

Dragon Knight

The Dragon Knights are an order of warriors who seek to master a way of combat that emulates the greatest of predators, Dragons. Through use of the spear or polearm they train rigorously to condition their bodies to fight as a dragon does, both swift and deadly, on land and from the air.

Hit die: d10

Level	BAB	Fort	Ref	Will	
1	+1	+2	+2	+0	Polearm Focus, Polearm Flurry, Dragon's Charge
2	+2	+3	+3	+0	Dragon's Leap 10ft/Medium
3	+3	+3	+3	+1	Armor Training 1, Bonus Feat
4	+4	+4	+4	+1	Dragon's Fang +1d6, Ignore Height, Spring Attack
5	+5	+4	+4	+1	Dragon's Reach, Dragon's Leap 15ft/Large
6	+6/+1	+5	+5	+2	Improved Polearm Flurry, Fleet +5ft
7	+7/+2	+5	+5	+2	Armor Training 2, Improved Dragon's Leap, Bonus Feat
8	+8/+3	+6	+6	+2	Dragon's Fang +2d6, Dragon's Leap 20ft/Huge, Ignore Terrain
9	+9/+4	+6	+6	+3	Ferocity
10	+10/+5	+7	+7	+3	Superior Spring Attack, Bonus Feat
11	+11/+6/+1	+7	+7	+3	Armor Training 3, Greater Polearm Flurry, Dragon's Leap 25ft
12	+12/+7/+2	+8	+8	+4	Dragon's Fang +3d6, Fleet +10ft
13	+13/+8/+3	+8	+8	+4	Superior Dragon's Leap
14	+14/+9/+4	+9	+9	+4	Dragon's Leap 30ft/Gargantuan, Bonus Feat
15	+15/+10/+5	+9	+9	+5	Armor Training 4
16	+16/+11/+6/+1	+10	+10	+5	Dragon's Fang +4d6
17	+17/+12/+7/+2	+10	+10	+5	Dragon's Leap 50ft/Colossal
18	+18/+13/+8/+3	+11	+11	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+11	+6	Armor Training 5
20	+20/+15/+10/+5	+12	+12	+6	Dragon's Fang +5d6, Polearm Mastery

Skill: Acrobatics(Dex), Climb(Str), Craft(Int), Knowledge(History, Dungeoneering, Arcane) (Int), Profession(Wis), Ride(Dex), Swim(Str), Diplomacy(Cha)

Skill Points: 2+Int modifier

Proficiencies: A dragon knight is proficient with all simple and martial weapons as well as all weapons from the spear and polearm weapon groups, and all armor types but not with shields.

Polearm Focus: The dragon knight gains weapon focus as a bonus feat at first level, this feat applies to all weapons of the spear and polearm weapon groups.

Polearm Furry: A dragon knight may attack with both ends of a polearm or spear as though using the two-weapon fighting feat. The haft deals the damage of a quarterstaff appropriate to the size of the polearm being used. For example a medium sized spear being used would deal 1d6 with a critical of x2, while a large size spear would do 1d8 damage with a critical of x2 and uses the weapons enhancement bonuses, if any, but does not use any special properties such as flaming or brilliant energy. Fighting this way incurs the normal penalty of -2 on each attack. If the weapon has the reach descriptor it loses this quality while being used to flurry. At 6th level this ability acts as improved two-weapon fighting. At 11th level it acts as greater two-weapon fighting.

Dragon's Charge: When the dragon knight charges he ignores any difficult terrain in his path. Starting at 4th level the dragon knight adds an additional $\frac{1}{2}$ Str modifier to his weapon damage when he charges.

Dragon's Leap: Starting at 2nd level the dragon knight can jump 10ft as a move action. This jump is made without needing to make an acrobatics check and no running start is required. This movement provokes attacks of opportunity as normal. When using this ability, the dragon knight may move through squares occupied by other medium or smaller creatures as though they were empty. This movement can be used as part of a charge attack action regardless of the distance moved. The move distance increases and the size of the enemies the dragon knight can jump passed increases as his level increases according to the chart on the first page. This ability can be used a number of times per day equal to $3 + \frac{1}{2}$ the dragon knight's level. Movement from this ability does not gain a bonus to AC from the mobility feat.

