

## Dragonkin

*Legends tell of a hero known as the Dragonkin, a warrior with the body of a mortal and soul of a dragon, whose destiny it is to destroy evil dragons. Dragonkins can naturally learn and speak the ancient and powerful tongue of the Dov, called the Thu'um. This language allows for their shouts to have powerful effects and provide the dragonkin with a variety of abilities.*

The dragonkin is an archetype of the bard class.

**Weapon and Armor Proficiency:** Dragonkins gain proficiencies in all martial weapons and also gain proficiency in medium armor as well as light shields. However, a dragonkin wearing medium armor or using a shield incurs a chance of song failure.

This ability replaces the bard's normal weapon and armor proficiencies.

**Diminished Songperforming:** A dragonkin gains fewer MP than normal equal to the spell level he gains. For example, a dragonkin of 5th level would only have 5 MP excluding extra MP from Charisma bonus.

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	5	2 <sup>nd</sup>
6 <sup>th</sup>	6	2 <sup>nd</sup>
7 <sup>th</sup>	8	3 <sup>rd</sup>
8 <sup>th</sup>	10	3 <sup>rd</sup>
9 <sup>th</sup>	12	3 <sup>rd</sup>
10 <sup>th</sup>	15	4 <sup>th</sup>
11 <sup>th</sup>	18	4 <sup>th</sup>
12 <sup>th</sup>	21	4 <sup>th</sup>
13 <sup>th</sup>	25	5 <sup>th</sup>
14 <sup>th</sup>	29	5 <sup>th</sup>
15 <sup>th</sup>	33	5 <sup>th</sup>
16 <sup>th</sup>	38	6 <sup>th</sup>
17 <sup>th</sup>	43	6 <sup>th</sup>
18 <sup>th</sup>	48	6 <sup>th</sup>
19 <sup>th</sup>	53	6 <sup>th</sup>
20 <sup>th</sup>	59	6 <sup>th</sup>

**Martial Prowess:** A dragonkin's base attack bonus increases by one step (from 3/4 BAB to full BAB). Also increases dragonkin's hit dice from d8 to d10.

**Limit Break (Su):** At 1st level, the dragonkin receives the Limit Break (Yol Strun Bah).

*Yol Strun Bah (Su):* This Limit Break uses the dragonkin's tremendous shouting ability to call forth a meteor swarm upon a 30-ft.-radius area within 60 feet. For a duration of 1 round + 1 round per four bard levels after 1st, enemies within the area of effect take 2d6 points of fire and physical damage (half and half) plus an additional 2d6 points of fire and physical damage per four bard levels after 1st. A successful Reflex save (DC 10 + half of the bard's level + his Charisma modifier) halves the damage.

This ability replaces the Limit Break (Destructive Shout).

**Shouting Pool (Su):** At 2nd level, a dragonkin gains a reservoir of mystical draconic energy that he can draw upon to fuel his shouts. This shouting pool has a number of points equal to half his bard level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the dragonkin rests for a full 8 hours.

**Shouts (Su):** Beginning of 2nd level and every two bard levels thereafter, a dragonkin learns a new shout power. Some shouts require other shout powers as prerequisites. Shouts require a standard action to use.

When using the same line of shouts in a round, the dragonkin must use them consecutively. *Laas* -> *Yah* to activate the *Yah* effect, do not add the point cost instead take the highest. Using the higher tier shouts does not give the benefit of the previous words in the shout.

**Aura Whisper:** The dragonkin's voice is not a shout, but a whisper, revealing the life forces of any and all.

*Laas (Su):* At a cost of 1 shouting pool point, this shout reveals all creatures within a 10-ft.-radius, showing an outline for those creatures who are invisible or hidden to the dragonkin. Those affected by this ability are revealed for 1 round per bard level + his Charisma modifier.

*Yah (Su):* At a cost of 2 shouting pool points, this shout reveals all creatures within a 20-ft.-radius, showing an outline for those creatures who are invisible or hidden to the dragonkin. It also reveals their current health. Those affected by this ability are revealed for 1 round per bard level + his Charisma modifier.

