

Dragon Knight

Where most dragoons developed their skills to counter the awesome powers of the great beasts. But some see them not as beasts, and instead fight with them, side by side. The dragons they fight beside are not pets, or even servants, but their companions, and in return for fighting by their side the dragoon teaches them how to be strong. Not relying on hundreds of years of growth and experience, but the brashness and ingenuity of youth.

The dragon knight is an archetype of the dragoon class.

Limit Break (Su): At 1st level, the dragon knight receives the Limit Break (Draconic Fury).

Draconic Fury (Su): This Limit Break causes the dragon knight and his dragon companions to go into a draconic fury. For the duration of 1 round + 1 round per four dragoon levels after 1st, the dragon knight and his companion are granted a +2 circumstance bonus to Strength and Constitution plus an additional +2 circumstance bonus to Strength and Constitution per four dragoon levels after 1st. In addition, the dragon knight and his companion are also granted an extra attack at their highest base attack bonus if they make a full attack. This limit break requires only a swift action.

This ability replaces the Limit Break (Bahamut Leaps).

Dragon Companion (Ex): Beginning of 1st level, a dragon knight gains the friendship of an intelligent young wyrmling to assist him in battle. This dragon functions as a beastmaster's animal companion, using the dragoon's level as his effective beastmaster level. A dragon knight's companion does not gain the shared saves special ability but gains the Dragon creature type (gaining d12 HD, full BAB, all good saves, skills, and traits). The dragon knight can use the following starting statistics for his dragon companion or a Rathalos.

Wyrmling

Starting Statistics

Size: Small; **Speed:** 40 ft., Fly 40 ft. (Good); **AC:** +2 natural armor; **Attack:** bite (1d6), claw (1d4); **Ability Scores:** Str 12, Dex 14, Con 13, Int 10, Wis 6, Cha 12; **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity.

At 4th level, the wyrmling advances into a serpent.

Serpent

4th-Level Advancement

Size: Small; **Speed:** 40 ft., Fly 40 ft. (Good); **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 14, Dex 14, Con 15, Int 10, Wis 6, Cha 12; **Special Attacks:** Breath Weapon (1d6/HD); **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity.

At 8th level, the serpent advances into a drake.

Drake

8th-Level Advancement

Size: Medium; **Speed:** 50 ft., Fly 50 ft. (Average); **AC:** +4 natural armor; **Attack:** bite (1d8), 2 claws (1d6); **Ability Scores:** Str 18, Dex 12, Con 17, Int 10, Wis 6, Cha 12; **Special Attacks:** Breath Weapon (1d8/HD); **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 2/-.

At 12th level, the drake advances into a wyvern.

Wyvern

12th-Level Advancement

Size: Large; **Speed:** 60 ft., Fly 60 ft. (Poor); **AC:** +6 natural armor; **Attack:** bite (1d10), 2 claws (1d8) 2 wing

buffets (1d6); **Ability Scores:** Str 22, Dex 10, Con 20, Int 12, Wis 8, Cha 14; **Special Attacks:** Breath Weapon (1d10/HD), Power Dive; **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 4/-.

At 16th level, the wyvern advances into a dragon.

Dragon

16th-Level Advancement

Size: Large; **Speed:** 60 ft., Fly 60 ft. (average); **AC:** +6 natural armor; **Attack:** bite (1d10), 2 claws (1d8) 2 wing buffets (1d6); **Ability Scores:** Str 24, Dex 10, Con 22, Int 12, Wis 8, Cha 16; **Special Attacks:** Breath Weapon (1d10/HD), Power Dive; **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 6/-.

At 20th level, the dragon advances into a wyrm.

Wyrm

20th-Level Advancement

Size: Large; **Speed:** 70 ft., Fly 70 ft. (average); **AC:** +8 natural armor; **Attack:** bite (1d10), 2 claws (1d8) 2 wing buffets (1d6); **Ability Scores:** Str 26, Dex 10, Con 24, Int 12, Wis 8, Cha 18; **Special Attacks:** Breath Weapon (1d10/HD), Power Dive; **Special Qualities:** Dragon Senses, Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 8/-, Frightful Presence.

