

## **Draconian**

*Disciples of the dragon god, Bahamut, revere all forms of draconic nature. Many draconians are thrill-seekers for the cause of good, channeling their divine power in ways that allow them to take on their powerful foes head on.*

The draconian is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the draconian receives the Limit Breaks (Bahamut's Deathflare and Bahamut's Fervor).

*Bahamut's Deathflare (Su):* This Limit Break allows the draconian to summon the wrath of Bahamut, conjuring a ball of energy from the sky to strike an area within 60 feet. This Limit Break deals 2d6 points of non-elemental damage + an additional 2d6 per four cleric levels after 1st, to all enemies in a 40-ft.-cylinder high, 20-ft.-radius. A successful Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) halves this damage.

*Bahamut's Fervor (Su):* This Limit Break grants the draconian and his allies the fervor to fight on for every enemy felled in Bahamut's name. For a duration of 1 round + 1 round per four cleric levels after 1st, each enemy within 60 feet that fall to 0 hit points or lower grant the draconian and any allies within 60 feet 1d8 temporary hit points and a +2 sacred bonus to Strength. These bonuses stack for every enemy fallen but creatures with a total number of hit dice less than half of the cleric's level do not grant any bonuses. These bonuses increase by an additional 1d8/+2 for every four cleric levels after 1st. This limit break requires only a swift action.

**Spells:** A draconian casts black mage spells which are drawn from the black mage spell list. A draconian begins play with 3 1st level black mage spells of his choice. The draconian also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a draconian can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a black mage spell, the draconian must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a draconian's spell is 10 + the spell level + his Wisdom modifier. In addition, a draconian gains additional MP for having a high attribute (Wisdom). All black mage spells learned by the draconian uses his Wisdom modifier instead of Intelligence for all spells' effects.

**Class Skills:** A draconian adds Intimidate to his list of class skills. In addition, he gains a bonus on Diplomacy skill checks equal to half his cleric level.

**Favored Weapon:** A draconian adds knight sword to his list of weapon proficiencies.

**Domains:** A draconian gains access to two of the following domains: Destruction, Good, Knowledge, Law, Nobility, Scalykind

**Deity Abilities:** A draconian gains the following abilities from his deity as he increases in level.

**Dragon Power (Su):** Draconians have access to a power linked to Bahamut himself to grant nearby allies the push to get through a fight or to instill fear into the hearts of men who would dare face the king of dragons. The draconian can use these dragon powers a number of times per day equal to 4 + his Charisma modifier.

**Bahamut's Presence (Su):** At 1st level, the draconian can raise the morale of allies increasing their combat prowess both physically and magically with this dragon power. As a move action, the draconian can grant all

allies a +1 morale bonus to saving throws against charm and fear effects and a +1 bonus to attack and damage rolls. At 5th level, and every six cleric levels thereafter, this bonus increases by 1, to a maximum of 4 at 17th level. At 12th level, this dragon power can be activated as a swift action. This dragon power is a 20-foot aura effect which stays in effect and its bonus stacks with other dragon powers. This ability lasts for a number of rounds equal to 3 + his Charisma modifier and also ends if the draconian is ever killed, paralyzed, stunned, or knocked unconscious.

**Bahamut's Wings (Su):** At 3rd level, the draconian can spend a dragon power to grant one of a number of bonuses to all allies within 15 feet (including himself). The allies must be able to see or hear the draconian to receive this bonus. As a swift action, the draconian can grant a +2 dodge bonus to AC, a +2 morale bonus on all attack rolls, a damage reduction of 2/-, spell resistance equal to 10 + half his cleric level, or a +30 feet movement speed for 1 round. The draconian can grant a different bonus to each ally within range that can see and hear the draconian. These bonus's increases by 1 for every three cleric levels after 3rd. At 10th level, the range of this dragon power increases by 15 feet.

**Bahamut's Charge (Su):** At 6th level, when performing a charge attack, the draconian may activate this dragon power as part of his charge, as a swift action. When he does, all allies within 30 feet can also move up to their movement speed and make a melee attack as an immediate action. All attacks are made at a +1 bonus (this stacks with the bonus from a charge) and all allies receive a +1 dodge bonus to their AC for 1 round. These bonuses increase by 1 for every four cleric levels after 6th to a maximum of +4 at 18th level.

**Bahamut's Roar (Su):** At 9th level, the draconian can imitate the roar of Bahamut with this dragon power and, as an immediate action, roar at an enemy within 30 feet who attempts to attack an ally or himself. The draconian makes a Diplomacy check against the enemy's attack roll and, if successful, the attack is negated and the enemy must make a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or take an immediate 5 feet step away from his target. The enemy must be able to hear the draconian to be affected.

**Eye of Bahamut (Su):** A draconian of 12th level can use his dragon power, as a standard action, to cause fear in a single enemy within 30 feet, summoning the eye of Bahamut to instill fear into his enemy's movements. The target must make a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or become shaken. If the target fails the saving throw DC by 5 or more, he becomes frightened instead. If the target fails it by 10 or more, he becomes panicked. If a target rolls a natural 1 on the Will save, he becomes paralyzed instead. The duration of these status effects is equal to the draconian's Charisma modifier in rounds.

**Bahamut's Leadership (Su):** A draconian of 15th level can use a dragon power, as standard action, to inspire his allies within 30 feet and grant them a bonus to all saving throws and increases the DC of all his allies' abilities (extraordinary abilities, supernatural abilities, spells, and spell-like abilities, etc.) equal to the draconian's Charisma modifier for 1 round.

**Bahamut's Wrath (Su):** A draconian of 18th level can use a dragon power, as standard action, to bless himself or an ally within 30 feet that he can see with the might of Bahamut, granting a +1d6 to all damage rolls for every four cleric levels after 1st. This ability lasts for a number of rounds equal to the draconian's Charisma modifier.

**King of Dragons (Su):** Proving he is a true disciple of the king of dragons, the draconian can become the avatar of Bahamut, gaining the form and abilities of a 20th-level Bahamut (summoner avatar) using his cleric levels in place of summoner levels. He can choose to have any gear that he carries become absorbed by his new form. Items with continuous effects continue to function while absorbed in this way. The cleric loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his avatar. The draconian retains all of his class features. The draconian can keep this form for a number of minutes per day equal to his cleric level. This duration does not need to be consecutive, but it must be spent in 1-minute

increments. The draconian can end this effect as a free action. While in this form, all allies who see and hear the draconian gains the effects of Die Hard feat and is immune to charm, fear, and compulsion effects.