

DRAGONSLAYERS

MILITARY FANTASY BUILT ON INTO THE ODD



Character Creation

Attributes, Hit Protection, and Coin

Roll, in order, 3d6 for each attribute below.

Strength (STR): Brawn, fortitude, resilience.

Dexterity (DEX): Quickness, reflex, balance.

Willpower (WIL): Discipline, charisma, bravery.

Each character begins with 1d6 hit protection (HP, the grit of avoiding hits) and 1d6 coin. On a scrap piece of paper, keep track of how many 1's and 2's you roll when rolling all 11 of the above attributes.

Choosing Fronts

Players will choose a front where their character saw the start of the war.

The Northern Front: This front was a cold and mountainous area, fought around the mountain where the dragon's lair fortress resides. Soldiers on the northern front had to deal with brutal ambushes against highly trained and well-equipped dragon-knights.

The Southern Front: This front is the city-state, where the dragon's appointed council rules over the rich port. Soldiers on the southern front were in the midst of complicated spy missions, diplomatic meetings seeking foreign aid and bloody knifings in cramped alleys.

The Eastern Front: This front is dominated by the Green Devil Gorge and the Barrow Hills that surround it. Soldiers in the eastern front were in the middle of cutting off supply lines heading to the Dragon's trading partners in the East in well guarded canyons waterfalls and gorges.

The Western Front: This front is home to the Riverlands, a labyrinth of rivers known as the Five-Headed Empress. Soldiers in the west starved in long-held sieges or broke themselves against well crafted castle walls.

In all of these fronts, at any moment, the Dragon itself could have come out of the sky, spitting dragon-fire onto the soldiers below or one of its children could have attacked, with any of their foul breath weapons. More on the Dragon and its children in the Referee's Chapter, page XX.

They will start with the gear from that front and roll on the d66 table for that front, gaining a follower, piece of gear, piece of intelligence, named weapon, reputation or magical ability that comes from that front. For each check marked from the 1's and 2's you might've rolled during the initial stages of character creation, the character will gain another roll. The rolls can come from different fronts, meaning that the character fought in different areas of the war or they can stay on the same front for every roll.

Characters shouldn't duplicate rolls on the tables. If a duplicate result is rolled, choose the result above the duplicate result.



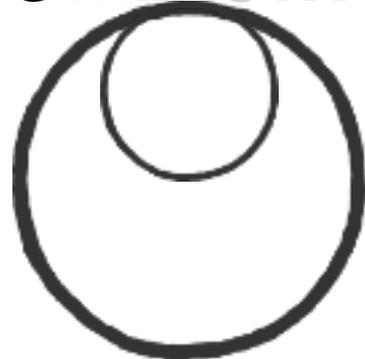
11 0/0	Caravan Driver <i>Enorm Feat</i>	Allies	41 0/0	SHIELD: Green Devil's Grace	Weapons
12 0/0	Bandit		42 0/0	CHAIN: Helichain	
13 0/0	Merchant Spy		43 0/0	CROSSBOW: the Devil's Kiss	
14 0/0	Green Devil Priest		44 0/0	DAGGER: The Betrayer's Charm	
15 0/0	Caravan Guard		45 0/0	AXE: Doctoree's Tool, This'ere	
16 0/0	Devil's Ranger		46 0/0	SWORD: The Eternal Flame	
21 0/0	Caravan's Guard Kit, and Fake Caravan	Gear	51 0/0	Ghost of Devil's Gorge	Reputation
22 0/0	Gate Passes		52 0/0	Devil's Gorge Betrayal?	
23 0/0	Looted Items from a Green Devil Church		53 0/0	Survived Falling off Styx Falls	
24 0/0	Dragon Knight and Rector's key		54 0/0	Law of the Gryphon Riders	
25 0/0	Gryphon Car gear for 1 unit, sans Gryphons		55 0/0	Devil's Own Luck	
26 0/0	Four Gear for 1 unit, light and scouts with gears included		56 0/0	Dragonlayer	
31 0/0	Map of Dragon Towers	Intel	61 0/0	Gear's Balance	Magic
32 0/0	Map of Banking Forts		62 0/0	Six Ties	
33 0/0	Map of Village Garrison		63 0/0	Behind the Falls	
34 0/0	Bandit's Maps		64 0/0	Summon Green Devil	
35 0/0	Map of Known Gryphon Rooms		65 0/0	Gryphon Call	
36 0/0	Template for selling one's soul to the Green Devil		66 0/0	Call forth the Jade Pix	

