

Get to Know Your Dragon
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Dragon Design Notes:
These notes are in Beta and may be adjusted at any time.

Dragon Forms that can be "Adopted" by other characters.
Among the Shifter Balance card set is an ability for called "Adoted Form" that allows characters to use some forms from other shifter races. The following are Dragon Forms that other shifter races can "Adopt".
Tigrean Form, Farilan Elf Form, Das Karr Form, Human Form, Dwarf Form, Vermite Form, Ebony Elf Form, Orc Form, Foxwings Form.

Dragon Senses:
Dragons do not have any special perception cards of their own. Dragon characters will need to rely on the Universal cards like Perceive and on gaining the Perception Anchor and the cards that are unlocked by that Anchor.

Dragon Forms:
Dragons have more forms that they can shift into than any other shifter race. This gives them the advantage of being able to blend into almost any population. They have few animal forms available and would need to use the Adopted Form card to pick up some of those from other races.

Dragon Role-Playing cards:
Shroud of the Dragon, Eye Shift, and Draconic Mindspeech, are cards that can be very useful in role-playing situations. Look for places where you can take advantage of them.

Additional Dragon Cards:
New Dragon cards are being developed all of the time. You will find an "unfinished" card set on the downloads page. Make proxies and have fun.

Dragons and Firebreath:
Dragons breath fire, they do it a lot.
Firebreaths One through Five are linked to the size of the dragon. Each of them list what forms you can use them in. Larger sizes can always breath lesser fire, but smaller forms are limited. When you take a Firebreath card you will need to keep in mind what sizes you can use it in.
Forms that are capable of breathing fire of one size or more is: Fire Dragonet, Minor Dragon, Dragon Form, Greater Dragon, Greater Avatar, and Prime Dragon. Other forms do not get to breath fire.

Independent Upkeep Cards:
Shroud of the Dragon, Burning Rage, and Draconic Mindspeech all require that the player expend an Independent at the start of a round to keep them in play. If you had all three in play at one time the character would have seven more "things" they can do each round. It is up to the player to track this type of use.

How much Fire can a Dragon Breath?
A prime Dragon could do the following fire breaths in a combat round, if you have added the cards.
Thing one. Burning Rage (2d6+6).
Thing two. Firebreath Burst (2d6+30).
Thing three. Firebreath Five (2d6+26).
Thing four. Firebreath Four (2d6+15).
Thing five. Firebreath Three (2d6+9).
Thing six. Firebreath Two (2d6+4).
Thing seven. Firebreath One (d6+2).
the Dragon still has three things left to do. A movement, action and maybe a Tail Strike to finish up with. Dragon's breath fire.

Dragon Boons:
Dragon's have four useful and powerful Boons a player should look at closely. They are Dragon's Eye, Purifying Gaze, Firebreath Burst, and Draconic Resistance.
Purifying Gaze needs some talk. It is the precursor ability to the Valarian Purify ability. The Ancient Dragons had been dealing with intermittent warp problems for generations and this one of the tools they had developed to deal with it. Non-Valarian Dragons find it useful.

Dragon's Items and Talking:
When in any Dragon shaped form the character has speech difficulties. The dragons have two languages that they can speak. Drakkentung and High Drakkentung. These are very difficult for humanoids to speak and with the fall of the Ancient Dragon society on Deathday, they became minor languages and are slowly fading away. However, they are still prestigious languages, especially when dealing with Dragon Spirits. The Greater Avatar form is an exception here. they can handle both Draconic and humanoid languages.
Dragon forms also have difficulty using items. With the variety of items available we have to leave the final judgement in the hands of the GM.
Forms that have language and item problems are Dragonet, Minor, Dragon, Greater and Prime.

Classic cards and the Dragon:
The Dragon has numerous Classic cards available to them. As usual we will not be making special rules, we can trust our GM's and players to use the cards in the spirit of the game.
Dragon's Eye and Forked Fire have always been problematic cards that GM's have dealt with in game and we expect the same to continue. We recommend that players who have spent a Boon on Dragon's Eye to tell the GM that you are using a Dragon's Eye Boon. It may make a difference.
Forked Fire does not combine with the Second Edition Firebreaths, only with it's Classic brethren.
Players will need to evaluate the different Classic cards as they use them to determine if they cost a "thing" to use or if they are an Enhance. We leave that to you and your GM. Play fair, do not make your GM step in and play for you. Now that we have the (IUK) upkeep their are a few cards that will need upkeep, Burning Rage is among them.
You will probably notice some cards that came out in Classic are not reappearing in Second Edition. We may not reprint them, so use the Classic cards. Have fun!

Dragon Background Overview:

Mortal Dragon characters are the most similar to the Ancient Dragons who ruled the world for thousands of years. This has a tendency to cause some mortal dragons to be arrogant. At the same time the mortals can see what condition the Ancients left the world in and they have stories of how the Greatflames treated mortals, so they have reasonable doubts about dragons.

You ancestors ruled the world, for better or worse, throughout history until the Necromancers and Pylos sucker punched the Dragons and took them down. Dragons do not like Necromancers, or their agents.

Clanborn dragons are similar to the mortal characters and they will get coverage in their own "How To" guide.

Why do Necro's focus on Dragons?

Dragon Shifters are better power sources for Necromancers. They can get twice as much magic from a Dragon than they can from Werewolves, Unicorns or any of the other races. Dragons have real power and advantages, and they get hit first. Be proud, you are today's target.

Dragon Sizes:

A Dragonet is about 30 pounds and about two feet long.

A Minor Dragon is six to eight feet in length and weighs in around 200 pounds.

The Standard Dragon form is the size of a water buffalo. It is about six feet at the shoulders and ten feet tall with the head up. Total length is 15 to 20 feet including the tail. Weighing in at around a ton the dragon has trouble indoors.

A Greater Dragon weighs in at about two tons. It has a shoulder height of about 10 feet and a head height of 18 feet. A real big fellow that needs space.

The Greater Avatar is 7'6" to 8'6" and needs another foot for the wing tips. They weigh in around 300 to 350 pounds.

A Prime Dragon is a sight. Standing 15 feet tall at the shoulders they are impressive. Their weight of 4 to 6 tons gives them some awesome power, but very few places indoors that can accommodate such a creature.

Gamemasters and players will want to keep an eye on the sizes of different characters and may well use rule 3.4 to allow a dragon to reach around friends to attack. Since we can not know what your situation is at any time we leave these adjustments to the GM.