

DRAGOON

Class Sheet

Description: A melee class that is known for their high jumping and dragon-like abilities

Weapon(s): Spears, Lances, and Polearms

Starting Weapon: Short Spear (1H, d8)

Starting Equipment: Scale Armor (+2 Armor)

Moves:

- ☐ **Jump:** Roll+Movement to jump up high into the sky. Can stay in air until the next move
 - ☐ **Skewer:** After Jump, if still in the air, roll+Melee to melee enemy for 2x damage
 - ☐ **Survey:** After Jump, if still in the air, add +2 to Search roll
- ☐ **Pierce:** All melee attacks ignore armor
 - ☐ **Perforate:** Roll a d8 with Melee:
 - 8 ⇒ Destroy Armor
 - 5-7 ⇒ Reduce Armor by 1
- ☐ **Dragon Slayer:** +2 to Melee when attacking reptilian enemies
 - ☐ **Dragon Whisperer:** Roll+Sense to sway the opinions of a reptilian enemy
 - Success ⇒ Reptilian acts as ally during combat but will flee afterward
 - Minor Success ⇒ Reptile flees immediately
- ☐ **Known Enemy:** Declare enemy type. +2 Sense to detect enemies of that type: _____
- ☐ **Harpoon:** Can shoot spear as a thrown weapon that can return to the player (1d8 piercing damage)
 - ☐ **Elemental Harpoon (1 SP):** Add or change elemental damage dealt by harpoon
- ☐ **Fire Breath (1 SP):** Blow fire toward an enemy for 1d6 Fire damage. Causes burn on an enemy
 - ☐ **Fire Breadth (1 SP per enemy):** Fire breath can hit up to 4 enemies
- ☐ **Wind Breath (1 SP):** Blow air toward an enemy for 1d6 Air damage
 - ☐ **Wind Breadth (1 SP per enemy):** Wind breath can hit up to 4 enemies

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Thunderstrike (1 SP per enemy):** Roll+Energy to raise weapon in air to conduct lightning toward all enemies doing 1d8 Lightning damage towards all enemies.