**Prerequisite:** *Laas*.

*Nir (Su):* At a cost of 3 shouting pool points, this shout reveals all creatures within a 30-ft.-radius, showing an outline for those creatures who are invisible or hidden to the dragonkin. It also reveals their current health, current MP or KI pool, and status effects that are affecting them. Those affected by this ability are revealed for 1 round per bard level + his Charisma modifier. **Prerequisites:** *Laas*, *Yah*.

**Disarm:** Shout defies steel, as the dragonkin rips the weapon from an opponent's grasp.

*Zun (Su):* At a cost of 1 shouting pool point, this shout attempts to disarm an adjacent opponent of his weapon. Using normal disarm rules, the dragonkin uses his Charisma modifier for his CMB roll and gains a +2 bonus on the disarm combat maneuver. The dragonkin does not provoke an attack of opportunity for the disarm attempt nor does the defender get to attempt to disarm the dragonkin.

*Haal (Su):* At a cost of 2 shouting pool points, this shout attempts to disarm opponents in a 10-ft.-cone of their weapons. Using normal disarm rules, the dragonkin uses his Charisma modifier for his CMB roll and gains a +4 bonus on the disarm combat maneuver. Each weapon disarmed flies 10 feet in the direction that the dragonkin used this ability. The dragonkin does not provoke an attack of opportunity for the disarm attempt nor does the defenders get to attempt to disarm the dragonkin. **Prerequisite:** *Zun*.

*Viik (Su):* At a cost of 3 shouting pool points, this shout attempts to disarm opponents in a 20-ft.-cone of their weapons. Using normal disarm rules, the dragonkin uses his Charisma modifier for his CMB roll and gains a +6 bonus on the disarm combat maneuver. Each weapon disarmed flies 10 feet in the direction that the dragonkin used this ability. The dragonkin does not provoke an attack of opportunity for the disarm attempt nor does the defenders get to attempt to disarm the dragonkin. **Prerequisites:** *Zun*, *Haal*.

**Dismay:** The weak shall fear the dragonkin's voice, and flee in terror.

*Faas (Su)*: At a cost of 1 shouting pool point, this shout causes all creatures in a 10-ft.-cone to flee from the dragonkin, a Will save (DC 10 + half of the bard's level + his Charisma modifier) to negate. Creatures who do not make the saving throw, flee for 1d4 + 1 rounds.

*Ru (Su)*: At a cost of 2 shouting pool points, this shout causes all creatures in a 20-ft.-cone to flee from the dragonkin, a Will save (DC 10 + half of the bard's level + his Charisma modifier) to negate. Creatures who do not make the saving throw, flee for 1d6 + 2 rounds and are Shaken for 1d4 rounds afterwards. **Prerequisite:** Faas.

*Maar (Su)*: At a cost of 3 shouting pool points, this shout causes all creatures in a 30-ft.-cone to flee from the dragonkin, a Will save (DC 10 + half of the bard's level + his Charisma modifier) to negate. Those who do not make the saving throw, flee for 1d8 + 3 rounds and are Disabled for 1d4 rounds afterwards. **Prerequisites:** Faas, Ru.

**Elemental Fury:** The dragonkin's voice imbues his arms with the speed of wind, allowing for faster weapon strikes.

*Su (Su)*: At a cost of 1 shouting pool point, this shout allows the dragonkin to make two attacks at his highest base attack bonus, but these attacks and any other attacks made in the round suffer a -2 penalty.

*Grah (Su)*: At a cost of 2 shouting pool points, this shout allows the dragonkin to make three attacks at his highest base attack bonus, but these attacks and any other attacks made in the round suffer a -3 penalty. **Prerequisite:** Su.

*Dun (Su)*: At a cost of 3 shouting pool points, this shout allows the dragonkin to make four attacks at his highest base attack bonus, but these attacks and any other attacks made in the round suffer a -4 penalty. **Prerequisites:** Su, Grah.

**Fire Breath:** Inhale air, exhale flame, and behold the dragonkin's voice as inferno.

*Yol (Su)*: At a cost of 1 shouting pool point, this shout deals 2d6 points of fire damage to all creatures in a 10-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 1d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame.

*Toor (Su)*: At a cost of 2 shouting pool points, this shout deals 4d6 points of fire damage to all creatures in a 20-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 2d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame. **Prerequisite:** Yol.

