

## Special Attributes of Dragon Anatomy

### Recoveries

Dragon skin on the sides is rather supple, and mobile with the scales pretty small (.05") increasing in size as they go farther up the back. (Up to 4'). Scale size varies depending on Dragon's size at time of slaying.

Dragon skin clothes :: (From Side Skin)

A 50' Dragon yields 40sq' dragon skin that is soft and supple enough to make clothing out of. These clothes have a shiny glister to them like a lizard skin, and offer the following protection::

[ article (skin needed) - pts ]

Pants (12 sq') -30pts, Shirt (10 sq') -40pts, Cloak (40 sq') -30pts, tall moccasins (3 sq') -20pts, Short moccasins (1 sq') -10pts, Skull Cap (1 sq') -10pts, gloves (1 sq') -10pts.

Dragon Scale Armor :: (From Back Plates)

50' dragon yields;

Four 5' plates (125 pts ea), Twelve 3' plates (75 pts ea), Twenty four 2' plates (50pts ea)

50 chest, 40 Legs, 30 Shield

In order to alter the size or shape of Large plates, a mage is needed with the Mold Stone ability

All clothes ^ Resistant to Fire, Bio-Regenerate (1pt/turn), No Prowl Penalties.

Dragon Bone Items ::

Adult Dragon yields 24 teeth (4- 9" fangs), 20 Claws, 10 staff size bones, 10- 4' ribs  
Bone Fragments, Teeth, Claws, etc...

+1 to Magic Attack Bonuses

Dragon Bones are highly prized by mages for the Magic bonus and imagined mythical value.