

## Dragoon

Of all the things that are symbolic of the nation of Ishgard, few are more recognized than the dragoon. Born amidst the timeless conflict between men and dragons, these lance-wielding knights have developed an aerial style of combat, that they might better pierce the scaled hides of their mortal foes. Taking to the firmament as though it were an extension of the land, they descend upon the enemy with every ounce of their bodies behind the blow. It is this penetrative power that characterizes the dragoon.

**Role:** Dragoons tend to be on the front-lines, jumping into the midst of battle. Their mastery of their acrobatics skill is a wonder to all as they soar above, slamming into their opponents with their polearms.

**Alignment:** Any.

**Hit Die:** d10.

**Starting Wealth:** 5d6 x 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The dragoon's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points Per Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+0	Strengthened Agility, Deadly Lancer, Jump, Shaft Trip, Limit Breaks
2 <sup>nd</sup>	+2	+3	+3	+0	Acrobatic Talent, Pole Fighting, Balanced Stride
3 <sup>rd</sup>	+3	+3	+3	+1	Armor Training, Steadfast Pike
4 <sup>th</sup>	+4	+4	+4	+1	Acrobatic Talent, Hardy Landing (20 ft.), Vault
5 <sup>th</sup>	+5	+4	+4	+1	Dragoon Training (+1), Pike Charge
6 <sup>th</sup>	+6/+1	+5	+5	+2	Acrobatic Talent, Hardy Landing (30 ft.)
7 <sup>th</sup>	+7/+2	+5	+5	+2	Fighter Training, Spinning Lance
8 <sup>th</sup>	+8/+3	+6	+6	+2	Acrobatic Talent, Hardy Landing (40 ft.)
9 <sup>th</sup>	+9/+4	+6	+6	+3	Sweeping Fend, Tail Sweep
10 <sup>th</sup>	+10/+5	+7	+7	+3	Acrobatic Talent, Hardy Landing (50 ft.), Dragoon Training (+2)
11 <sup>th</sup>	+11/+6/+1	+7	+7	+3	Springing Charge, Agile Charger
12 <sup>th</sup>	+12/+7/+2	+8	+8	+4	Advanced Acrobatic Talent, Hardy Landing (60 ft.)
13 <sup>th</sup>	+13/+8/+3	+8	+8	+4	Spear Parry and Riposte
14 <sup>th</sup>	+14/+9/+4	+9	+9	+4	Advanced Acrobatic Talent, Hardy Landing (70 ft.)
15 <sup>th</sup>	+15/+10/+5	+9	+9	+5	Dragoon Training (+3), Piercing Lance
16 <sup>th</sup>	+16/+11/+6/+1	+10	+10	+5	Advanced Acrobatic Talent, Hardy Landing (80 ft.)
17 <sup>th</sup>	+17/+12/+7/+2	+10	+10	+5	Mighty Charge, Ranged Set vs, Charge
18 <sup>th</sup>	+18/+13/+8/+3	+11	+11	+6	Advanced Acrobatic Talent, Hardy Landing (90 ft.)
19 <sup>th</sup>	+19/+14/+9/+4	+11	+11	+6	Pike Defense, Spearhead Charge
20 <sup>th</sup>	+20/+15/+10/+5	+12	+12	+6	Advanced Acrobatic Talent, Hardy Landing (any), Dragoon Training (+4), Leaping Charge

## Class Features

All of the following are class features of the dragoon.

**Weapon and Armor Proficiency:** A dragoon is proficient with simple weapons, all spears, lances, and polearms. They are also proficient with all armor (light, medium, and heavy) but not with any shields.

**Limit Breaks (Su):** At 1st level, the dragoon receives the Limit Breaks (Bahamut Leap and Lancet).

*Bahamut Leaps (Su):* This Limit Break allows the dragoon to jump further than ever before. For the duration of 1 round + 1 round per four dragoon levels after 1st, the dragoon can jump further than his speed allows, doubles the bonus to acrobatics granted to him by his jump class feature, reduces the DC multiplier for high jumps by 1 (minimum 1), and does not provoke when jumping. This limit break requires only a swift action.

