The Trial of the Taming: Aspirant Handbook 🐉⚖️

RPG Rules | Survival | Balance

- 1. The Game: Bond or Die
  - Setting: The Eyrie (Ruthless Military Academy)
  - Primary Goal: Survive The Reckoning & Uncover Staff's Secrets
  - Core Focus Areas
    - Teamwork under pressure
    - Balance: Control vs. Instinct
    - High-Stakes Survival RPG
- 2. Character Creation: Set Up
  - Step 1: Roll for Identity (1D6)
    - Rookie (1): Terrified, Fast / Great Wyrm (Fire Breath)
    - Washed-Up (2): Skeptical, Wise / Gryphon (Shriek)
    - Unhinged (3): Reckless / Sky-Lion (Air Magic)
    - Ambitious (4): Slick, Political / Drake (Armor)
    - Reluctant (5): Empathetic / Shadow Serpent (Illusion)
    - Grizzled (6): Damaged / Tempest Owl (Lightning)
    - Academy Roles (Sectors)
      - Wing Leadership (Command/Tactics)
      - Archives Guard (Security/Surveillance)
      - Scouting & Recon (Stealth/Intel)
      - Healer/Scribe (Lore/Medicine)
      - Weapons Master (Gear/Combat)
      - Logistics Engineer (Supply/Defense)
  - Step 2: The Bond (Stats)
    - RIDER (Control): Discipline, Cunning, Tactics (Start at 3)
    - BEAST (Instinct): Power, Speed, Raw Emotion (Start at 3)
- 3. Action Resolution
  - Roll 1 Die (When outcome is uncertain & matters)
  - Success: Roll ⩽ Stat
  - Failure: Roll > Stat
  - Expert Edge Rule (Treat Stat as 4 for one roll)
    - Creature Skill uses BEAST as 4
    - Sector Niche uses RIDER as 4
- 4. The Shifting Bond (Core Mechanic)
  - Stat Shift Triggers
    - Pride (Success) ➡ BEAST → RIDER (Ego/Intellect Rise)
    - Guts (Failure) ➡ RIDER → BEAST (Panic/Instinct Take Over)
    - Yell at Creature (Voluntary) ➡ RIDER → BEAST (Lose Control)
    - Flashback to Study (Voluntary) ➡ BEAST → RIDER (Logic Reins Chaos)
  - The End of the Line (Stat = 6)
    - RIDER = 6: Corrupted (Betray squad, join Staff)
    - BEAST = 6: Bond Lost (Creature rebels, player outcome severe)
- 5. Quick Q&A/Clarifications
  - When to Roll: Only if outcome uncertain & consequences matter.
  - Failure Consequence: Narrative setback; shift only if Guts triggered.
  - Expert Edge: Applies to one roll only; no extra dice added.
  - High Stat Risk: Closer to losing balance (6) or bond entirely.