

HOW TO TRAIN YOUR DRAGON THE RPG

A Derivative RPG game based off the movie

"How to Train your Dragon"

by DreamWorks Animation LLC



This is Berk. It snows nine months out of the year, and hails the other three. What little food grows here is tough and tasteless. The people that grow here, even more so. The only upsides are the pets. While other places have ponies or parrots... we have dragons. – Hiccup

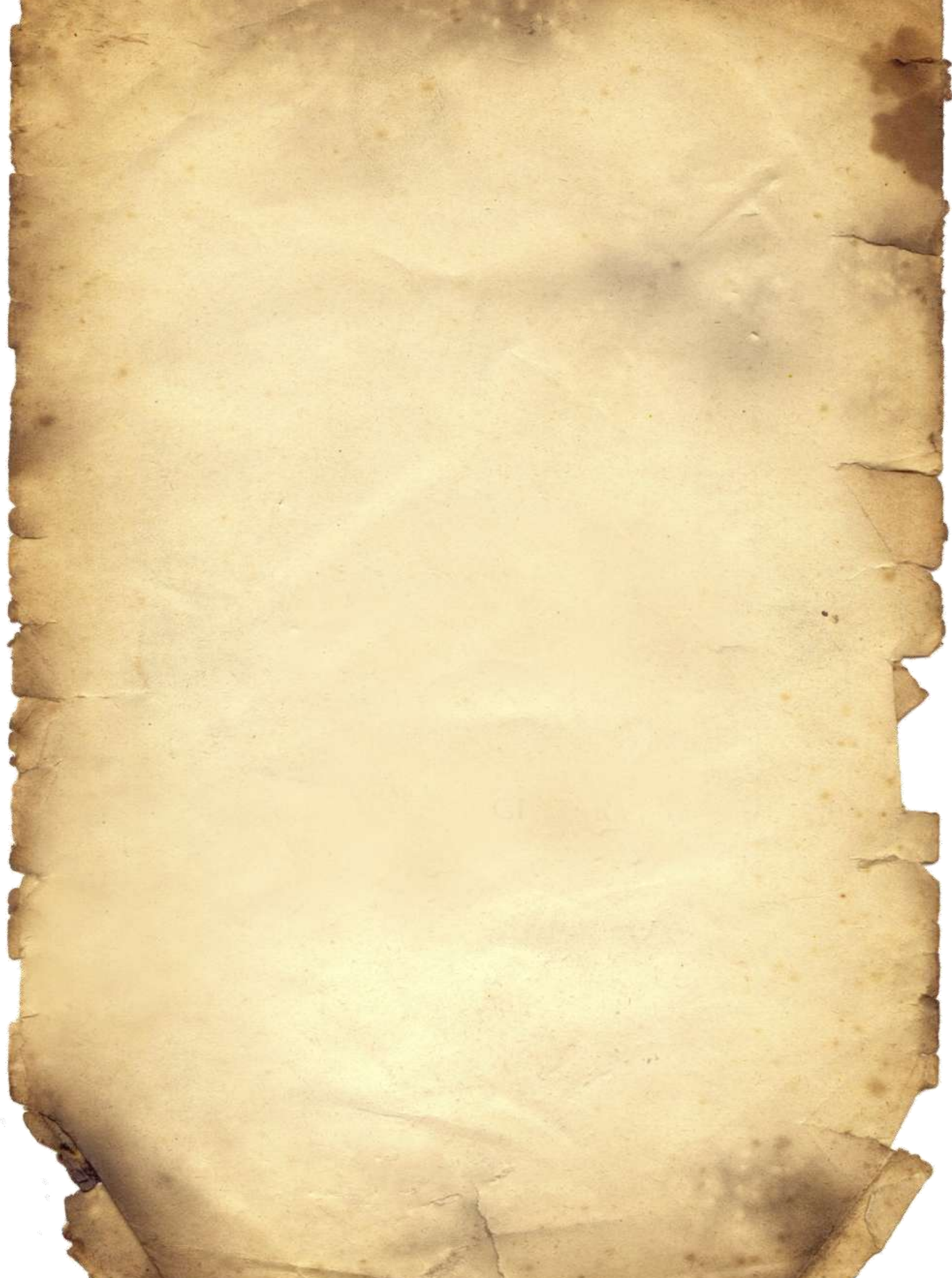
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Character Sheet:

Trainer Name: _____

Riding: ___

Knowledge: ___

Fighting: ___

Crafting: ___

Dragon Name: _____

Dragon Type: Deadly Nadder

Gronckle

Hideous Zippleback

Monstrous Nightmare

Night Fury

Terrible Terror

Speed: ___

Accuracy: ___

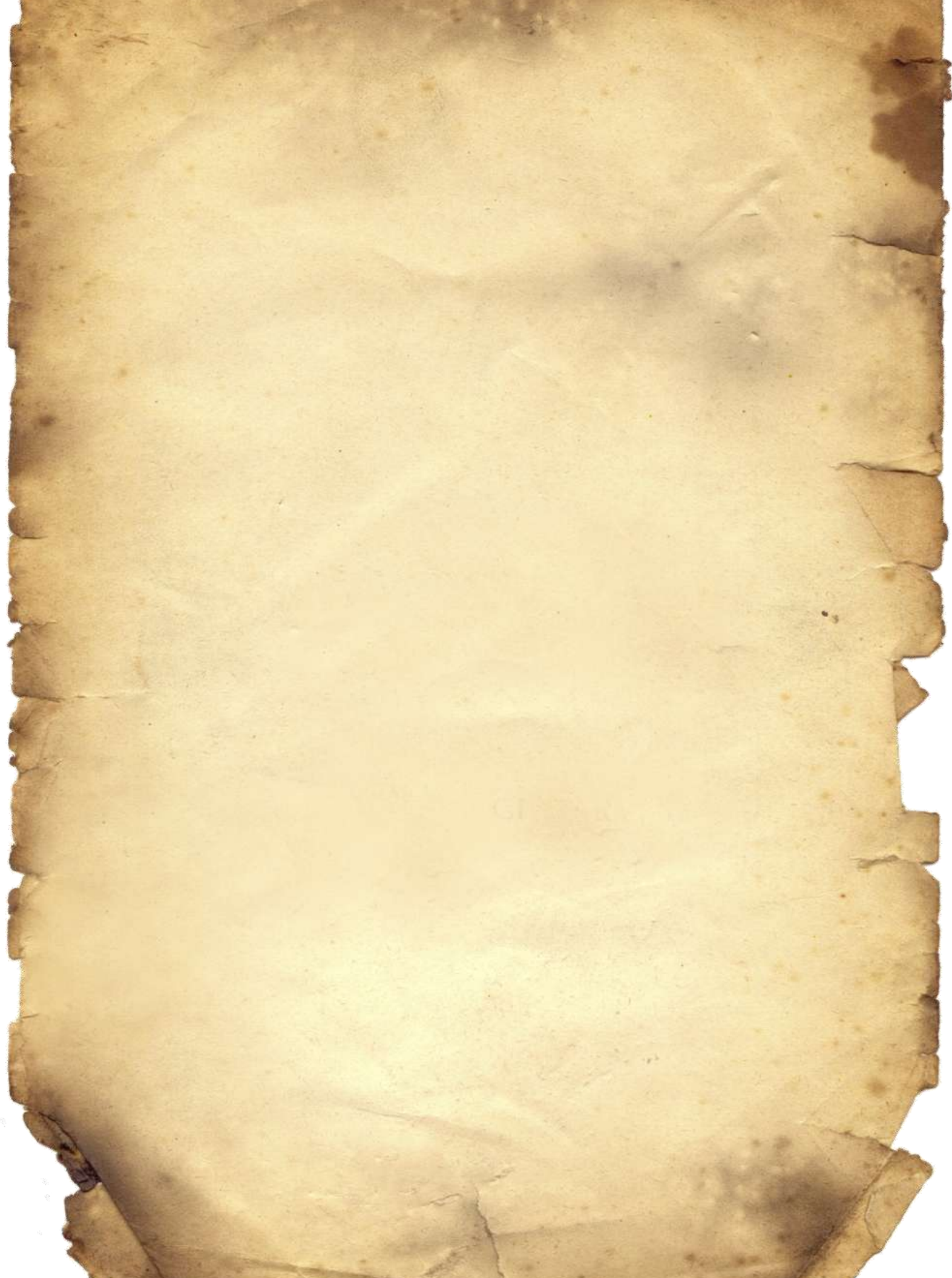
Power: ___

Flight: ___

Special: _____

Breath Weapon Uses:

[1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [Reload]





Character Creation:

All base statistics for both trainer and dragon start at 1.

Each new player gets 2 points to allocate to their trainer's statistics.

Next the player chooses a dragon type for their character to train.

Statistic Descriptions:

Trainer:

- Dragon Riding:
 - How well you can stay in the saddle during flying maneuvers. Higher scores allow for advanced maneuvers.
- Knowledge:
 - How much you know about dragons. Higher scores might help you discover/remember dragon strengths and weaknesses.
- Fighting:
 - How well you handle that axe or sword in a battle.
- Crafting:
 - How good you are at making things. Higher scores might help you design and create unique items (a saddle that protects you while riding a Nightmare that set itself on fire for example.)

Dragon:

- Speed:
 - How fast your dragon can fly.
- Accuracy:
 - How good your dragon is at hitting a target.
- Power:
 - How strong your dragon is.
- Flight:
 - How good your dragon is at making aerial maneuvers.

Common Dragon Characteristics:

All Dragons have the following abilities and characteristics:

- Flight:
 - All dragons can fly.
- Blind Spot:
 - All dragons with two eyes have a blind spot.
- Fireproof:
 - All dragons are fireproof on the outside.
- Breath Weapon:
 - All dragons have some form of a breath weapon.
- Limitation:
 - All dragons have a maximum number of times they can use their breath weapon before they have to 'reload.'