A dragon knight does not take an armor check penalty on Ride checks while riding his companion. The companion is always considered combat trained, and begins play with Endurance as a bonus feat.

A dragon knight's bond with his companion is strong, with the pair learning to anticipate each other's moods and moves. Should a dragon knight's companion die, the dragon knight may find another dragon to serve him after 1 week of mourning. This new companion does not gain the link, evasion, devotion, improved evasion, or blood bond special abilities until the next time the dragon knight gains a level.

Dragon Companion Special Attacks

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon companion breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon companion and extends in a direction of the dragon's choice. Creatures caught in the area can attempt Reflex saves to take half damage; The save DC against a breath weapon is 10 + half of the dragon companion's HD + the dragon's Constitution modifier. The breath weapon can be either a line or a cone, and the dragon knight can change which whenever his dragon would advance a stage. The line is 5 feet for every HD the companion has, and the cone is 5 feet for every 2 HD the companion has (rounded down).

Power Dive (Ex): When a dragon companion with this ability charges from at least 50 ft. above the target, the dragon's attack deals double damage.

Dragon Companion Special Qualities

Dragon Senses (Ex): Dragon companions have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a hume in dim light and twice as well in normal light.

Elemental Affinity (Su): Each dragon companion has an elemental affinity (Earth, Fire, Ice, Lightning, Water, or Wind), which determines what kind of damage its breath weapon deals, and giving it the ability to absorb one element, resist another, but also increases the damage it takes from yet another. The dragon knight can change his dragon companion's elemental affinity whenever his dragon would advance a stage. See the Elements chart

for more information.

Frightful Presence (Ex): A wyrm can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon companion attacks, charges, or flies overhead. Creatures within a radius of 10 feet per 3 HD are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + half of dragon companion's HD + the dragon's Charisma modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Damage Reduction: Drakes and stronger dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to sleep and disable status effects.

This ability replaces deadly lancer, sweeping fend and mighty charge.

Dragon Bite (Ex): Also at 1st level, the dragon knight gains a bite attack. This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon knight is Small), plus 1–1/2 times the dragon knight's Strength modifier.

This ability replaces jump.

Strengthened Reins (Ex): Beginning of 1st level, a dragon knight may treat his Ride skill, using his Strength modifier instead of Dexterity.

This ability replaces strengthened agility.

Low-Light Vision (Ex): At 2nd level, as the bond between dragon knight and dragon strengthens, it eventually grants the dragon knight some of his steeds amazing senses. The dragon knight gains low-light vision. If the dragon knight already has natural low-light vision, the range of his low-light vision is doubled (allowing him to see four times as far as normal in dim or shadowy conditions).

This ability replaces an acrobatic talent gained at 2nd level.

Draconic Resistance (Ex): At 2nd level, a dragon knight gets a +2 bonus to Reflex saves against attacks that inflict damage of the same energy type of the dragon's dragon companion. This bonus increases by +1 for every four levels beyond 2nd, to a maximum of +5 at 14th level. Every four levels beyond 14th, the dragon knight gains 5 points of resistance to the appropriate energy type (maximum 10 points of resistance).

This ability replaces pole fighting.

Draconic Attunement (Ex): A dragon knight becomes more attuned to his dragon companion. Starting at 2nd level and every two levels thereafter, he gains a +1 bonus on Perception checks and a +1 morale bonus on saving throws against fear, paralysis, and sleep effects.

This ability replace balanced stride.

