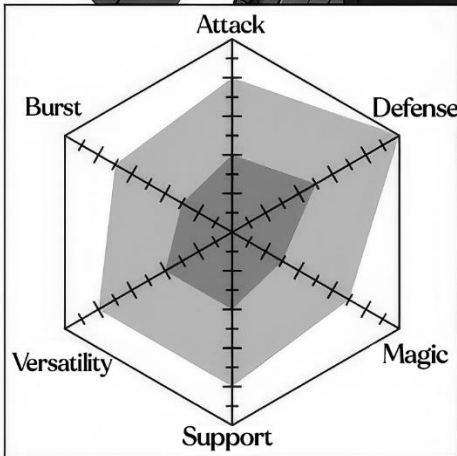


Broken Drake Paladin

"I'll at least give you time
to pray to your god."



Illustration by Susumu Kuroi



Broken Drake PC

Within the Barbarous, there are Drakes who act as rulers, but some are born deprived of that status. These are the "Drake without a magic sword" - the Broken Drakes.

Drakes are oviparous and are born embracing a magic sword. This magic sword is directly connected to the Drake's life and allows them to undergo Dragonification. As the Drake ages, the magic sword grows, becoming a powerful weapon but also a weakness. A Drake whose magic sword is broken often loses their life.

However, there are very rare cases where a Drake is born without a magic sword. Even rarer are those who survive despite having their magic sword broken or lost. These individuals are mocked and scorned as Broken Drakes.

Without a magic sword, they can only maintain a Human form, and their wings are small and atrophied, rendering them unable to fly.

However, by consuming an item called a "Sword Crystal" (see p. XXX), they can temporarily regain their dragon form, enabling them to fly and fight using the [Breath of Light].

Broken Drakes are considered adults at the age of 15. They look ageless and are said to have a lifespan exceeding 1,000 years.

Starting Languages: Broken Drake can speak, read, and write Barbaric, Trade Common, and Drakish.

Restricted Classes: None

Soulscars: 3

Racial Abilities

[Darkvision]: Broken Drake can see in the darkness as well as they can during daytime.

[Limited Dragonification]: Using a Major Action with the Sword Crystal (see p. XXX), Broken Drake transforms into a dragon. Their forehead horn extends, their head changes to that of a dragon, their back wings grow, and their skin becomes covered with scales. During [Limited Dragonification], they can fly at the same speed as their movement speed, gain a +1 bonus to evasion on Accuracy checks for melee attacks during combat, and use the unique skill [Breath of Light]. When using [Breath of Light], movement is limited to Normal Move or Limited Move.

Even when transformed through [Limited Dragonification], there are no restrictions on equipment or class. Once transformed, Broken Drake cannot revert to their original form for 1 hour. Additionally, the transformed state can be maintained for a maximum of 24 hours.

Broken Drake's Weak Point

Magic damage +2 points

Broken Drake Backgrounds

| | Background | Starting Class | Skill/Body/Mind | Experience |
|-------|------------|-----------------|-----------------|------------|
| 2-4 | Scout | Scout or Ranger | 14/11/5 | 2,500 |
| 5-6 | Conjurer | Conjurer | 10/12/8 | 2,000 |
| 7 | Warrior | Fighter | 12/14/4 | 2,000 |
| 8-9 | Sorcerer | Sorcerer | 11/12/7 | 2,000 |
| 10-12 | Sage | Sage | 11/13/6 | 2,500 |

| | Background | Starting Class | Skill/Body/Mind | Experience |
|-------|---------------|----------------|-----------------|------------|
| 2-4 | Tactician | Tactician | 12/13/5 | 2,500 |
| 5-6 | Agile Warrior | Fencer | 14/10/6 | 2,500 |
| 7 | Dancer | Battle Dancer | 13/11/6 | 2,000 |
| 8-9 | Priest | Priest | 11/11/8 | 2,000 |
| 10-12 | Warlock | Warlock | 10/13/7 | 2,000 |

Broken Drake Ability Scores Corrections

A: 1d **B:** 1d **C:** 2d

D: 2d **E:** 2d+6 **F:** 2d

Broken Drake Enhanced Racial Abilities

6th Level: [Limited Dragonification] can now be performed with a Minor Action, the "Range/Area" of [Breath of Light] becomes "50m/Shot," and the damage dealt becomes "Power 30 + adventurer level + Vitality modifier."

11th Level: During [Limited Dragonification], the name of [Breath of Light] changes to [Radiant Breath]. The "target" becomes "1 area (6m Radius)/20," and the damage dealt becomes "Power 40 + adventurer level + Vitality modifier" points. If Broken Drake has learned the Combat Feat [Magic Control], they can exclude any character within the target range. Additionally, with the Combat Feat [Magic Convergence], they can change the target to "1 Character."

Unique skills [Breath of Light] and [Radiant Breath] usage

When Broken Drake is in [Limited Dragonification], the unique skill [Breath of Light] is used as follows:

| ► Breath of Light | | Res. | Half |
|-----------------------|--|----------------|-----------|
| Standard Value | Adventurer level + Vitality modifier | Res. SV | Fortitude |
| Effect | Attacks a "Target: 1 Character" by spewing a mass of energy at "Range/Area: 2(30m)/Shot", causing "power 20 + Adventurer level + Vitality modifier" points of energy magic damage. If Broken Drake has learned the Combat Feat [Targeting], it will not cause a stray shot. | | |