

compared to their land-dwelling brethren, usually an iridescent blue-green in color, lighter toward the belly and slightly darker toward the spine.

**B A R S C I L W EDG ESS M Init IP**  
 13 4 8 35 8 8 8 8 6 6+1D6 ESS 16 2  
**Movement:** 15/30 (30/75 swimming)

### Western Dragons

Western dragons are native to Europe and some parts of western Asia. A western dragon's head and body are 20 meters long. It stands 3 meters at shoulder height, its tail is 17 meters long, and its wingspan is 30 meters. The western dragon has four limbs and a pair of wings. Its horned head is mounted at the end of a long neck. Only its forepaws exhibit opposable digits, with the hind paws adapted into feet. Dorsal spines and/or membranes may be present.



The western dragon is usually a single color, though darker along the spine and with a pale belly. Some specimens have dermal armor formed of bony plates, in addition to the normal heavy scales.

**B A R S C I L W EDG ESS M Init IP**  
 15 7 8 40 8 8 8 8 6 6+1D6 ESS 16 2  
**Movement:** 15/40 (30/60 flight)

### Great Dragons

Great dragons are extremely large specimens, often up to 50 percent larger than typical dragons in dimensions and measurements. All species of dragons have great dragons among them. Size is usually the best indicator of a great dragon, but it is not entirely reliable. All great dragons are highly intelligent, being conversant in at least one human language, and often many. They are also magicians of great power.

Great dragons are major power players and far removed from the petty affairs of the streets. The statistics provided below are merely suggested values if a gamemaster is pressed for numbers; as a general rule, great dragons should always be far superior to any player character, no matter how high the character's attributes or skills may be.

In addition to all the innate and individual powers of their species, great dragons also possess two additional powers: Metahuman Form and Twist Fate. These are described as follows:

**Metahuman Form:** Great dragons (and only great dragons) acquire the power of Metahuman Form. With a Complex Action, the dragon can assume a metahuman form of its choice, with physical abilities equal to those of a normal metahuman of the chosen race. Great dragons tend to be reluctant to assume metahuman form, because it leaves them somewhat vulnerable (compared to their powerful natural form).

Dragons usually have various magical defenses in place to protect them in metahuman form, so that a surprise attack doesn't destroy them before they can resume their true form. Returning to true form is also a Complex Action.

Lesser dragons are capable of using magic to assume metahuman forms, but it is not an innate ability. (This means that the magic must be sustained, maintained by a sustaining focus, or something similar.)

**Twist Fate:** Great dragons have the innate magical power to influence the whims of fate with nothing more than their tremendous willpower. This power gives great dragons some influence over the use of Edge. In addition to the normal uses of Edge, great dragons can use Twist Fate for the following effects:

- The great dragon may spend a point of Edge to negate the use of Edge by any other creature it can see. The effects of the Edge point are canceled, but the point is still expended. Using Edge this way is a Free Action. Dragons cannot negate the permanent burning of Edge.
- The great dragon can spend a point from its Edge to immediately force a creature in its line of sight to re-roll any dice that score a hit. Failed dice are not re-rolled. The target keeps the new result. This is a Simple Action for the dragon. The target may spend a point of Edge to resist this effect.
- Finally, a great dragon using Twist Fate can take points from its own Edge and give them to other characters in the dragon's line of sight. This can even increase a recipient's Edge above its normal full level, but these additional Edge points do not refresh. (In other words, use them or lose them.) Once expended, these points return to the dragon that granted them.

**B A R S C I L W EDG ESS M Init**  
 +10 +3 +3 +10 +5 +5 +5 +5 6 12 12 +8  
**Movement:** x 1.5

**Skills:** Conjuring 8, Flight 6, Sorcery 10

**Additional Innate Powers:** Hardened Armor (+12), Metahuman Form, Mystic Armor (+12), Twist Fate