*Lancet (Su):* This Limit Break causes any attacks the dragoon makes that successfully hits to heal him. For the duration of 1 round + 1 round per four dragoon levels after 1st, the dragoon heals for 1d6 points of damage + an additional 1d6 points of damage per four dragoon levels after 1st whenever the dragoon makes a successful attack. Each successful attack deals additional damage equal to the amount healed. This limit break requires only a swift action.

**Strengthened Agility (Ex):** Beginning of 1st level, a dragoon may treat his Acrobatic skill, using his Strength modifier instead of Dexterity when making Jump checks.

**Jump (Ex):** At 1st level, a dragoon trains for years in the ability to leap astounding and nearly supernatural distances, emulating the dragon's ability to fly. The dragoon adds his dragoon levels to all Acrobatic skill checks for jumping. A dragoon's ability to jump with his Acrobatic checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. In addition, the dragoon may jump as part of a charge action allowing him to ignore difficult terrain for the distance he jumps. A dragoon's maximum jump distance is 2x his base speed, as if charging, instead of being limited by his normal base speed (30-foot land speed, 60-foot jump maximum).

Beginning at 4th level, the DC multiplier for a high jump is reduced by 1, making it a multiplier of 3 rather than 4. This reduction improves by 1 every seven dragoon levels; multiplier of 2 at 11th level, and multiplier of 1 at 18th level. A dragoon using this ability does not provoke an attack of opportunity unless he passes through a square that is threatened by a flying creature that he is not attacking directly or jumping while adjacent to an enemy creature. If a dragoon is hit in this manner, he falls to the ground prone in the square in front of the creature.

**Deadly Lancer (Ex):** At 1st level, the dragoon has learned the technique of falling from the sky upon his opponents to inflict more damage. As a move action before a melee attack with a spear, polearm, or lance or as part of a charge, the dragoon may make an Acrobatics check to jump with a DC equal to his target's CMD. The DC increases by +2 for each size category larger than the dragoon. If the dragoon beats the DC, depending on his Acrobatics roll, he moves forward to make the jump and gains a +1 dodge bonus to AC for one round, a +1 circumstance bonus on that attack roll, and deals an extra 1d6 points of damage on that attack. In addition, for every five the dragoon beats the DC, he gains an additional +1 bonus to his AC and the attack roll, and deals an additional 1d6 damage. This bonus and the number of extra dice cannot exceed the dragoon's level. This additional damage is not multiplied on a critical hit or any class feature that multiplies damage.

**Shaft Trip (Ex):** Beginning at 1st level, a dragoon treats spears, lances, and polearms as trip weapons.

**Acrobatic Talent (Ex or Su):** Starting at 2nd level, a dragoon gains one acrobatic talent. He gains one additional acrobatic talent for every two dragoon levels attained after 2nd. Unless otherwise noted, a dragoon cannot select an individual acrobatic talent more than once.

*Athlete (Ex):* A dragoon is considered always taking 10 on any Acrobatic skill checks. The dragoon can also take 20 in half the time.

*Blue Dragon Scales (Su):* A dragoon with this talent gains water resistance equal to his dragoon level after using Heroic Landing (water) to deal water damage. He gains a competence bonus on all saving throws equal to 1 + 1 per six dragoon levels. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (water) acrobatic talent before selecting this talent.

*Combat Feat:* A dragoon who selects this talent gains a bonus combat feat. This talent may be taken more than once. Each time, a different feat must be selected.

*Controlled Descent (Ex):* A dragoon with this talent may select a number of squares equal to his Dexterity modifier that are not affected when using Heroic Landing. **Prerequisites:** A dragoon must be at least 6th level and have the heroic landing acrobatic talent to select this talent.

*Crater (Ex):* A dragoon with this talent that hits a creature with his deadly lancer attack causes all ground within 5 feet of that creature to become difficult terrain for a number of rounds equal to half his dragoon level. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Dextrous Muscles (Ex):* The dragoon combines both his leg muscles as well as his natural finesse when leaping through the skies. A dragoon with this talent may add both his Strength and Dexterity modifiers on Acrobatics checks made for jumping.

*Flexible Flanker (Ex):* A dragoon with this talent may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier.

