




NAME

LOOK

Names: Dagan, Hennet, Ritorick, Gorblax, Lenmin, Nicobola, Yxor, Zyndalos, Elna, Chandra, Raliin, Ket, Zerna, Miitall, Andromeda, Bellax

Burning Eyes, Cat's Eyes, or Lizard's Eyes
Hunched Body, Muscled Body, or Strangely Proportioned Body
Burnt Skin, Cracked Skin, or Scaled Patches of Skin
Burning Blood, Steaming Breath, or Whiplike Tail

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 6+CONSTITUTION

DRIVE

What has driven you to call upon the power of your dangerously burning blood? Choose one:

- AMBITION AND POWER**
Endanger others for your own gain.
- DEFIANCE**
Break the law or defy authority.
- SHOW OFF**
Impress another with your wealth or skills.

STARTING MOVES

FORM OF THE DRAGON (STR)

You have the power of dragons coursing through your veins, and with a bit of magic, you can draw great power from that blood. **When you take a moment to draw on the power of the dragon**, roll +STR. **On a 10+**, set your Blaze to 3. **On a 7-9**, set your Blaze to 2, but your dragon's desire overtakes you. **On a 6-**, set your Blaze to 1 and your dragon's desire overtakes you, but when you spend that point of Blaze, the transformation has flaws - the GM will tell you what happens. **If you do not give in to this desire before spending all of your held Blaze**, you take 1d6 damage, ignoring armor, as your draconic blood rebels against you.

Anyone with held Blaze can spend 1-Blaze to gain one of the following benefits for a few crucial moments, their body changing for that short time:

- **Rending Claws:** Hand, Piercing 3, Messy.
- **Spiked Tail:** Reach, Forceful.
- **Hardened Scales:** +1 Armor, or +3 Armor vs. Fire.
- **Dragon's Wings:** With a wing-boasted leap, you jump to anywhere within Near range.

DRAGON'S GIFT (STR)

When you grant the power of dragons to another by spilling your blood upon them, take 1 damage (ignoring armor) and roll +STR. **On a 10+**, they hold 2-Blaze. **On a 7-9**, they hold 1-Blaze, but they are overcome with your dragon's desire. **If they do not give in to this desire before spending all of their held Blaze**, they take 1d6 damage, ignoring armor, as the blood burns them. **On a 6-**, they hold 1-Blaze anyway, but when they spend it, the transformation has major flaws - the GM will tell you what happens.

BURNING DESIRE

When you fulfill your Dragon's Desire, you take +1 forward to your next action that goes towards fulfilling your Dragon's Desire.

DRAGON'S FIRE (STR)

When you unleash a burning gout of fire from your mouth or hands, roll +STR. **On a 7+**, an enemy within Near range catches fire, along with up to 2 enemies within Close range of your target. **On a 10+**, they also take your damage. **On a 7-9**, you also set something else on fire that you did not intend to.

DRAGON'S DESIRE

Choose any race, then choose the desire that burns deeply within your draconic blood.

- BLOODLUST**
When your dragon's desire overtakes you, you have a burning need to hurt someone.
Whenever you take damage, you take +2 forward to damage against the cause of your damage. You lose this bonus when you next take damage.
- TREASURE**
When your dragon's desire overtakes you, you have a burning need to gain something of material value, by any means possible.
When you examine an item for the first time, the GM will tell you the most valuable aspect of that item.
- POWER**
When your dragon's desire overtakes you, you have a burning need to take control of the situation by any means necessary.
When you Parley with someone who is afraid of you, roll +STR instead of +CHA.

BONDS

Fill in the name of one of your companions in at least one:

- _____ seeks power like mine, and I am happy to oblige.
- _____ and I are family, not in blood but in spirit.
- _____ has much to learn about the world.
- _____ cannot comprehend my chaotic whims.

BLAZE:

THE DRAGON MAGE

LEVEL
XP

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight).

Choose two:

- An ancient sword (close, valuable, 1 weight)
- 3 bottles of oil, stoppered with cloth
- Bag of books (5 uses, 2 weight)
- A small personal hoard of 200 coin (2 weight)
- A kobold underling (+1 Loyalty, +2 in a skill of your choice, and a Cost of your choice.)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

 THE STRENGTH OF TEN

Every attack you make has the Forceful tag, and every weapon you wield gains the Thrown and Near tags.

 DRAGON'S HIDE

You have 1 Armor, and +2 Armor vs. Fire.

