

## **Combat Proficiencies**

Any dragon can attempt to perform these actions, however they do so at a -5 unless they have taken the appropriate proficiencies.

**Aerial Combat** – To engage in battle while flying, dragons must select the aerial combat proficiency. With this, dragons are able to make all of the necessary maneuvers to do more than simply stay aloft – they can slash with claws, deliver devastating bites, and use their breath weapons while flying.

**Attack with Bite** – Because of its long neck, a dragon can deliver its bite to its front and sides.

**Attack with Claws** – Claw attacks can be used to attack in any direction (with respect to the appropriate limb). All dragons start with this combat ability for free.

**Attack with Tail** – By selecting this proficiency, a dragon is able to make skillful use of the his tail as a weapon. Because of the difficulty of learning to use its wing as a weapon, a dragon cannot use this attack unless it has this proficiency, and its starts at a -5 penalty.

**Attack with Wings** – This proficiency allows a dragon to attack with its wings to any enemy to either side. Only one wing can attack any given enemy in a round. Because of the difficulty of learning to use its wing as a weapon, a dragon cannot use this attack unless it has this proficiency, and its starts at a -5 penalty.

**Breath Weapon** – While all dragon's can perform their breath attack, those without the practice in using it take the standard -5 to their attack rolls.

**Gust of Wind** – Dragons can learn to conjurer up huge forces of wind with their wings. As a standard action, any targets in a 20ft arc in front of the dragon must save Str vs. Str or be knocked back 5ft/level of the dragon. Smaller creatures must then save Dex vs Str or be knocked down.

**Plummet** – This allows a dragon to leap or fly down to land atop an opponent. To use plummet, a dragon must be at least 30 feet above its opponent. Plummeting and landing on a creature causes a dragon to crush and pin opponents using its claws and tail. The attack deals crushing damage equal to the dragon's bite attack. The dragon makes a separate attack for each creature he intends to land on. The max number of creatures is based on their size and positioning relative the size of the dragon. Successful plummets cause their victim to be pinned under the dragon, needing to roll a successful Str vs Str check in order to become unpinned.

**Roll** – When used as a combat technique, allows dragons to roll over and crush those opponents seeking to attack from atop a dragon's back. Successful attacks against opponents causes crushing damage equal to the dragon's bite attack. Any enemies who take damage must make a Con vs. Str save or be dislodged from the dragon's back.

**Snatch** – This allows a flying dragon to dive and attempt to grab smaller creatures or other items in its claws. Snatch requires a successful attack roll. Smaller creatures who are snatched are also “pinned”, and must break free before acting.

**Stall** – Any dragon with the dragon flight proficiency can take the stall proficiency. Stall allows a flying dragon to approach the ground and halt its forward motion. This lets it hover for one round, and

forcing it to land the next. A stalled dragon can make a full round action. By stalling in an area with lots of loose earth or sand, a dragon's beating wings create a dust cloud of 10ft/level radius below the dragon. This cloud lasts one round, blinds all creatures within it, and makes spellcasting impossible. Additional proficiency slots taken in stall grant the dragon extra rounds of hovering.

**Tail Slap** – This can only be taken used and taken as a proficiency for dragons who already have the “Attack with Tail” proficiency. The tail can sweep, hitting all enemies in a 90 degree arc. A successful attack deals ½ damage, but opponents hit by the tail must make a Con vs. Str save or be stunned for knocked back and stunned for 1d4 rounds.

**Tease** – As a mental action, allows a dragon to jape and jeer an opponent into acting rashly (target will charge blindly at you). Tease is Charm vs. Will.

**Trick** – As a mental action, ability to confuse or fluster an opponent (-5 to all rolls). Trick is Dread vs. Will.

**Wing Spur** – This allows the dragon the skillful use of the wing spurs weapon. The dragon must already have the Attack with Wings proficiency in order to take wing spur. The wing spur weapon adds 2d4 piercing damage to a wing attack per proficiency taken in wing spur (does not add bonuses to attacking with wings).

**Wing Armor** – This allows the dragon the skillful use of dragon wing armor. Wing armor does not hinder the dragon at all, but protects the wings from piercing and slashing attacks. Additional proficiencies can be taken to give +2 to defense rolls against all attacks (the dragon learns to use his wings as a shield).

## **Non-Combat Proficiencies**

**Appraising** – Better estimate the worth of an object.

**Astrology** – Ability to predict the weather forecast. Also gives bonuses to navigation at night.

**Burrow** – A dragon with this proficiency knows how to tunnel through the ground.

**Chanting** – A chanting dragon can keep its servants working on an even pace, or marching in step, etc etc etc. Gives bonuses to vassal moral. Gives bonuses to inspire/intimidate checks.

**Danger Sense** – Improves the ability to sense split-second danger, such as traps or a sneak attack.

**Debate** – Improves the dragon's ability to convince others of its opinion.

**Direction Sense** – Improves navigation, even underground.

**Endurance** – Allows for a dragon to maintain strenuous activity (such as flying) for longer periods of time.

**Etiquette** – Knowledge of the proper behavior around different dragon types.

**Fishing** – Ability to catch water-bound prey.

**Flight** – All dragons can use their wings to fly starting at level 1.

**Gaming** – Increases a dragon's chance of winning any game, from strategy to chance.

**Herbalism** – Allows a dragon to identify and use plants and fungi for medicinal purposes.

**Hunting** – A greater chance to catch small, quick prey.

**Hypnosis** – Only gem dragons can take this proficiency (or reds, who start with this proficiency as well). With it, they can place a subject into a relaxed state, susceptible to suggestions. It is not possible to use hypnosis on an unwilling subject. It can be used to induce a character to remember events, cure a bad habit, or just calm and relax someone.

**Intimidation** – Ability to use fear as a motivational tool.

**Kindredbond** – Allows a dragon to take on a kindred demihuman. Stronger bonds result in +1/+2 bonuses to attack and defense rolls while the kindred and dragon are together.

**Locksmithing** – The ability to make and pick locks.

**Lore** – Knowledge of ancient stories and folktales about certain areas, races, or creatures.

**Mining** – Ability to spot the best mining sites, and know what type of gems or ores might be found.

**Observation** – Bonus to non-combat perception type checks.

**Poetry** – Ability to write as well as dramatically read poems and songs. A dragon must already have the reading/writing proficiency.

**Reading/Writing** – Become literate in all languages the dragon knows.

**Rulership** – Increases the abilities and moral of vassals.

**Set traps** – Ability to prepare ambushes and set physical traps. This knowledge also grants the user the ability to attempt disarming of such traps.

**Singing** – Ability to sing songs as entertainment.

**Swimming** – Allows a dragon to swim. Those who do not have this proficiency can do no more than hold their breath and float.

**Tracking** – The ability for a dragon to “follow the trail”.

**Use Magic Device** – Without this knowledge, the use of magical items and devices is lost on most dragons. Common magical properties and similar use requirements though allow even the least magical dragons to understand their workings.