

DRAGON KIN

Dragon kin are humanoid races that are part of the life cycle of dragons. Future dragons are initially born as kobolds—small humanoids with lizard-like features, scaled skin, and dangerous claws. Kobolds are treated as completely expendable in dragon kin society, but if they prove themselves worthy, they are reborn as lizardmen after they die (otherwise they remain kobolds).

Lizardmen are human-sized, but faster and stronger (and often smarter). They are the main tribesmen and soldiers of dragon kin society. The best lizardmen (the hunters) return as dragonborn after they die, but all regular lizardmen are also striving to become hunters and to avoid the shame of being reborn as a kobold again. Lizardman society can seem brutal to outsiders, but lizardmen are not as a rule particularly cruel or vicious.

The dragonborn are the nobles of dragon kin society, larger, stronger, and faster than humans. When they have proven themselves worthy, they are reborn as either dragon magi or dragon lords. Dragon mystics and lords are the royalty of dragon kin society, and are all striving to be reborn as true dragons (who are effectively demi-gods to the dragon kin, while Tiamat and Marduk are their gods). Mystics and lords only get one shot at becoming a dragon, if they are not worthy at the time they die, their souls go to serve Tiamat or Marduk instead.

Note that due to their unusual life cycle, dragon kin are always trying to prove themselves and are never afraid to die. This means that the mystics and lords are usually found leading others in battle, not just ruling over lesser dragon kin.

KOBOLD

STR	DEX	INT	PRE	FOR	REF
D4	D8	D4	D4	D4	D6
RUN	ATT	DEF	AP	MP	HP
D6	D6	D3	3	0	2

ATTACKS AND ABILITIES

SHORT SPEAR: D6, T1

CLAWS/BITE: D4

DARKSIGHT, FIRE RESISTANCE, FEAR RESISTANCE, DRACONIC

DRAGONBORN (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D10	D6	D10	D10	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D8	3	3	10

ATTACKS AND ABILITIES

POLEARM: D10

CLAWS/BITE: D8

DARKSIGHT, FIRE RESISTANCE, FEAR RESISTANCE, HUNTER, DRACONIC

LIZARDMAN (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D6	D4	D6	D6	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D4	2	0	3

ATTACKS AND ABILITIES

POLEARM: D8

CLAWS/BITE: D6

DARKSIGHT, FIRE RESISTANCE, FEAR RESISTANCE, DRACONIC

DRAGON MYSTIC (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D10	D10	D12	D10	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D8	3	5	12

ATTACKS AND ABILITIES

CLAWS/BITE: D8

BREATHE FIRE: D12 vs. FOR, R1, AE1, Cooldown, 1 MP

LIGHTNING BOLT: D12, R5, 1 MP

SILENCE SPELL: D12 vs. PRE, R1, 1 MP

COUNTERSPELL: D10

DARKSIGHT, FIRE IMMUNITY, FEAR IMMUNITY, HUNTER, WALL OF FIRE, DRACONIC

LIZARDMAN HUNTER (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D6	D8	D8	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D6	3	1	6

ATTACKS AND ABILITIES

POLEARM: D10

CLAWS/BITE: D8

DARKSIGHT, FIRE RESISTANCE, FEAR RESISTANCE, HUNTER, DRACONIC

DRAGON LORD (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D12	D8	D16	D12	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D10	D10	4	4	15

ATTACKS AND ABILITIES

CLAWS/BITE: D10

BREATHE FIRE: D16 vs. FOR, R1, AE1, Cooldown, 1 MP

DARKSIGHT, FIRE IMMUNITY, FEAR IMMUNITY, HUNTER, DRACONIC

WALL OF FIRE (MAJOR)

This spell, used by dragon mystics, creates a wall of fire that spans a region (the caster's or an adjacent one). Anyone who crosses the wall takes PRE vs. FOR damage. It takes a minor action to maintain any active walls, regardless of how many have been created.