*Shul (Su)*: At a cost of 3 shouting pool points, this shout deals 6d6 points of fire damage to all creatures in a 30-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 3d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame. **Prerequisites:** Yol, Toor.

**Frost Breath:** The dragonkin's breath is winter, his shout, a blizzard.

*Fo (Su)*: At a cost of 1 shouting pool point, this shout deals 2d6 points of ice damage to all creatures in a 10-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 5 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds.

*Krah (Su)*: At a cost of 2 shouting pool points, this shout deals 4d6 points of ice damage to all creatures in a 20-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 10 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds. **Prerequisite**: Fo.

*Diin (Su)*: At a cost of 3 shouting pool points, this shout deals 6d6 points of ice damage to all creatures in a 30-ft.-cone, Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 15 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds. **Prerequisites**: Fo, Krah.

**Marked for Death**: Speak, and let the dragonkin's voice herald doom, as an opponent's armor and lifeforce are weakened.

*Krii (Su)*: At a cost of 1 shouting pool point, this shout weakens the armor and lifeforce of an opponent adjacent to the dragonkin. Creature affected must make a Fortitude save (DC 10 + half of the bard's level + his Charisma modifier) or suffer a -2 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creature who did not make the saving throw, its armor (if any) receives a -1 penalty to Armor Class and damage reduction for 1d4 rounds.

*Lun (Su)*: At a cost of 2 shouting pool points, this shout weakens the armor and lifeforce of all creatures in a 10-ft.-cone. Creatures affected must make a Fortitude save (DC 10 + half of the bard's level + his Charisma modifier) or suffer a -4 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creatures who did not make the saving throw, its armor (if any) receives a -2 penalty to Armor Class and damage reduction for 1d4 rounds. **Prerequisite**: Krii.

*Aus (Su)*: At a cost of 3 shouting pool points, this shout weakens the armor and lifeforce of all creatures in a 20-ft.-cone. Creatures affected must make a Fortitude save (DC 10 + half of the bard's level + his Charisma modifier) or suffer a -6 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creatures who did not make the saving throw, its armor (if any) receives a -3 penalty to Armor Class and damage reduction for 1d4 rounds. **Prerequisites**: Krii, Lun.

**Storm Call**: A shout to the skies, a cry to the clouds that awakens the destructive force of lightning.

*Strun (Su)*: At a cost of 1 shouting pool point, this shout deals 2d6 points of lightning damage in a 10-ft.-radius within 30 feet of the dragonkin. Creatures in the area of effect must make a Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazzled for 1d4 + 1 rounds.

*Bah (Su)*: At a cost of 2 shouting pool points, this shout deals 4d6 points of lightning damage in a 20-ft.-radius within 60 feet of the dragonkin. Creatures in the area of effect must make a Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazzled for 1d6 + 2 rounds. **Prerequisite**: Strun.

*Qo (Su)*: At a cost of 3 shouting pool points, this shout deals 6d6 points of lightning damage in a 30-ft.-radius within 90 feet of the dragonkin. Creatures in the area of effect must make a Reflex save (DC 10 + half of the bard's level + his Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazzled for 1d8 + 3 rounds. **Prerequisites**: Strun, Bah.

**Unrelenting Force**: The dragonkin's voice is raw power, pushing aside anything - or anyone - who stands in his path.

*Fus (Su)*: At a cost of 1 shouting pool point, this shout pushes all creatures in a 10-ft.-cone away from the dragonkin. The dragonkin makes a Bull Rush combat maneuver on all creatures in the area of effect, using his Charisma modifier instead of his Strength for his CMB. He gains a +2 bonus on the Bull Rush combat maneuver. The dragonkin does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make an Acrobatics DC 10 skill check or fall prone.

*Ro (Su)*: At a cost of 2 shouting pool points, this shout pushes all creatures in a 20-ft.-cone away from the dragonkin. The dragonkin makes a Bull Rush combat maneuver on all creatures in the area of effect, using his Charisma modifier instead of his Strength for his CMB. He gains a +4 bonus on the Bull Rush combat maneuver. The dragonkin does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make an Acrobatics DC 15 skill check or fall prone. **Prerequisite:** Fus.