Armor Training: Beginning at 3rd level the dragon knight has learned to be more maneuverable in armor. Whenever he is wearing armor reduce the armor check penalty by 1 minimum 0 and increase the maximum dex bonus by 1. This bonus increases by 1 every four levels after third (7th, 11th, 15th, and 19th) to a maximum of -5 to armor check penalty and +5 to the maximum dex bonus of the armor.

Bonus Feat: At 3rd, 7th, 10th, 14th and 18th levels the dragon knight gains a bonus feat. This feat must be a "Combat Feat". Any feat that requires a specific weapon to apply to must be chosen from the spear or polearm weapon groups. Each time a new bonus feat is gained a dragon knight may choose to learn a new feat in place of any previous bonus feat he has learned. The old feat cannot be one that was needed as a prerequisite for another feat, prestige class or other ability. A dragon knight may only change one of his previous bonus feats in this manner.

Dragon's Fang: Beginning at 4th level, when the dragon knight makes a charge attack he deals an additional 1d6 points of damage. Creatures immune to critical hits or sneak attacks are immune to this additional damage. This damage is not multiplied on a critical hit. The extra damage increases to 2d6 at 8th level and every four levels after to a maximum of 5d6 at 20th level. This ability may be used at the end of a charge granted by and stack with all bonuses of Dragon's Leap.

Ignore Height: At 4th level, the dragon knight can ignore any fall damage from any height less than 3 times the distance of his Dragon's Leap ability. Any further than this does damage as if the fall had started after the distance of this ability.

Spring Attack: The dragon knight gains spring attack as a bonus feat at 5th level. He does not need to meet the prerequisites for this feat.

Dragon's Reach: At 5th level if the dragon knight attacks an enemy with reach that is being provided cover by attacking through a square occupied by another creature, the dragon knight ignores that cover, taking no penalty to hit. This ability does not let the dragon knight ignore the bonuses granted by full cover.

Fleet: At 6th level the dragon knight's base speed increases by 5ft. This bonus increases again at 12th level to 10ft.

Ignore Terrain: At 8th level the dragon knight ignores all difficult terrain when moving.

Ferocity: Starting at 9th level, the dragon knight adds his Str modifier to attack made with his off-hand when using Polearm Flurry, instead of the normal $\frac{1}{2}$ Str modifier.

Superior Spring Attack: Beginning at 10th level, whenever the dragon knight uses the spring attack full round action he may make a second attack at a -5 penalty to hit. The dragon knight must move a minimum of 10 feet between each attack and can not attack the same enemy twice. This ability is otherwise identical to spring attack.

Improved Dragon's Leap: At 7th level the dragon knight, no longer provokes attack of opportunity when using his Dragon's Leap ability, in addition when the dragon knight uses his Dragon's Leap ability, he may spend two of his daily uses of the ability to double the maximum

range of the leap. For example if a 11th level dragon knight spends two uses of Dragon's Leap he may move a distance of 50ft instead of the normal 25ft. The dragon knight is considered fatigued until his next turn after using Dragon's Leap in this manner. If the dragon knight uses Dragon's Leap again the following round after spending two uses he is exhausted after.

Superior Dragon's Leap: At 13th level, when the dragon knight uses the Dragon's Leap ability, he deals damage with his weapon as though it were one size larger than it actually is. For example if a dragon knight were using this ability with a medium sized spear, he would deal 2d6 damage, the damage of a large sized spear instead of 1d8.

Polearm Mastery: Upon reaching 20th level, the dragon knight has mastered the use of the polearm. Any attack made with a weapon from the spear or polearm weapon groups automatically confirms all critical hits and has its critical multiplier increased by 1. He cannot be disarmed when wielding this weapon.