Detect Dragons (Su): At the beginning of 3rd level, the dragon knight is aware of any dragons within a radius of 1 mile per class level. This ability is always active and informs the dragon knight only of the presence or absence of dragons. By spending one or more full rounds concentrating on these presences, the dragon knight can gleam additional information about the dragons in the area. By spending one full round concentrating on

these presences, the dragon knight can determine the number of dragons in the area. By spending an additional round, he can learn the locations of those creatures. A dragon knight may then spend an additional round of concentration to focus on a single dragon within the area, alerting him to the creature's alignment, color and age category if it is a true dragon.

This ability replaces steadfast pike.

Draconic Talents (Ex or Su): Starting at 4th level and every two dragoon levels thereafter, a dragon knight gains a draconic talent. Saving throws allowed by these abilities have a DC equal to 10 + half of the dragoon's level + his Charisma or Constitution modifier, as noted in the ability.

Aerial Evasion (Ex): The dragon knight can avoid damage from area-effect attacks while flying. If a flying dragon knight makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Aerial evasion can only be used if the dragon knight is wearing light armor or no armor.

Baffled Eardrums (Ex): Once per day, the dragon knight can reroll a saving throw against a spell or effect with the language-dependent. The dragon knight must decide to use this ability before the results are revealed, and must take the second roll even if it is worse. If the dragon knight is at least 10th level, he can use this ability twice per day.

Baleful Glare (Su): The dragon knight's gaze has the power to stop prey in its tracks. As a standard action, the dragon knight can glare at his enemies. One creature within 30 feet must make a Will save or be fascinated for 1 round/level. For every five dragoon levels, the dragon knight can target an additional creature with this ability (maximum 5 at 20th level). This ability is a mind-affecting compulsion effect. The saving throw of this ability is Charisma-based.

Battering Breath (Su): The dragon knight's breath weapon is a dense spray of jagged earth and rock. Any creature failing its Reflex save against the breath weapon is knocked prone in addition to taking damage. **Prerequisite:** The dragon knight must have the dragon breath class feature with the earth elemental type to select this talent.

Behemoth (Ex): The dragon knight magnifies his physical presence and utilizes the bulk of his body as a dangerous weapon. As an immediate action, the dragon knight gains a bonus equal to half his dragoon level (minimum +1) to his CMD against bull rush, grab, overrun, reposition, and trip combat maneuvers. The DC of Acrobatics checks to move through squares the dragon knight threatens or occupies is increased by half his dragoon level. The benefits of this ability last 1 round.

Blindsense (Ex): The dragon knight gains blindsense 30 ft. This gift can be learned twice, increasing the blindsense range to 60 ft.

Breath-Charged Bite (Su): The dragon knight can charge his bite attack with the elemental power of his breath weapon. As a standard action expending one daily use of his dragon breath, the dragon knight's bite attack deals an extra +2d6 points of his dragon breath's elemental damage. The dragon knight's bite remains charged with energy for a number of rounds equal to his Constitution modifier. **Prerequisite:** The dragon knight must have the dragon breath class feature to select this talent.

Bullying Bulk (Ex): The dragon knight is now considered one size larger when determining size modifiers for Intimidation checks he makes or resists. In addition, as a swift action whenever he successfully makes a melee attack against an adjacent smaller-sized opponent, the dragon knight can push the opponent back 5 feet. **Prerequisite:** The dragon knight must have the behemoth draconic talent to select this talent.

Chain Lightning Breath (Su): The dragon knight can cause secondary bolts of electricity to leap from his breath weapon. When using his breath weapon, the dragon knight can choose a number of secondary targets up to his dragoon level that are outside the area of effect but within 30 feet of it. The breath weapon deals half its normal lightning damage to secondary targets, and they gain a +2 bonus on their Reflex save to take half damage. **Prerequisite:** The dragon knight must have a dragon breath class feature with the lightning elemental type to select this talent.

Concentrated Breath (Su): The dragon knight can focus his breath weapon into an intensified blast. As a full-round action expending one daily use of his dragon breath, he can use his line-shaped breath weapon. The breath weapon's DC increases by 2 for the closest creature to the dragon knight in the area of effect, and on a failed save the creature takes an additional amount of damage equal to the dragon knight's dragoon level. **Prerequisite:** The dragon knight must have a line-shaped dragon breath to select his talent.