*Flowing Lancer (Ex):* The dragoon moves through combat as if made of water. A dragoon with this talent can use his Dexterity modifier instead of his Strength modifier for melee attack rolls with spears, lances, or polearms.

*Graceful Bound (Ex):* A dragoon with this talent may use his Dexterity in place of his Strength when using any of his dragoon abilities.

*Gray Dragon Scales (Su):* A dragoon with this talent gains wind resistance equal to his dragoon level after using Heroic Landing (wind) to deal wind damage. The dragoon also granted a 5% miss chance per two dragoon levels against all ranged weapon attacks. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (wind) acrobatic talent before selecting this talent.

*Green Dragon Scales (Su):* A dragoon with this talent gains earth resistance equal to his dragoon level after using Heroic Landing (earth) to deal earth damage. He also gains damage reduction 1/- per two dragoon levels and stacks with the bonus from adamantite armor. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (earth) acrobatic talent before selecting this talent.

*Halting Blow (Ex):* If a foe's movement in the dragoon's threatened area provokes an attack of opportunity and the dragoon successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action.

*Heroic Landing (Su):* A dragoon with this talent chooses earth, fire, ice, lightning, water, or wind. When the dragoon deals bonus damage with his deadly lancer ability, he may choose the bonus damage to deal elemental damage instead. He deals that much damage of that element to each creature (excluding himself) within 5 feet of the target of his attack, with a Reflex save (DC 10 + half of the dragoon's level + his Strength modifier) for half. Using this ability is declared before the dragoon rolls to attack with his deadly lancer ability. The dragoon may select this talent multiple times, each time he may choose an additional element. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Phalanx Fighting (Ex):* A dragoon with this talent gains proficiency in shields (except tower shields) and when he wields a shield, he can use any polearm or spear of his size as a one-handed weapon.

*Pinpoint Lancer (Ex):* The dragoon attacks his enemies with pinpoint accuracy over brute force. A dragoon with this talent can use his Dexterity modifier instead of his Strength modifier for melee damage rolls with spears, lances, or polearms. **Prerequisite:** A dragoon must have the flowing lancer acrobatic talent to select this talent.

*Pole Vault (Ex):* A dragoon with this talent may change direction once during a jump, even if he is charging.

*Predatory Pounce (Ex):* A dragoon with this talent that uses his deadly lancer ability on a target that is flat-footed, he rolls d8s instead of d6s. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Ready Pike (Ex):* A dragoon with this talent can, once per day, ready a weapon with the brace property as an immediate action, gaining a +1 bonus on attack and damage rolls. For every four dragoon levels, this bonus increases by +1, and he can use the ability one additional time per day. He cannot use this ability when flat-footed.

*Red Dragon Scales (Su):* A dragoon with this talent gains fire resistance equal to his dragoon level after using Heroic Landing (fire) to deal fire damage. The dragoon's movement speed also increases by 10 feet + an additional 10 feet for every six dragoon levels obtained. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (fire) acrobatic talent before selecting this talent.

*Spear Brace (Ex):* A dragoon with this talent allows him to brace a pole-arm or spear on an equipped shield, to aid in handling and fighting with it. His increased stability gives the dragoon a +1 bonus to attack rolls made with a pole-arm or spear with which he is proficient. He gains this bonus only while he has a shield equipped. This bonus increases to +2 at 6th level, +3 at 12th level, and +4 at 18th level. Additionally, even when the dragoon is using a shield that prevents his hand from being free, he can use his shield-arm to hold (and fight with) a pole-arm or spear with which he is proficient. **Prerequisite:** The dragoon must have the phalanx fighting acrobatic talent before selecting this talent.

*Step Aside (Ex):* A dragoon with this talent can take a 5-foot step, as an immediate action, when a creature threatened by a dragoon takes a 5-foot step into a square adjacent to him. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn.

*Tactical Drop (Ex):* A dragoon with this talent may choose to not deal extra damage from deadly lancer and instead, make a trip, bull rush, sunder, or disarm combat maneuver check when he hits a target with a jump attack. This combat maneuver receives a bonus to CMB rolls equal to the number of deadly lancer dice. This attack still deals his normal attack's damage. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Trip Toss (Ex):* A dragoon with this talent may toss his weapon to make trip attacks at a range of 30 feet. He must make a ranged touch attack against his target. Otherwise, this functions just like a trip attack.