11 0/0	Winter Nun <i>Weather Spell</i>	Allies	41 0/0	AXE: Godfeller	Weapons
12 0/0	Shepherd		42 0/0	SPEAR: Wyyera's Tail	
13 0/0	Dragon Knight Tamecat		43 0/0	BOW: The Black Bow	
14 0/0	Treasure Hunter		44 0/0	WARHAMMER: Knight-Slayer	
15 0/0	Mountain Guide		45 0/0	DAGGERS: Dragon's Teeth	
16 0/0	Sling		46 0/0	SWORD: Down Over the Peak	
21 0/0	Rope Bridge Kit	Gear	51 0/0	Wise Mountain Goat	Reputation
22 0/0	Explosives		52 0/0	Butcher of Green's Pass	
23 0/0	Sweet Mountain Hoofbeats		53 0/0	Scent of Wind's Crossing	
24 0/0	Riding Gears, enough for 2 units, with goats		54 0/0	Eaglefriend	
25 0/0	War Owl gear for 1 unit, sans owl		55 0/0	General's Red Right Hand	
26 0/0	Dragon Knight armor gear for 1 unit		56 0/0	Dragonlayer	
31 0/0	Map of the Gold Towers	Intel	61 0/0	Summon the Saint of Gears	Magic
32 0/0	Maps of Hill Forts		62 0/0	Path Ward	
33 0/0	Maps of the Beacon Towers		63 0/0	Knot Hand	
34 0/0	Map of the Mountain Pass Fort		64 0/0	Owl's Eyes	
35 0/0	Map of Dragon's Mountain Bows and Fortifications		65 0/0	War Owl Tattoo	
36 0/0	Map of Drakkonoths		66 0/0	Dragon's Wings	

11 000	Mason	Stavesmith	Allies	41 000	Shadowdrake Knife	Weapons
12 000	Killer			42 000	AXE: Sunshower	
13 000	City Knight			43 000	SPEAR: Monarch's Honor Guard	
14 000	Merchant's Bodyguard			44 000	SHIELD: St. George's Blessing	
15 000	Thief-taker			45 000	HARPOON: Leviathanbane	
16 000	Merchant			46 000	SPEAR: Dragonbane Brochant	
21 000	Letter of Introduction from Foreign Embassy		Gear	51 000	Scion of City's Wealthiest Family	Reputation
22 000	Lair Warden's Harpoon and guard removal's garb			52 000	Survivor of the Night of 1000 Knives	
23 000	Accounting ledgers from Dragon's mountain keeps			53 000	Dragonfriend	
24 000	War Raven Air Gun gear for 1 unit, same as rest			54 000	Rebellion's Red Right Hand	
25 000	Heavy Gun mounts and gear for 1 unit, with war-horses			55 000	Evil's Iron, Spymaster	
26 000	Light Gun/Sword mounts and gear for 1 unit, with trained horses			56 000	Dragonlayer	
31 000	Map of City's Draconic Assets		Intel	61 000	War Haven Tattoo	Magic
32 000	Dragon's Shipping Routes			62 000	Balcon Gate	
33 000	Map of City's Draconic Garrison			63 000	Time Stop Stone	
34 000	Treasure Caverns' Schedules			64 000	Spy Coin	
35 000	Map of Dragon's Southern Lair			65 000	Manticore Spike?	
36 000	Assessment of Dragon's Navy			66 000	Wall Ward	