Destructive Might (Ex): As a swift action, the dragon knight can attempt a bull rush combat maneuver without provoking an attack of opportunity. The dragon knight must have successfully hit a creature with a bite in the same round in order to attempt this bull rush against it. At 8th level, the dragon knight can use a swift action to attempt a sunder combat maneuver without provoking an attack of opportunity. The dragon knight must have successfully hit a creature with a bite in the same round in order to attempt this sunder against the creature's worn or wielded equipment.

Detect Valuables (Su): The dragon knight can detect valuable objects, casting an effect similar to locate objects as a spell-like ability. Only gemstones, precious metals and objects worth at least 100 gil can be detected with this ability. This ability can be used 3 times per day.

Elemental Aura (Su): As a swift action, the dragon knight can cause energy appropriate to his dragon companion's elemental affinity to boil up out of his limbs for 1 round. The dragon knight's natural attacks deal +1d6 points of the appropriate elemental damage, plus an additional +1d6 for every five dragoon levels (maximum +5d6 at 20th level).

Fey Breath (Su): The dragon knight gains a cone-shaped breath weapon (30') of euphoric gas. Creatures within the area must make a Fortitude save or be staggered, sickened, and immune to fear for 1 round, plus 1 additional round for every four dragoon levels. The saving throw for this ability is Constitution-based. **Prerequisite:** The dragon knight must have the dragon breath class feature to gain this talent.

Fling (Ex): The dragon knight can hurl opponents through the air with his mighty blows. When the dragon knight uses his destructive might to bull rush an opponent, he doubles the distance the opponent is moved. If the opponent is bull rushed into a solid object or obstacle, it is knocked prone and takes damage as if it had fallen the distance pushed. **Prerequisite:** The dragon knight must have the destructive might draconic talent to select this talent.

Frightful Presence (Ex): The dragon knight instinctively strikes fear into the hearts of his enemies. As a standard action, or as a free action as part of a charge, the dragon knight can make all opponents within 30 feet shaken for 1 round/level. At 8th level and every four dragoon levels thereafter, the range of this ability increases by 30 feet (maximum 150 foot range at 20th level). A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to the dragon knight's frightful presence for 24 hours. This ability only affects opponents with Hit Dice less than the dragon knight's dragoon level. This ability is a mind-affecting fear effect. The saving throw for this ability is Charisma-based. **Prerequisite:** The dragon knight must be at least 10th level to select this talent.

Hardened Scales (Ex): The dragon knight gains DR 5/magic. This talent can be taken once for every five dragoon levels the dragon knight possesses. Each additional time the dragon knight takes this talent, this damage reduction increases by 5 (maximum DR 20/magic).

Icewalking (Ex): The dragon knight can move across icy surfaces without penalty and does not need to make Acrobatics skill checks to run or charge on ice. The dragon knight can also climb on horizontal and vertical ice-covered surfaces. This functions similarly to the *wall climb* spell, but only on icy surfaces.

Prerequisite: The dragon knight must have a dragon companion with the ice elemental affinity to select this talent.

Imbued Spirit (Ex): The dragon knight's powerful draconic spirit enhances his mental faculties. The dragon knight gains a +2 inherent bonus to one of his mental attributes. This gift can be learned multiple times, but a different mental attribute must be chosen each time.

Instinctive Spell Resistance (Su): The dragon knight can voluntarily lower his spell resistance for 1 round as an immediate action. **Prerequisite:** The dragon knight must have the spell resistance draconic talent to select this talent.

Lithe Movement (Ex): The dragon knight can move through areas at least half his size at normal speed and takes only a -2 penalty to attack rolls and a -2 penalty to his AC when squeezed into such an area. He can move through a space at least one-quarter of his size using the normal penalties for squeezing into a space.

