** Initially a burden rather than a boon, the dragoon's fate is tied with that of the dragon such that if one dies, so does the other. This can be delayed for a number of minutes equal to the willpower roll, hopefully during which aid can be found to revive the fallen.

**L7- Mark-** The dragoon shares a part in the dragon's might, offering some protection from the magic over which the dragon holds sway. This shows itself in dark markings that litter the dragoon's body, looking much like tattoos carrying the dragon's theme. The dragoon has a percent of resistance to the dragon's magic type equal to double their level..

**L12- Bond-** The dragon and dragoon partly share the same consciousness, able to sense the other's mood, condition, and location. This can reach up to the average willpower roll in miles. Though they can separate any distance, it comes

with an unsettling feeling when they can't sense each other, making each edgy until they are reunited.

At level eighteen the dragoon gains the ability to understand and speak with their dragon through thoughts. This is a part of their empathetic link, having the same range as the rest of the ability. With it, they can communicate with each other far better than one could through speech since they can sense the emotions and thoughts that go with it.

**L17- Inborn Magic-** The boon of being linked with the dragon manifests itself by sharing a bit of their magical prowess. As long as they are within the empathetic bond's range, the dragoon is enchanted with a single spell of their choosing. This spell can never change, and must be of the magic type that the dragon casts. This has the same effects as having the highest rank of the innate magic discipline for this spell (using the dragon's skill).

**L22- Shared Heart-** The same powerful bond that could doom either the dragon or dragoon is now, rather, their salvation if one of them falls. A bit of both the dragon and dragoon's souls reside in each body, so that as long as one of them are alive, the other has some chance of living again. This requires that they go through a small quest, on which whoever remains goes to find a way to resurrect their other half. A simple revival spell won't work (unless the body's available), and may require that they pass through great peril (set by the game master).