

DRAY

COMPENDIUM CLASS

When you **are transformed by Dregoth or his minions into a dray**, you may take this move when you next level up:

DREGOTH'S BLESSING

When you **suffer a debility, condition, or restraint and act in spite of it**, roll +Con. On a 10+, gain 2 hold. On a 7-9, gain 1 hold. On a miss, gain 1 hold, but after you spend it your debility, condition, or restraint grows worse. Spend 1 hold to completely ignore all debilities, conditions, and restraints upon you for the duration of a single move.

ONCE YOU HAVE TAKEN DREGOTH'S BLESSING, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCED MOVE

GUISTENAL LORE

Choose an area of expertise imparted to you by the Dray transformation:

- Ancient Guistenal
- Modern Guistenal
- Dray Transformation
- Dregoth's Day of Light

When you **first encounter an important creature, location, or item (your call) covered by your Guistenal lore** you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what else about this thing the dray transformation imparted to you.

THE DAY OF LIGHT COMETH

When you **attack a group of enemies all at once**, roll +Str. On a 10+, choose two. On a 7-9, choose one.

- You don't leave any openings for them
- Deal your damage to each enemy in the group (roll only once).
- Send them all flying away from you with great force.

DRACONIC RESILIENCE

When you **take an enemy's attack without striking back**, roll +Con. On a 10+, choose 3. On a 7-9, choose two. On a miss, choose 1, and take 1d4 damage that ignores armor.

- Their weapons shatter against you.
- You gain +6 Armor against the attack.
- Lesser enemies run in fear of you.
- Take +1 forward.