Naphtha Breath (Su): The dragon knight can use his breath weapon to coat his enemies in a sticky, burning substance like pitch or oil. Creatures who fail their saving throw against his fire breath weapon catch on fire in addition to the breath weapon's normal damage. Each subsequent round, the creature takes 1d6 points of additional fire damage. Flammable items worn by a creature must also save or take the same damage. As a standard action, creatures on fire can make a new Reflex save against the same DC as the original to end this effect. Creatures remain on fire for a number of rounds equal to the dragon knight's class level or until they succeed at a Reflex save. While on fire from naphtha breath, creatures are dazzled. The naphtha cannot be extinguished by water and will even burn underwater. **Prerequisite:** The dragon knight must have a dragon breath class feature with the fire elemental type to select this talent.

Nictitating Membranes (Ex): The dragon knight is immune to being dazzled. Once per day, the dragon knight can reroll a saving throw against a spell or effect that causes blindness, a gaze attack, or an illusion spell or effect. The dragon knight must decide to use this ability before the results are revealed, and must take the second roll even if it is worse. If the dragon knight is at least 10th level, he can use this ability twice per day.

Overland Flight (Ex): The dragon knight's speed and endurance while flying dramatically increase. He increases his base fly speed by 60 feet, and he only checks for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying. The increase to fly speed gained from learning this talent multiple times is cumulative. **Prerequisite:** The dragon knight must have the wings class feature to select this talent.

Pacify the Herd (Su): The dragon knight's presence is overwhelming when he flies above his prey, forcing them into inaction. The range of the dragon knight's frightful presence is doubled against grounded opponents while he is flying. The dragon knight can also force a creature that fails its save against his frightful presence to cower for 1d4 rounds in addition to being shaken for 1 round/level. The cowering condition automatically ends if the creature is attacked. **Prerequisite:** The dragon knight must have the frightful presence draconic talent and wings class feature to select this talent.

Predator's Slumber (Ex): The dragon knight is always alert to danger. He takes no penalty on Perception skill checks for being asleep.

Predator's Speed (Ex): The dragon knight's base speed increases to 40 feet.

Pulverizing Rumble (Su): The dragon knight's roar shakes the very foundation of his environment. As a standard action, the dragon knight can use his roar to shatter the nearby ground. The pulverizing rumble can affect either the roar's normal cone-shaped area or the dragon knight's space and all squares he threatens. Any square whose ground surface has hardness equal to or less than the dragon knight's dragoon level becomes difficult terrain. All creatures other than the dragon knight in the area must make a Reflex save or be knocked prone. This ability's saving throw is Constitution based. **Prerequisite:** The dragon knight must have the roar draconic talent to select this talent.

Rampage (Ex): The dragon knight's ferocity is unmatched, allowing him to bully his way around the battlefield with impunity. He can activate this ability as part of a charge to charge through difficult terrain and squares occupied by allies, and can even charge through squares occupied by enemies by attempting overrun combat maneuvers against them as free actions that do not provoke attacks of opportunity. Each enemy to be overrun after the first gains a cumulative +2 bonus to its CMD. If an overrun attempt is unsuccessful, the dragon knight's charge ends in the last open space he entered in his charge path.

Reflective Scales (Su): The dragon knight's resistance to spells can reflect them back upon their caster. If a caster level check for a targeted spell to penetrate the dragon knight's spell resistance is failed by 5 or more, the spell is reflected. **Prerequisite:** The dragon knight must have the spell resistance draconic talent to select this talent.

Rime Breath (Su): The dragon knight's breath weapon covers his environment in a slick coating of ice. When the dragon knight uses his breath weapon to deal ice damage, creatures who fail their Reflex save become entangled and the affected area becomes coated with ice for a number of rounds equal to half his dragoon level. Creatures attempting to move across the icy area at more than half speed must make a DC 15 Acrobatics skill check at the start of the movement or fall prone. **Prerequisite:** The dragon knight must have a dragon breath class feature with the ice elemental type to select this talent.

