

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)

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 for 2x damage

☐ **Survey:** After Jump, if still in the air, add +2 to Search roll

☐ **Pierce:** All melee attacks ignore armor

☐ **Dragon Slayer:** +2 to Melee when attacking reptilian enemies

☐ **Dragon Whisperer:** Roll+Sense to sway the opinions of a reptilian enemy
Success ⇒ Reptile acts as ally during combat but flees after.
Minor Success ⇒ Reptile flees immediately.

☐ **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.

