

## Dragon Slayer

*These dragoons specialize in the slaying of dragons, learning all they can to use their own powers against them and to support their allies.*

The dragon slayer is an archetype of dragoon class.

**Limit Break (Su):** At 1st level, the dragon slayer receives the Limit Break (Six Dragons).

*Six Dragons (Su):* This Limit Break allows the dragon slayer to conjure the might of one of six dragons to assist his allies or decimate his foes. However, such might is not able to be fully controlled and what dragon power is conjured is random. The dragon slayer rolls a 1d6 to determine what dragon power is conjured. A successful Reflex save (DC 10 + half of the dragoon's level + his Wisdom modifier) reduces the damage by half.

**Table: Six Dragons**

D6 - Dragon	Effect
1. Fire Dragon	A fire dragon's power burns the dragon slayer's enemies, dealing 2d6 points of fire damage to all enemies within a 30-ft.-cone. This deals an additional 2d6 points of fire damage for every four dragoon levels after 1st.
2. Ice Dragon	An ice dragon's power unleashes a shards of ice to the dragon slayer's enemies, dealing 2d6 points of ice damage to all enemies within a 30-ft.-line. This deals an additional 2d6 points of ice damage for every four dragoon levels after 1st.
3. Wind Dragon	A wind dragon's power unleashes a blistering vortex within 60 feet, dealing 2d6 points of wind damage to all enemies within a 30-ft.-radius. This deals an additional 2d6 points of wind damage for every four dragoon levels after 1st.
4. Earth Dragon	An earth dragon's power hardens the dragon slayer and his allies within 30 feet, granting them damage reduction 3/- for 1 round plus an additional round every four dragoon levels after 1st. This damage reduction increases by 3 for every four dragoon levels after 1st.
5. Lightning Dragon	A lightning dragon's power leaves a protective electric barrier over the dragon slayer and his allies within 30 feet, granting them Spell Resistance 10 for 1 round plus an additional round every four dragoon levels after 1st. This spell resistance increases by 5 for every four dragoon levels after 1st.
6. Water Dragon	A water dragon's power soothes the wounds of the dragon slayer and his allies within 30 feet, healing them for 2d6 damage plus an additional 2d6 damage for every four dragoon levels after 1st.

This ability replaces the Limit Break (Lancet).

**Dragon Technique (Su):** At 4th level and every four dragoon levels thereafter, the dragon slayers learns to utilize a new ability that allows him to face off with dragons and support his allies with the powers the dragons use. Most abilities have additional effects versus dragons. Each technique can only be selected once unless otherwise noted. A dragon slayer can use dragon techniques a number of times per day equal to 3 plus his Wisdom modifier.

*Chaos Thrust (Su):* The dragon slayer can unleash a powerful thrust bestowed with the might of dragons of the east against his foe, when it lands, it conjures cherry blossoms. As a full-round action, the dragon slayer makes a single melee attack, if it hits, it deals damage as normal and applies deadly lancer damage to the attack. A -2 penalty can be applied to the attack to add an additional 1d6 damage to the attack up to a maximum of -6/+3d6. If the target creature is a dragon or has the dragon sub-type, the attack ignores damage reduction and

deals the bonus deadly lancer damage without the need of taking a penalty on the attack roll. No penalty/bonus can be further applied when used this way as it already applies.

*Dragon Crest (Su):* The dragon slayer can conjure a glyph that explodes with energy. As a standard action, the dragon slayer deals 1d6 points of non-elemental damage plus an additional 1d6 points of non-elemental damage for every three dragoon levels after 2nd to all enemies in a 30-ft.-radius. This ability has a range of 100 feet. A successful Reflex save (DC 10 + half of the dragoon's level + his Wisdom modifier) can reduce this damage by half. If a creature that is a dragon or has the dragon sub-type is effected by this ability, the DC is increased by 2 and the damage die increased from a d6 to a d10 for that creature only.

*Dragon Force (Su):* As a standard action, the dragon slayer can grant himself or an ally he can touch with the might of a dragon's soul for a brief period. This ability grants the subject an increase to all physical damage, melee and ranged by +1 plus an additional +1 per three dragoon levels after 2nd. It also grants the subject an increase to all magical damage and healing by the same amount. This ability lasts a number of rounds equal to the dragon slayer's Wisdom modifier.

*Elemental Breath (Su):* The dragon slayer can unleash a cone of elemental breath, like the very dragons he labors to slay. Upon choosing this technique, he chooses a single element from six elements (earth, fire, ice, lightning, water, or wind) as his elemental breath. This cannot be change once chosen. As a standard action, the dragon slayer can unleash a 15-ft.-cone of the element chosen, dealing 1d6 points of damage for every three dragoon levels after 2nd to all within the area of effect. A successful Reflex save (DC 10 + half of the dragoon's level + his Wisdom modifier) can reduce this damage by half. If a creature affected is a dragon or has a dragon sub-type, the DC is increased by 2 and the damage die is increased from d6 to d10 for that creature only. This technique can be selected multiple times, each time choosing a different element.

*Lancer (Su):* As a standard action, the dragon slayer draws out the energy of an enemy creature he can see within 30 feet, dealing 1d6 points of damage and MP damage for every four dragoon levels after 2nd. The dragon slayer is healed half the amount dealt to the target's hit points. If the target does not have a MP pool, it suffers only hit point damage as normal. A successful Fortitude save (DC 10 + half of the dragoon's level + his Wisdom modifier) can reduce this damage by half and negate the healing. If the target creature is a dragon or has a dragon sub-type, the DC is increased by 2 and the damage die increases from d6 to d8 for that creature only.

*Luna (Su):* The dragon slayer can emulate the blessing the moon that grants upon dragons and grant that same effect to him and his allies. As a swift action, he can increase the threat range of himself or an ally within 30 feet with any weapon wielded by 2 for a number of rounds equal to his Wisdom modifier. This effect applies after other effects and abilities that increased threat range. If the dragon slayer or an ally effected by this ability strikes a dragon or a creature with the dragon sub-type, any critical threat is automatically confirmed.

*Rei's Wind (Su):* As a standard action, the dragon slayer bestows a healing winds around himself and his allies. The dragon slayer and his allies within 30 feet gain *Regen* as the spell of a white mage of the same level (I.E. If a dragon slayer is 10th level, the ability would of the 5th level version, *Regen III*) for a number of rounds equal to the dragon slayer's Wisdom modifier.

*White Draw (Su):* The dragon slayer can draw the mana from a target creature and bestow it on his allies. As a standard action, the dragon slayer deals 1d6 points of MP damage for every four dragoon levels after 2nd from a target creature within 30 feet and bestow that MP to a single nearby ally within 30 feet. A successful Will save (DC 10 + half of the dragoon's level + his Wisdom modifier) negates this effect. If the target creature is a dragon or has a dragon sub-type, the DC is increased by 2 and if the save is failed, the dragon is also Silenced for a number of rounds equal to the dragon slayer's Wisdom modifier.

These abilities replace acrobatic talents gained at 4th, 8th, 12th, 16th, and 20th level.