Roar (Su): The dragon knight can utter a tremendous roar to overwhelm his enemies. As a standard action, the dragon knight emits a cone of sound (30'). Creatures in the area are staggered for 1 round and deafened for 1 round/level. A successful Fortitude save negates this effect. The saving throw for this ability is Constitution-based.

Scent (Ex): The dragon knight gains scent.

Shielding Aura (Su): The dragon knight can wreath his body in a nimbus of energy. By expending one additional daily use of dragon breath when activating his elemental aura, the dragon knight covers his entire body in energy. Any creature striking the dragon knight with a melee weapon that does not have reach, an unarmed strike or a natural weapon takes damage from the elemental aura. **Prerequisite:** The dragon knight must have the elemental aura draconic talent to select this talent.

Sound Imitation (Ex): The dragon knight can mimic any voice or sound it has heard by making a successful Bluff opposed skill check against a listener's Sense Motive skill check.

Spatial Sense (Ex): The dragon knight doesn't lose his Dexterity bonus to AC against melee attacks from hidden or invisible creatures, and invisible attackers do not gain a +2 bonus to melee attack rolls against the dragon knight.

Spatial Sense, Improved (Ex): The dragon knight is immune to being flanked, and doesn't lose his Dexterity bonus to AC against ranged attacks from hidden or invisible creatures. **Prerequisite:** The dragon knight must have the spatial sense draconic talent to select this talent.

Spell Resistance (Su): The dragon knight gains spell resistance equal to 3 + his class level. This draconic talent can be taken up to three times. Each additional time the dragon knight takes this draconic talent, his spell resistance increases by +4.

Steel Render (Ex): The dragon knight has a knack for tearing through solid objects. When the dragon knight uses his destructive might to sunder metal armor and gives it the broken condition, the opponent wearing the armor is entangled. The opponent remains entangled until he takes off the armor or it is repaired.
Prerequisite: The dragon knight must have the destructive might draconic talent to select this talent.

Stunning Blow (Ex): The dragon knight's destructive might can be focused directly on his enemies. When the dragon knight uses his destructive might to bull rush a creature or sunder an object in its possession, the creature must make a Fortitude save or be stunned for 1 round. The saving throw for this ability is Constitution-based. **Prerequisites:** The dragon knight must be at least 8th level and have the destructive might draconic talent to select this talent.

Sweeping Breath (Su): The dragon knight can sweep his breath weapon over larger areas. As a full-round action that expends two daily uses of his dragon breath, the dragon knight can cause a line-shaped breath weapon to be a cone-shaped breath weapon with the same range. He can instead cause a cone-shaped breath weapon to affect a half-circle with the same range. The dragon knight cannot use his breath weapon for 4 rounds after using this ability. **Prerequisite:** The dragon knight must be at least 12th level to select this talent.

Thickened Scales (Ex): The dragon knight gains a +2 bonus to its natural armor bonus to AC. This draconic talent can be taken once for every five dragon levels the dragon knight possesses (maximum +8 at 20th level).

Trample (Ex): The dragon knight mows down bystanders while thrashing about the battlefield. Whenever the dragon knight makes a successful overrun combat maneuver, he can make a free bite attack at his full base attack bonus against the overrun creature. **Prerequisite:** The dragon knight must have the rampage draconic talent to select this talent.

Unfettered Rampage (Ex): The dragon knight moves in unpredictable ways while rampaging. When the dragon knight uses rampage, he can make one turn up to 90 degrees as part of his charge's movement. **Prerequisite:** The dragon knight must have the rampage draconic talent to select this talent.

Vascular Fortitude (Ex): The dragon knight's robust physiology provides some resistance against blood loss. He reduces hit point damage taken from bleed effects by 1 (minimum 0).

