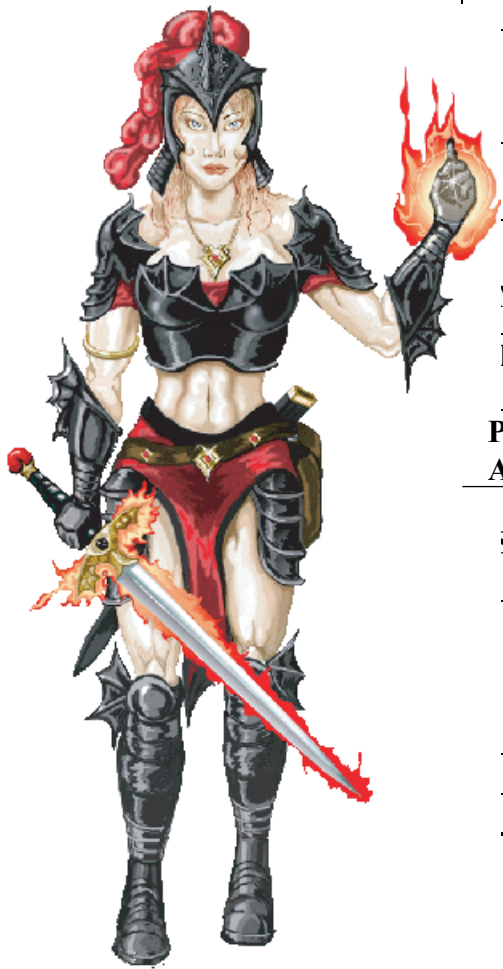


NAME	HEIGHT	BODY POINTS	ATTACKS
Nahkradan, Dragon Master with Longsword	4	15	1/2*
STANDARD GEAR		INNER FIRE	MASTERY***
Sword, Helm, Ritual Armor, 1 general item		0	6

\*\*\* Skill with Dragons Rage : can use Berzerk points equal to Dragon Mastery each game

Magic Resistance: 1  
 Fire Resistance: 2  
 Immune :Fear, Insanity



MANEUVERS		PG	X	MOD	+
DOWN SWING	BASH**	36	50	2*IF	
	SMASH	24	50	IF+1	
SIDE SWING	CLEAVE*	28	64	IF	
	HIGH	10	64	+1	
	LOW	2	64	+1	
THRUST	LUNGE**	22	60	IF-1	
	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	64	0	
	LOW	12	64	0	
FIRE MAGIC**	WALL OF FLAMES	6	54	S	
	BLAST OF FIRE	30	56	S	
	IGNITE	44	56	S	
DEFENSIVE MAGIC	BURST OF LIGHT*	48	56	S	
	AURA OF FEAR*	4	58	S	
PHYSICAL ATTACKS	THROAT GRAB**	26	56	IF	
	LEFT HAND PUNCH	38	58	0	
SPECIAL	WILD SWING*	40	64	IF	
	KICK	34	56	+2	
	RETRIEVE WEAPON	46	52	-6	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
CHARGE		50		IF+3	
SWING HIGH		64		0	
THRUST LOW		60		-1	
WALL OF FLAMES		54		S	
AURA OF FEAR*		58		S	
BLOCK & CLOSE		56		0	
DODGE		52		-4	
JUMP BACK		62		-4	

\*\* May only perform if Inner Fire is 2 or More

Inner Fire acts as a bonus/basis for many moves and spells up to Mastery +1 but is also the basis of a Nakradans true limits

Inner Fire limits maneuver selection beyond the listing of results pages.  
 IF exceeds half of Mastery ( ): Do no Fakes or Jump away  
 IF exceeds Mastery ( ): Do no Defenses except Aura of Fear