

# Dragoons

Warriors of the Dragon, masters of the spear, the Dragoons fight with the spirit, soul, and technique of the Dragon.

Hit Dice: d10	Level	Atk +	Fort	Refl	Will	Special
Skills: 4+intelligence mod/level						
	1	1	2	0	1	Dragon Resistance 1, Dragon Weakness, Leap Attack, Leap of the Clouds
	2	2	3	0	1	Dragon Leap 1/day, Imbue Spear
Requirements:	3	3	3	1	1	Bonus Feat: Dragon Toughness
Abilities: Dex 20+	4	4	4	1	2	Dragon Resistance 5, Dragon Leap 2/day, , Imbue Spear
Alignment: As per Dragon type	5	5	4	1	2	
Base Attack Bonus: +8	6	6	5	2	2	Dragon Leap 3/day, Bonus Feat: Dragon Toughness, , Imbue Spear
Race: Any.	7	7	5	2	3	
Feats: Endurance, Lightning Reflexes, Weapon Focus (any spear)	8	8	6	2	3	Dragon Leap 4/day, Dragon Resistance 10, , Imbue Spear
Languages: Draconic	9	9	6	3	3	Bonus Feat: Dragon Toughness
Skills: Jump 15 ranks	10	10	7	3	4	Alternate Form, Dragon Leap 5/day, , Imbue Spear

Class Skills: (and key ability for each skill): Craft (Intelligence), Gather Information (Charisma), Intuit Direction (Wisdom), Sense Motive (Wisdom), Tumble (Dexterity), Use Rope (Dexterity), Ride (Dexterity), Jump (Strength), Heal (Wisdom), Swim (Strength), Climb (Strength), and Balance (Dexterity).

Dragoons are proficient with Simple and Martial weapons. Dragoons are proficient with all Armor and Shields.

When taking the Dragoon class the PC must select a type of Dragon to model his style after.

Alternate Form: At level 10 the Dragoon gains the alternate form of a half-dragon of his chosen type. He may change to and from this form as a full-round action.

Dragon Resistance: A Dragoon gains resistant to the Element that his Dragon type is resistant to. Thus if the Dragoon chose a black dragon as his type then he gains Acid Resistance, 1, 5, or 10 respectively.

Dragon Weakness: If a Dragoon chooses a Dragon of a specific subtype as his type he gains the elemental weakness associated with it. Thus if he chose the white dragon he would take double damage from fire.

Dragon Leap: Once per day starting at second level and increasing every other level thereafter the Dragoon gains the ability to perform a Dragon Leap. When a Dragoon decides to use this ability, he chooses a single target, thereafter leaping into the sky to an incredible height. Leaping into the sky and selecting a target is a full-round action. The next round, on his initiative, the Dragoon descends from the sky at high velocity, angling spear-first into his target. The victim is considered Flat-footed against this attack, which is resolved as a charge attack by the Dragoon. If the Dragoon successfully hits, he does triple normal damage. Additionally, if he scores a threat, the threat is automatically successful, causing a critical hit, in addition to doing triple normal damage. (These bonuses stack according to normal D&D rules: additively, not multiplicatively) Leap may only be performed when wielding a spear. Following a Leap, the

Dragoon is considered Winded for three rounds, during which he may only perform a single, partial action each round.

**Leap Attack:** A dragoon may perform a leap attack as a standard action. A leap attack targets a single creature within 20' but further than 5' from his current position. The Dragoon leaps into the air 15 feet, angles his spear downward, and dives. Make an attack roll with a -4 penalty to determine if he hits or not. After performing a leap attack the Dragoon suffers a -2 to AC until his next round. A leap attack quadruples the critical range of a weapon. The Leap attack provokes an attack of opportunity.

**Leap of the Clouds:** As per the monk ability.

**Imbue-Spear** The spear is the Dragoons weapon of choice, and as they progress with their training they soon gain a knack with it. The dragoon may imbue his spear with a +1 to attack, damage, or initiative for every other level he attains, starting at second level. If he loses the spear he has imbued, he loses that bonus, of course, and the bonus will not function for any other character.