Venomous Bite (Ex): The dragon knight can inject a debilitating poison with his bite. As a swift action when successfully damaging an opponent with a bite attack, the dragon knight can apply the following poison: **Dragon Knight poison** – **type** injury; **save** Fort DC 10 + half of the dragon's level + his Constitution modifier; **frequency** 1/round for 6 rounds; **effect** 1 Str + 1 Str/6 levels; **cure** 1 save + 1 save/8 levels.

These abilities replace acrobatic talents and advanced acrobatic talents gained at 4th level and higher.

Fearful Might (Ex): At 4th level, a dragon knight gains a +2 bonus on Intimidate checks to demoralize a foe. This bonus increases to +4 at 8th level and by an additional 2 every four dragon levels thereafter to a maximum of +10 at 20th level.

This ability replaces vault.

Dragon Breath (Su): At 4th level, a dragon knight may use a breath weapon as a standard action. When he gains this ability, choose earth, fire, ice, lightning, water, or wind—this determines what kind of damage his

breath weapon deals. Once the dragon knight makes this choice, he cannot change it later. The dragon knight's breath weapon fills a 15-ft.-cone or 30-ft.-line, and deals 3d6 points of damage—this damage increases by 1d6 points at every even-numbered level he gains beyond 4th level. A creature hit by the dragon knight's dragon breath attack can attempt a Reflex save (DC 10 + half of the dragon's level + his Strength modifier) to take half damage. The dragon knight can use this ability a number of times per day equal to 3 + his Constitution modifier.

This ability replaces hardy landing.

Draconic Prowess (Ex): At 5th, 10th, 15th, and 20th levels, a dragon knight rolls 1d12 for his Hit Die instead of 1d10 to determine hit points. The dragon knight also gains other abilities, as explained below:

- At 5th, 10th, and 20th levels, the dragon knight gains a +1 increase to natural armor bonus.
- At 10th and 15th levels, he gains a bonus feat from the following list: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, or Toughness.
- At 10th and 20th levels, the dragon knight's bite attack deals an additional 1d6 points of damage of his energy type on a successful hit.

These abilities replace dragoon training.

Predatory Deduction (Ex): Beginning at 5th level, when a dragon knight successfully uses Survival to spot the trail of a creature of the dragon type, he may attempt an immediate DC 15 Knowledge (arcana) check. On a success, the dragon knight is able to deduce the species, age category, size, and color of the dragon. If the trail is less than 48 hours old, the dragon knight gains a +2 circumstance bonus on the Knowledge check.

This ability replaces pike charge.

Draconic Presence (Su): At 7th level, the dragon knight receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability, and can use it as a standard action.

This ability replaces spinning lance.

Blindsense (Ex): At 11th level, the dragon knight gains blindsense with a range of 30 feet. Using non-visual senses, the dragon knight notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon knight cannot see still has total concealment against him, and the dragon knight still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 15th level, the range of this ability increases to 60 feet.

This ability replaces springing charge.

Undaunted (Ex): Beginning at 11th level, a dragon knight gains a +4 bonus on Will saves made to resist mind-affecting fear effects, Reflex saves made to avoid damage from breath weapons, Reflex saves made to avoid crush attacks, and Reflex saves made to avoid damage from tail sweep attacks.

This ability replaces agile charger.

Wings (Su): At 15th level, a dragon knight can grow leathery dragon wings from his back as a standard action, granting him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action.

This ability replaces piercing lance.

Elemental Resilience (Su): At 19th level, a dragon knight gains elemental resistance 30 against a single element type for 1 hour. The element types he may choose are earth, fire, ice, lightning, water, or wind. He may use this ability once per day.

This ability replaces spearhead charge.

Dragon Knight (Ex): At 20th level, the dragoon has reached the pinnacle of being a dragon knight. The dragon knight chooses a dragon subtype as the same as his dragon companion (earth, fire, ice, lightning, water, or wind) and he gains the half-dragon template (using his dragoon levels as racial HD for the breath weapon).

This ability replaces leaping charge.