*Dah (Su)*: At a cost of 3 shouting pool points, this shout pushes all creatures in a 30-ft.-cone away from the dragonkin. The dragonkin makes a Bull Rush combat maneuver on all creatures in the area of effect, using his Charisma modifier instead of his Strength for his CMB. He gains a +6 bonus on the Bull Rush combat maneuver. The dragonkin does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make an Acrobatics DC 20 skill check or fall prone. **Prerequisites:** Fus, Ro.

**Whirlwind Sprint:** The dragonkin's voice rushes forward, carrying him in its wake with the speed of a tempest.

*Wuld (Su)*: At a cost of 1 shouting pool point, this shout allows the dragonkin to charge an enemy within 10 feet. He may use this ability even if he has already moved this turn. If he hits, he deals an additional 2d6 damage. If a creature is in the way of the dragonkin's whirlwind sprint, the dragonkin makes a bull rush combat maneuver, gaining a bonus +2 for every 10 feet that the dragonkin moves. He may also use this ability purely for movement without targeting a creature. Using this ability provokes attacks of opportunity as per normal.

*Nah (Su)*: At a cost of 2 shouting pool points, this shout allows the dragonkin to charge an enemy within 20 feet. He may use this ability even if he has already moved this turn. If he hits, he deals an additional 4d6 damage. If a creature is in the way of the dragonkin's whirlwind sprint, the dragonkin makes a bull rush combat maneuver, gaining a bonus +2 for every 10 feet that the dragonkin moves. He may also use this ability purely for movement without targeting a creature. Using this ability provokes attacks of opportunity as per normal. **Prerequisite:** Wuld.

*Kest (Su)*: At a cost of 3 shouting pool points, this shout allows the dragonkin to charge an enemy within 40 feet. He may use this ability even if he has already moved this turn. If he hits, he deals an additional 6d6 damage. If a creature is in the way of the dragonkin's whirlwind sprint, the dragonkin makes a bull rush combat maneuver, gaining a bonus +2 for every 10 feet that the dragonkin moves. He may also use this ability purely for movement without targeting a creature. Using this ability provokes attacks of opportunity as per normal. **Prerequisites:** Wuld, Nah.

These abilities replace song talents and advanced song talents.

**Inspiring Blow (Su):** At 3rd level, the dragonkin roars his war-cries with each telling blow. When he confirms a critical hit or fells an opponent, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to half his bard level + his Charisma modifier times the critical multiplier of the weapon (if positive), and all allies within 30 feet gain a morale bonus equal to the dragonkin's Charisma modifier on their next attack roll prior to the start of his next turn. These temporary hit points remain until the dragonkin ends his performance.

This ability replaces inspiration.

**Incite Rage (Su):** At 4th level, the dragonkin can use a bardic performance to induce a furious rage in one creature within 30 feet. This effect functions as a berserker's rage that lasts as long as the target can hear the dragonkin's performance; however, unwilling creatures can be affected if they fail a Will save (DC 10 + half of the bard's level + his Charisma modifier). Success renders the target immune to this power for 24 hours. The dragonkin cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the dragonkin continues performing. This mind-affecting effect requires audible components.

This ability replaces wide audience.

**Heroism (Ex):** At 7th level, the dragonkin is completely immune to fear effects. In addition, the dragonkin and the affected ally gain an additional +2 to skill checks when using inspire competence.

This ability replaces skilled performer.

**Battle Song (Su):** At 12th level, a dragonkin can affect any number of allies within 30 feet when using performance to incite rage.

This ability replaces soothing performance.

**War Chant (Ex):** At 18th level, a dragonkin can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects for one creature. The affected creature also gains DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with any damage reduction and lasts until the dragonkin ends his performance. This mind-affecting ability requires audible components.

This ability replaces funeral ballad.

**Legacy (Ex):** At 20th level, the dragonkin's name is legend, it will be remembered for eternity by the dragonkins that proceed him. He is known far and wide, he is a figure of destiny, a god among men. His personality reflects this. The dragonkin gains a +4 bonus to Charisma and can affect creatures immune to fear with his songs, performances, and shouts. In addition, once per day, a dragonkin can use a shout power twice in one turn, using the same action for one.

This ability replaces deadly performance.