*White Dragon Scales (Su):* A dragoon with this talent gains ice resistance equal to his dragoon level after using Heroic Landing (ice) to deal ice damage. He also gains spell resistance equal to 10 + his dragoon level. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (ice) acrobatic talent before selecting this talent.

*Yellow Dragon Scales (Su):* A dragoon with this talent gains lightning resistance equal to his dragoon level after using Heroic Landing (lightning) to deal lightning damage. The dragoon also gains evasion, uncanny dodge, and a +2 dodge bonus to armor class for every five dragoon levels obtained. At 15th level, he gains improved evasion and improved uncanny dodge. These bonuses last until the end of his next turn. **Prerequisite:** The dragoon must have the heroic landing (lightning) acrobatic talent before selecting this talent.

**Pole Fighting (Ex):** At 2nd level, as an immediate action, a dragoon can shorten the grip on his spear, lance, or polearm with reach and use it against adjacent targets. This action results in a –4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by –1 for every four levels beyond 2nd.

**Balanced Stride (Ex):** At 2nd level, the dragoon gains a +1 bonus on Acrobatics checks to avoid attacks of opportunity. This bonus increases by 1 for every four dragoon levels he has beyond 2nd.

**Armor Training (Ex):** At 3rd level, a dragoon learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, 15th, and 19th), these bonuses increase by +1 each time, to a maximum –5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a dragoon can also move at his normal speed while wearing medium armor. At 7th level, a dragoon can move at his normal speed while wearing heavy armor.

**Steadfast Pike (Ex):** At 3rd level, a dragoon gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear, lance, or polearm. The bonus increases by +1 for every four levels beyond 3rd.

**Hardy Landing (Ex):** At 4th level, the dragoon becomes skilled at diving through the air after a high jump and absorbing the impact of the long fall. When first using this ability, the dragoon takes damage as if the fall were 20 feet shorter than it actually is. The dragoon's ability to absorb his fall improves with his dragoon level until at 20th level he can fall any distance without harm.

**Vault (Ex):** Spears, lances, and polearms are more than just weapons to a dragoon. Beginning at 4th level, a dragoon gains a +10 bonus to Acrobatics skill checks when making a long jump while wielding a spear, lance, or polearm.

**Dragoon Training (Ex):** At 5th level a dragoon gains a +1 bonus on attack and damage rolls with spears, lances, and polearms. This bonus increases by +1 for every five levels beyond 5th.

**Pike Charge (Ex):** At 5th level, a dragoon learns to make more accurate charge attacks with spears, lances, and polearms. He receives a +4 bonus on melee attacks when charging with a spear, lance, or polearm (instead of the normal +2). In addition, the dragoon takes no penalty to his AC after making a charge attack with a spear, lance, or polearm.

**Fighter Training (Ex):** Starting at 7th level, a dragoon counts half his total dragoon level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

**Spinning Lance (Ex):** At 7th level, a dragoon may alternate attacks with the piercing head of his lance or polearm with reach, or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of the lance or polearm, except for those weapon special abilities that apply only to edged weapons.

**Sweeping Fend (Ex):** At 9th level, a dragoon receives a +4 bonus to his CMD when resisting bull rush or trip attempts while wielding a spear, lance, or polearm.

**Tail Sweep (Ex):** At 9th level, a dragoon is able to use his weapon in the same way a dragon uses its tail. A dragoon may make a tail sweep action as a full-round action. To do so, he chooses 3 consecutive squares he threatens and rolls damage normally for the weapon (which must be a spear, polearm, or lance) in use. Each character, friend or foe, in the affected area, rolls a Reflex save (DC 10 + half of the dragoon's level + his Strength modifier) or fall prone. This attack is effective against enemies the same size or smaller than the dragoon. If the attack strikes any enemy larger than the dragoon, the attack does damage as normal, but becomes immune to the knockdown effect. At 14th level, the dragoon affects all squares he threatens with tail sweep. The dragoon may use this ability a number of times per day equal to 3 + his Strength modifier.

