

varies greatly, though gamemasters should keep in mind that obsidimen are rarer than any other of the metahuman or sentient race presented in these pages and consequently of profound interest to all the major players in the Sixth World.

## DRACOFORMS

Dragons are an influential and undeniable—if rare—part of the fabric of life in the Sixth World and many adult dracoforms have joined metahuman society in a variety of roles, both publicly and secretly. Many have taken jobs becoming politicians, soldiers, entrepreneurs, artists, and even occasionally running the shadows.

The following rules introduce adult dragons as an optional race for *Shadowrun* player characters. As such there are minor differences between a draconic player character and an NPC dragon. As such, they follow somewhat different rules that grant the player character dracoform a greater level of detail and granularity because it is one of the protagonists. Unless otherwise specified, all references to dragons or dracoforms in this section denote PC dragons.

As with other non-human sentients, standard rules for Build Point distribution apply. No more than half the total Build Points may be spent on Physical and Mental Attributes.

### Playing an Adult Dragon

There are several different types of dragons found around the world. They are all large saurian creatures of great intelligence, and match descriptions of mythological dragons and great serpents from the areas where they are found. Little is known about dragons and strict taboos (conveniently) restrict young dragons from revealing racial secrets.

As some of the most powerful creatures in the world of *Shadowrun*, more so than the remaining sentient races, dragons require careful consideration before introduction into the game. The inclusion of such a unique and powerful character will inevitably affect the tone and style of the campaign. To facilitate integration, only very young adult dragons are presented as playable options.

### CHOOSING A DRAGON TYPE

There are several different races of dragons abroad in the Sixth World, and players have a choice of several different types: Eastern Dragons (including SIRRUSH), Feathered Serpents, Leviathans, and

## INNATE POWERS

Dragonspeech  
Dual Natured  
Elemental Attack (usually Fire)  
Enhanced Senses (Enhanced Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing),  
Hardened Armor (8)  
Mystic Armor (8)  
Sapience

## UNIQUE POWERS

Animal Control  
Compulsion  
Corrosive Saliva  
Fear  
Influence  
Noxious Breath  
Venom

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Western Dragons. For detailed descriptions of each of dragon type's appearance and abilities, see pp. 296-297, *SR4*. Racial minimum and maximum stats are provided in the Draconic Attribute table. A dragon's innate magical nature allows for Magic attribute minimums and maximums typically beyond metahuman norm.

Draconic Attribute Table (below) lists the available dracoform races, their associated BP cost, the starting and maximum attribute ratings for each subspecies, and that subspecies' special abilities. As usual, attributes are listed with the starting value first and the maximum value after the slash. Dragons have no augmented maximums.

### INNATE ABILITIES AND POWERS

Dragons in *Shadowrun* benefit from a number of innate racial abilities including Dragonspeech, Enhanced Senses, Elemental Attack and a number of other critter powers (these powers are listed in the Innate Powers chart and follow the standard rules on p. 286-290; *SR4*).

As with other dual natured critters, a dragon may use its Physical Attributes and Skills on the astral plane (unless it is

## DRACONIC ATTRIBUTE TABLE

BP	Dragon	BOD	AGI	REA	STR	CHA	INT	LOG	WIL	MAG	INI	Innate Abilities
325	Eastern Dragon	12/24	5/12*	5/10	30/40	5/10	5/10	5/10	5/10	6/10	10/22	+2 Reach, +1 IP, Natural Weapon
300	Feathered Serpent	10/22	2/10**	5/10	25/35	5/10	5/10	5/10	5/10	6/10	7/20	+2 Reach, +1 IP, Natural Weapon
300	Leviathan	9/20	2/10**	5/10	30/40	5/10	5/10	5/10	5/10	6/10	7/20	+2 Reach, +1 IP, Natural Weapon*
325	Western Dragon	12/28	4/12**	5/10	35/45	5/10	5/10	5/10	5/10	6/10	9/22	+2 Reach, +1 IP, Natural Weapon*

\* Bite/Claws: DV 10P, AP -2

\*\* Eastern Dragon Movement: 15/50 (30/100 flight)

Feathered Serpent Movement: 15/50 (30/100 flight)

Leviathan Movement: 15/30 (30/75 swimming)

Western Dragon movement: 15/40 (30/60 flight)

astrally projecting). Whether astrally perceiving or projecting dragons may use their Natural Weapons in astral combat (as if they were astrally active Rating 0 weapon foci).

Several innate abilities deserve special mention:

### Metahuman Form

While unable to shift into a human form at will as great dragons do, dracoforms are capable of using magic to assume metahuman (and other) forms, but it is not an innate ability for them, meaning that the dragon must possess the Shapechange spell and must be sustain and maintain it for it to be persistent.

### DRACONIC MAGIC

All dragons also possess the Magician Quality (factored into their build point cost), though draconic understanding of Magic is very different from metahumanity's understanding of magic. Dragons are natural magicians and practice their own tradition beyond anything metahumanity has achieved. Dragons are subject to all the normal rules for Magic Loss. Unless otherwise noted below dragons may use any and all Magical Skills normally.

### Tradition

Dragons follow a unique magical tradition of their own that reflects their unique understanding of the fundamentals of Magic. This colors their magic which operates on an intuitive and instinctive level. Though superficially similar to metahuman traditions dragons, it has none of the limitations and crutches of a metahuman's theoretical frameworks. By default the draconic tradition is a materialization tradition, though dragons can eventually learn a unique metamagic (only from an older dragon tutor) called Transcendence (see below) which allows them to summon possession spirits too.