Dragon Descriptions and Bonuses:



Deadly Nadder:

Deadly Nadders are bird-like dragons with colorful scales. They are the only trainable dragon without four legs, only having two hind legs for walking, and they fire a stream of white-hot fire from their mouths. Their most notable blind spot is right in front of their beak/nose. They can use the spikes on their tails as projectiles.

- Deadly Nadders:
 - Accuracy +1
 - Flight +1
 - Special: Nadders can use their tail spikes as weapons and effectively have twice the projectile attacks.

Gronckle:

Gronckles are tough and fairly aggressive creatures who can fly using wings that are similar to hummingbirds. This enables them to hover in mid-air. They are capable of eating rocks and turning them into fireball shots. They cannot breathe fire if their heads are wet, and can only fire six shots before they need to 'reload'. They are considered to be the laziest of the dragon types and can even fall asleep while flying.



- Gronckles:
 - Flight +1
 - Power +2
 - Special: Gronckles are limited to 6 Breath Weapon uses before needing to reload.



Hideous Zippleback:

Hideous Zipplebacks are dragons in that have two heads with separate thoughts and different personalities. One head breathes an explosive gas from its mouth while the other head ignites it using sparks generated in its mouth. They are serpentine in appearance, with bulging eyes and narrow venomous fangs, and prefer ambush attacks to direct confrontation.

- Zipplebacks:
 - Accuracy +1
 - Power +1
 - Special: Zipplebacks have two sets of eyes and therefore have no blind spot and are hard to hide from.

Monstrous Nightmares:

Monstrous Nightmares are one of the larger dragons and incredibly fierce. They are reddish in color and serpentine in appearance (much like the Zibbleback), with long talons and prominent fangs. They breathe gouts of magma-like fire and are most notably known for setting themselves on fire.



- Nightmares:
 - Power +2
 - Special: Nightmares can set themselves on fire as an offensive or defensive ability. This power uses a breath weapon slot and is hazardous to their trainer.



Night Fury:

Night Furies are the fastest of the dragons. Their all-black bodies are sleek and they have four legs and large bat-like wings. They have cat-like eyes, retractable teeth, and armor plates on the back of their heads that act like ears, enabling others to determine their mood. They prefer to attack at night because their black skin and great speed makes them almost invisible.

- Furies:
 - Speed +1
 - Accuracy +1
 - Special: Night Furies cannot be seen and are effectively invisible in the darkness of night.

Terrible Terrors:

While Terrible Terrors are the smallest of the dragons, they should not be underestimated. They are known to very troublesome and playful and despite their size, when in swarms, can do plenty of damage to whatever they have their sights on.



- Terrors:
 - Speed +1
 - Flight +1
 - Special: Each additional Terror acting in a swarm increases Power +1
 - Limitation: Due to their size, Terrors cannot be ridden.

Overcoming Challenges:

Each point of a statistic indicates the number of d6s to roll to check for successes.

Challenge Difficulty Rating:

Each challenge has a difficulty rating in the form of N:M with:

- N=number to match or beat
- M=number of matches or successes

Base Difficulty Rating:

All difficulties begin at 1:1

Challenge Difficulty Modifiers:

For each "difficulty modifier" add +1 to N

If $N > 6$, then $N = 1$ and add +1 to M

Example of determining a challenge rating:

Hiccup and Toothless are trying to hit a very small target that is moving very quickly under a lot of cover while they are quickly flying past it at night.

While the difficulty of all challenges starts at 1:1, this specific challenge difficulty is determined to be:

- +1 because the target is small = 2:1 and +1 because the target is very small = 3:1
- +1 because the target is moving = 4:1 and +1 because it is moving quickly = 5:1 and +1 because the target is moving very quickly = 6:1
- +1 because it is under cover = 1:2 and +1 because there is lots of cover = 2:2
- +1 because Hiccup and Toothless are moving = 3:2 and +1 because they are moving quickly = 4:2
- +1 because it is dark = 5:2

The final result of the challenge is determined to be 5:2

That's Impossible:

Players may find their characters facing challenges that seem impossible (i.e. a challenge with difficulty 3:2 attempted by a character with a statistic score of 1.) However, impossible challenges can be overcome with the Exploding Dice Rule.

Exploding dice rule:

If the result of any die roll is a 6, that score is retained and the player may roll an additional die.

There is no upper limit to the number of additional d6s a player may roll if they continue to roll 6s.

Example of determining success on a challenge:

In the preceding example, the difficulty is determined to be 5:2. Hiccup and Toothless have an accuracy of 5, giving the player 5 dice. The results are 2, 1, 6, 2, and 3. The 6 is the only success (being greater than or equal to 5.) However, because the player rolled a 6, another die roll is allowed resulting in a 5. The player now has 2 successes and has therefore succeeded in overcoming the challenge.



Training your Dragon:

Dragons and Dragon Trainers are quick learners who are always willing to expand their capabilities and the best teacher is experience.

Once per scenario, each time a statistic is used successfully, add a check to the skill.
After each scenario, add 1 to each statistic that has been "checked."

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