**Springing Charge (Ex):** At 11th level, when the dragoon jumps a distance of 10 or more feet using a charge action, he may move after the attack, but the dragoon's total distance that he can move cannot be greater than his speed. The dragoon does not provoke any attacks of opportunity from the target of his attack. A dragoon cannot use this ability to attack a foe that is adjacent to him at the start of his turn.

**Agile Charger (Ex):** At 11th level, a dragoon takes no penalties caused by difficult terrain while charging. His movement is still hampered by obstacles, poor visibility, and other conditions. This ability doesn't allow him to move through impassible terrain.

**Advanced Acrobatic Talents (Ex or Su):** At 12th level, and every two levels thereafter, a dragoon can choose one of the following advanced acrobatic talents in place of an acrobatic talent.

*Abominable Crash (Su):* A dragoon with this advanced talent coats the target of his jump and any creature that fails its Reflex save against his Heroic Landing (ice) in ice. At the start of their turn, they must make a Strength check (DC equal to the number of dice rolled for his deadly lancer damage). If they fail, they are denied their Dexterity bonus, cannot cast spells with somatic components, cannot retrieve items, and must spend a full-round action to make a single attack or move 5 feet. This condition ends when the target makes the Strength check, takes any fire damage, or takes an amount of physical damage equal to the dragoon's level. The dragoon may use this ability a number of times per day equal to 3 + his Strength modifier. **Prerequisite:** The dragoon must have the heroic landing (ice) acrobatic talent before selecting this advanced talent.

*Double Jump (Ex):* A dragoon with this advanced talent may make a special charge attack that takes 1 full-round action to complete. When using this talent, the dragoon leaps into the air a distance up to a maximum distance allowed by his Acrobatic skill check. He resolves his charge attack as normal but deals twice the deadly lancer damage. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Greater Landing (Ex):* A dragoon with this advanced talent increases the area of damage for his Heroic Landing and Crater abilities by 5 feet. The dragoon may select this talent multiple times. **Prerequisites:** The dragoon must have the heroic landing and crater acrobatic talents before selecting this advanced talent.

*Heat Wave (Su):* A dragoon with this advanced talent causes the target of his jump and any creature that takes fire damage from his Heroic Landing (fire) to become fatigued unless a Fortitude save (DC 10 + half of the dragoon's level + his Strength modifier) is made made to negate. The dragoon may use this ability as a free action when he declares he is using Heroic Landing to do fire damage a number of times per day equal to 3 +

his Strength modifier. This ability has no effect on creatures that are already fatigued. **Prerequisite:** The dragoon must have the heroic landing (fire) acrobatic talent before selecting this advanced talent.

*Irresistible Advance (Ex):* A dragoon with this advanced talent gains a bonus on bull rush and overrun CMB checks. This bonus depends on the type of shield used: +1 with a buckler, +2 with a light shield, or +3 with a heavy shield. **Prerequisites:** The dragoon must have the phalanx fighting and spear brace acrobatic talents before selecting this advanced talent.

*Nerve Wrack (Su):* A dragoon with this advanced talent causes the target of his jump and any creature that takes lightning damage from his Heroic Landing (lightning) to become shaken for a number of rounds equal to the number of bonus deadly lancer dice he rolled, unless a Fortitude save (DC 10 + half of the dragoon's level + his Strength modifier) is made made to negate. The dragoon may use this ability as a free action when he declares he is using Heroic Landing to do lightning damage a number of times per day equal to 3 + his Strength modifier. This ability has no effect on creatures that are already shaken. **Prerequisite:** The dragoon must have the heroic landing (lightning) acrobatic talent before selecting this advanced talent.

*Purge (Su):* A dragoon with this advanced talent causes the target of his jump and any creature that fails its Reflex save against his Heroic Landing (water) to be subjected to a *Dispel* as per spell, using his dragoon level as his caster level. The dragoon may use this ability a number of times per day equal to half his dragoon level. **Prerequisite:** The dragoon must have the heroic landing (water) acrobatic talent before selecting this advanced talent.