Non-dragons cannot learn or follow the draconic magical tradition, though they may learn spells and such from a dragon willing to teach them (though gamemasters may modify the Instruction Threshold as they see fit to translate the different perspectives on Magic)

### Sorcery

Dragons can use any skill in the Sorcery Group (p.110, *SR4*) like any other magician. With their high Magic, Logic and Willpower attributes, dragons are capable of casting spells at a much higher Force than most metahuman spellcasters can. Dragon spellcasters are subject to the normal rules for spell-targeting, spellcasting, drain, etc. given in *Shadowrun, Fourth Edition*.

Draconic Ritual Sorcery dispenses the need for ritual materials and magical lodges, and maybe performed anywhere at any time. Dragons can also participate in any ritual team (regardless of magical tradition), because they are so strongly attuned to the forces of magic.

### Conjuring

Dragons may use Conjuring to summon, control and banish spirits according to the normal rules given in *Shadowrun, Fourth Edition*, but a dragon's power over spirits is more extensive than that of a metahuman magician. Draconic magic allows dracoforms to summon spirits of all 10 types available to metahumans and does away with the spiritual correspondences associated with

metahuman magic (instead any spirit can be used to aid or sustain any type of spell). Conjuring any of these types of spirits is a Complex Action for the dragon and follows the normal rules for Summoning and Binding (pp. 179-180; *SR4*).

### Enchanting

While great dragons have a dislike for the crutches that are foci, lesser dragons have no such compunctions and will create, bind, and use foci of all sorts as a metahuman magician would (using the standard rules in *Street Magic*).

### INITIATION AND METAMAGIC

Dragon can initiate just like metahumans using the standard rules for initiation, though they may never join and benefit from a magical group. Dragons must always self-initiate. Dragons learn metamagical techniques as normal though Masking is particularly common and most dragons have a fundamental dislike for what they view as an "indecorous" sharing of the psyche that Channeling entails and rarely indulge. Older dragons possess a number of unique and exclusive metamagic techniques that are not common or widespread among all dragonkind. Younger dragons can sometimes learn these techniques (such as Transcendence) if they can find an appropriate draconic tutor and the master believes the dragon has progressed enough in its understanding of magic (ie. has a high enough Initiate grade.)

### DRAAGONS AND TECHNOLOGY

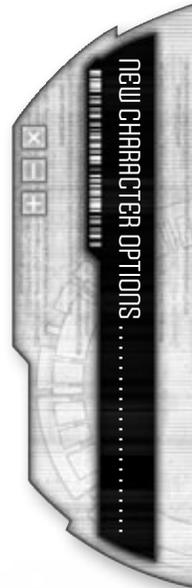
Dragons, like everyone else, have had to adapt to the technology of the 21st century, or find ways to adapt it to them. Some dragons are anti-technological to one degree or another, others simply find technology a useful convenience, and some dragons are fascinated by the potential and possibilities of modern technology.

Dragons are capable of accessing the worldwide computer grid, but their physiology—and their avoidance of cyberware—limits their ability to interact with the Matrix. Fortunately the development of AR has made it easier than ever to interface with technology—though this requires specialized nanotrodes custom-made and configured to the draconic brain which are both expensive and difficult to acquire on open market (Cost: 50,000Y and Availability 20) but might be possible to procure from certain corporations in return for services rendered. Without such artifices, dragons have great difficulty being able to access Augmented and Virtual reality interfaces given their dual nature.

### TRANSCENDENCE

A rare metamagic technique known only by great dragons and kept to dragonkind. which allows higher level initiates to breach the paradigm barrier between materialization and possession conjuring and allows them to summon spirits of both types.

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INCOMING FEED.....

Dragons in their natural form have some difficulty using trode-nets, since they must be custom-designed for them, costing 20 times the normal amount.

As magical beings there are no known dracoform technomancers.

### DRAGONS AND AUGMENTATIONS

One place where dragons tend to draw the line regarding technology is personal augmentation. All dragons possess the innate equivalent of Sensitive System Negative Quality and invasive implants tend to have an adverse effect on draconic physiology and, more importantly, psychology. Every time a dragon loses Essence to implantation he must make a Willpower + Magic Test with a Threshold of 3. If he fails he automatically gains a 10 point Mental Negative Quality.

All cyber, bio, nano and geneware augmentations for dragons must be custom-designed, of course, making them automatically the equivalent of deltaware with an additional cost multiplier of 4 (for a total multiplier of 12 times the normal cost). Implantation requires the services of expert surgeons skilled in Parabiology (Dragon) to perform the implant operations. For these reasons, most dragons have nothing to do with cyberware or bioware.

### DRAGONS AND RANGED COMBAT

When a character targets a dragon in ranged combat, they may apply a modifier between +2 and +4 (gamemaster's discretion; standard of -3) to account for the creature's large size.

### DRAGONS AND VEHICLE COMBAT

Dragons often have the mass, speed and firepower to go toe-to-toe with many kinds of vehicles and emerge victorious. Dragons may use the rules for Vehicle Tactical Combat and Chase Combat (particularly while airborne). Evidently a dragon is exempt from Piloting Tests to move about normally, but if it wants to perform a maneuver with any amount of difficulty (for example, swooping down and picking up a character), the gamemaster may call for a Flight Skill Test to see if it succeeds (modifiers identical to a flying vehicle in similar circumstances).

### DRACONIC BEHAVIOR

Dragons are widely known for their fiercely territorial behavior, darwinistic worldview, and obsessive compulsive hoarding. As player characters these manifest as a series of Negative Mental Qualities.