11 000	Scribe	Weaponsmith	Allies	41 000	SPEAR: The Black Tooth of Darric's Crossing	Weapons
12 000	Man-at-arms			42 000	SWORD: River King's Flame	
13 000	Duke's Hunter			43 000	WARHAMMER: Devil-hammer	
14 000	Castle Guard			44 000	WARHAMMER: Golemhammer	
15 000	Sapper Crew			45 000	BOW: Last of the Gryphon-killer's Horn-bows	
16 000	Former Cavalier			46 000	KNIVES: Moon Blades	
21 000	Manual and Gear for siege weapons construction, just add wood		Gear	51 000	Held the River-forts until they rained from dragon-fire	Reputation
22 000	Dragonwren Castle Messenger Gear			52 000	Used cunning and trickery to bring about the Fall of the Impenetrable Sea Fortress	
23 000	Gryphon Gun gear for 1 unit, same as rest			53 000	Took the gate at the Fall of Fort Gryphon	
24 000	Chest with multiple keys for various locks			54 000	Held the gap in the wall at the Siege of Bloodhorn	
25 000	On-drawn cart, enough raw metal to outfit 4 units in armor and weapons			55 000	Survived the Siege of Egg Keep	
26 000	Dual Armor and Weapons			56 000	Dragonlayer	
31 000	Map of Spring crossings and bridges		Intel	61 000	River Whisper	Magic
32 000	Map of Secret Entrances to 1 Dragon-held Keep			62 000	Door Scry	
33 000	Map of River Pirate Lairs			63 000	Seal Gate	
34 000	Map of Summer Crossings, ferries and bridges			64 000	Spider's Blessing	
35 000	Map of Winter crossings, ferries and bridges			65 000	Owl's Arrow	
36 000	Map of Dragon's Messenger's Trails and lairs-to's			66 000	Gryphon Egg	

STRENGTH



DRAGONSLAYERS

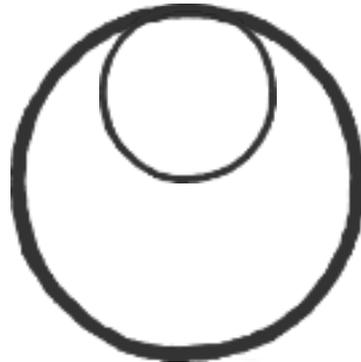


INFORMATION
Gather it, ask questions.

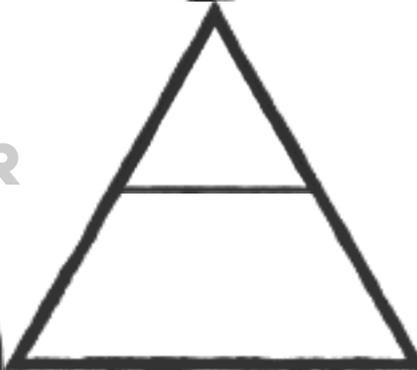
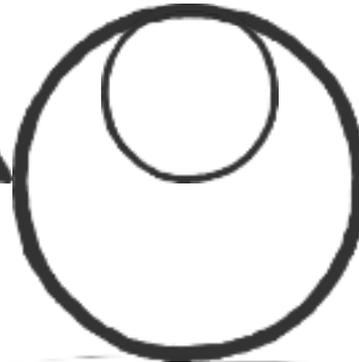
CHOICE
There are more options than are obvious.

CONSEQUENCES
Make the most of them.

WILLPOWER



DEXTERITY



HP

Equipment

Experience Levels

SOLDIER *Survived 1 dangerous Mission*



EXPERT *Survived 3 additional dangerous Missions*



VETERAN *Survived 5 additional dangerous Missions and took on an Apprentice*

MAESTRO *Apprentice at Expert Level and have survived 1 dangerous Mission since attaining Veteran*

BEYOND? *A legacy, immortality, or cosmic transcendence - who knows?*

Money & Enterprises

100 COPPER PENNIES (P) = 1 SHILLING (S) / 100 (S) = 1 GILDER (G)