*Rippling Earth (Su):* A dragoon with this advanced talent causes any creature that fails its Reflex save against his Heroic Landing (earth) to be subjected to a bull rush attempt using the target as the point of origin. This attempt does not provoke attacks of opportunity. The dragoon may use this ability a number of times per day equal to 3 + his Strength modifier. **Prerequisite:** The dragoon must have the heroic landing (earth) acrobatic talent before selecting this advanced talent.

*Shellbreaker (Ex):* A dragoon with this advanced talent with his powerful blows from the sky allows him to bypass many of the traditional means of defense on creatures, striking true. For a number of times per day equal to 3 + his Strength modifier, the dragoon may ignore any damage reduction during a charge while jumping.

*Shockwave (Su):* A dragoon with this advanced talent causes any creature that fails its Reflex save against his Heroic Landing (wind) to be knocked prone. The dragoon may use this ability a number of times per day equal to 3 + his Strength modifier. **Prerequisite:** The dragoon must have the heroic landing (wind) acrobatic talent before selecting this advanced talent.

*Super Jump (Ex):* A dragoon with this advanced talent may make a special charge attack that takes 2 full-round actions to complete. On the first round, the dragoon leaps into the air a distance up to a maximum distance allowed by his Acrobatic skill check. On his next turn, he resolves his charge attack as normal but deals four times the deadly lancer damage. **Prerequisite:** A dragoon must have the deadly lancer class feature to select this talent.

*Swoop of a Dragon (Ex):* A dragoon with this advanced talent gets an immediate action to jump upon another creature within range of his Acrobatic skill check for an extra melee attack when he drops a creature from a charge attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

**Spear Parry and Riposte (Ex):** At 13th level, when an opponent makes a melee attack against the dragoon, he can take a cumulative –4 penalty on all attacks (including further parry attempts) until the end of his next turn and expend a use of an attack of opportunity to attempt to parry that attack. The dragoon makes an attack roll as

if he were making an attack of opportunity; for each size category the attacking creature is larger than the dragoon, the dragoon takes a –2 penalty on this roll. If his result is greater than the attacking creature's result, the creature's attack automatically misses. The dragoon must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry, the dragoon can, as an immediate action, make an attack against the creature whose attack he parried, provided that creature is within his reach. At 15th, 17th, and 19th levels, the penalty decreases by 1.

**Piercing Lance (Ex):** At 15th level, as a standard action or as part of a charge, a dragoon attacking a mounted opponent can make two attacks, one against the mount and the other against the rider, using his highest base attack bonus. Furthermore, if the mount is hit and its rider attempts to negate the hit with the Mounted Combat feat, the dragoon's attack roll is considered 4 higher when calculating the DC of the Ride check to negate the hit.

**Ranged Set vs. Charge (Ex):** A dragoon doesn't need to reach a charging opponent to stop him dead in his tracks. Beginning at 17th level, when a dragoon sets vs. charge as a ready action, he can throw his spear, lance, or polearm as a ranged attack against any opponent that charges within 30 feet of him. He does not need to be the target of the charge. If he hits, he automatically deals double damage. If he has the quick draw feat, he can do ranged set vs. charge once per attack he can make in a round, but can only target each charging creature once.

**Mighty Charge (Ex):** At 17th level, a dragoon learns to make devastating charge attacks while jumping. Double the threat range of any spears, lances, or polearms wielded during a charge while jumping. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the dragoon can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

**Spearhead Charge (Ex):** Beginning at 19th level, a dragoon deals double damage when he charges with a spear, lance, or polearm. This is not the same as a critical hit. Creatures immune to critical hits are still vulnerable to spearhead charge. If he successfully scores a critical hit on a charge, a dragoon deals quadruple the normal damage (with a spear, lance, or polearm).

**Pike Defense (Ex):** At 19th level, when an opponent threatened by a dragoon makes a melee attack against an ally, he may take an immediate action to grant his ally a +2 shield bonus to AC and DR 5/— against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him.

**Leaping Charge (Ex):** At 20th level, the dragoon has fully mastered charging the enemy from the skies. When jumping a distance of 10 or more feet using a charge action, the dragoon deals double the normal amount of damage. In addition, if the dragoon confirms a critical hit on a charge attack, the target is stunned for 1d4 rounds. A Fortitude save reduces this to staggered for 1d4 rounds. The DC is equal to 20 + his Strength modifier.