

# Dragon (Fire):

This creature appears to be a magma-red winged reptile. It is highly intelligent, and can speak all the languages of the races.

## Abilities:                      Explanation and rulings for Abilities:

**Armor-points:**                      The Fire Dragon has a natural scale coat that has the following defenses:

Armor-points:                      20 (+ 1-D6 per level advanced above level #1).

Damage-reduction:                      2 (+1 per 15 levels advanced above level #1).

**Base Defense:**                      15. The Fire Dragon's Base Defense will increase by 1 per 15 levels advanced.

**Body Weapons:**                      Attacks per turn:     3 (claw, claw, bite).

Damage:                      1-D12 x2 +2

Note: Claws and Bite damage will increase by 1-D12 per 10 levels advanced above level #1.

**Dragon Scale:**                      Even though the Fire Dragon cannot wear armor, it has a natural, durable, scale coat that increases in its durability as it advances in levels. Dragon Scale armor heals at the following rate: 1 per melee turn and 1-D6 x2 per travel turn.

**Fire Breath:**                      At the beginning of its turn, prior to its physical attack, the Hatchling Dragon will breath searing flames upon all its foes. Damage:     1-D12 x2 to all foes who fail to evade. D20 roll needed to evade Fire Breath: 14+ (this number will increase by +1 point per 15 levels advanced. Note: Damage will increase by 1-D12 per 10 levels advanced above level #1.

**Fire Resistance:**                      This race will resist fire damage per strike as follows:

### Level:                      Explanation:

1<sup>st</sup> - 10<sup>th</sup>:                      1-D12 x2 fire damage be resisted when burned by heat.

11<sup>th</sup> - 20<sup>th</sup>:                      1-D12 x3 fire damage be resisted when burned by heat.

21<sup>st</sup> - 30<sup>th</sup>:                      1-D12 x4 fire damage be resisted when burned by heat.

31<sup>st</sup> - 40<sup>th</sup>:                      1-D12 x5 fire damage be resisted when burned by heat.

41<sup>st</sup> - 50<sup>th</sup>:                      1-D12 x6 fire damage be resisted when burned by heat.

41<sup>st</sup> - 50<sup>th</sup>:                      1-D12 x7 fire damage be resisted when burned by heat.

41<sup>st</sup> - 50<sup>th</sup>:                      1-D12 x8 fire damage be resisted when burned by heat.

41<sup>st</sup> - 50<sup>th</sup>:                      1-D12 x9 fire damage be resisted when burned by heat.

81<sup>st</sup> +:                      1-D12 x10 fire damage be resisted when burned by heat.

**Example:**                      At 23<sup>rd</sup> level, I can resist 1-D12 x4 fire damage each time it is damaged by heat, or fire from another creature. The fire dragon is burned for 50 points of damage by the breath of another fire dragon. Before taking the 50 damage, I roll a 1-D12 x4. This time, I roll a 6 (x5) = 30. 50 - 30 = 20. The Fire Dragon only takes 20 damage from the other dragon's fire-breath.

**Flying:**                      This creature can fly at will. It's flight speed is x2 that of a warhorse at full gallop.

**Life-points:**                      This race will begin with 160 life-points at level #1.

Life-points per level advanced: 1-D12.

**Offense:**                      +1.     The Dragon's Offense will increase by 1 per 20 levels advanced.  
Maximum Offense adjustment: +6