 BURNING COUNTERSPELL (STR)

When you blast fire at an incoming spell or ranged attack, roll +STR.

On a 10+, the attack is burned to nothingness, destroyed and negated entirely. On a 7-9, the attack burns up, but breaks through - it deals -1d6 damage. On a 6-, the attack breaks through, and now anything affected by it also catches fire.

 BLAZING WEAPONRY

While you have held Blaze, you deal +Blaze damage with all attacks.

 ELEMENTAL VEINS

When you take damage, one enemy within Hand range takes 1d4 damage, ignoring armor, as your blood spills and burns upon them.

 MAGICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

 DRAGON'S EYES

Add the following option to the Form of the Dragon move:

- **Heightened Senses:** Ask any one question from the Discern Realities list. You gain +1 forward when acting on the answer.

 DRAGON'S METAMORPHOSIS

Choose one of the options from the Form of the Dragon move list. You permanently gain that feature - you can use it at any time without spending any Blaze, and it is permanently a part of you.

 RAGS TO RICHES

When you hold a non-magical item in your hands, you may destroy it using ancient dragon magics. It melts into a number of coins equal to the item's full market cost.

 CALL OF DRAGONS

You can speak to dragons and any beasts related to dragons - snakes, drakes, wyverns, and the like. When you call out to the winds for aid, roll +CHA. The GM will tell you what kind of creature answers your call, but it will always be something dragon-like or part-dragon. On a 7+, the called upon creature comes to your aid. On a 7-9, also choose one:

- It takes its sweet time - it will arrive later than you'd like
- It makes an unreasonable demand for its services
- It sees you as competition - after it finishes helping you, it will drive you out of its territory

 WEALTH AND TASTE

When you make a show of flashing around a valuable possession, choose an NPC present. They will do anything they can to obtain your item or one like it.

DEATH MOVE: GLORIOUS ANCESTRY

Your blood keeps burning even when you're gone. When you die, your blood bursts from your body, burning with ancient rage and memories. You gain the shape of a dragon, with 16 HP, 5 Armor, and your damage becomes $b[2d12]+5$. You have infinite hold for Form of the Dragon and always gets a 12+ result when using Dragon's Fire. When you next Make Camp, your dragonic body falls apart, no longer able to keep together, and you finally die. If you are killed before this happens, whatever killed you is covered in burning dragon's blood, taking your damage and catching fire.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

 THE STRENGTH OF A HUNDRED

Requires: *The Strength of Ten*

Anyone you carry counts as 1-weight, no matter how much they weigh or carry themselves. Anyone you pick up has the Near and Thrown tags. You will always win a one on one contest of strength.

 ELDER DRAGON'S HIDE

Replaces: *Dragon's Hide*

You have 2 Armor, and +3 Armor vs. Fire.

 ETERNAL DRAGON'S HIDE

Replaces: *Elder Dragon's Hide*

You have 3 Armor, and are immune to damage from Fire.

 MAGICAL INITIATE

Requires: *Magical Dabbler*

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

 DRAGON'S APOTHEOSIS

Choose one of the options from the Form of the Dragon move list. You permanently gain that feature - you can use it at any time without spending any Blaze, and it is permanently a part of you.

 ETERNAL FIRE

When you use your Dragon's Fire and get a 12+, instead of dealing damage, you can declare the fire is Eternal. The fire you started will never spread, but it will also never burn out. Whatever is on fire will burn until it is nothing but ash, and then those ashes will continue to burn for all of eternity.

 DRAGON'S MAJESTY

Add the following option to the Form of the Dragon move:

- **Overpowering Aura:** One creature of your choice becomes filled with either awe or terror, their choice. Terrified creatures will flee you; awed creatures will find themselves making mistakes and stuttering in your presence.

 DRAGON'S HOARD

You have finally obtained a hoard of treasure worthy of your magnificence.

When you take a few moments to dig through your hoard for something useful, describe what you're looking for and what you want it to do. You can potentially have anything on hand, but the GM will tell you one to four of the following:

- It is either consumable or faulty, and will only work once
- It was not intended to be used for this
- It is extremely valuable and you are loathe to use or damage it
- It won't work unless you _____
- The item's effects are incredibly specific
- You get something close to what you want, but not quite
- You have enough coin to buy what you need, but not the object itself

 TRUE FORM

When you take on the Form of the Dragon and get a 12+, you can choose 2 options for each point of Blaze you spend.