

Holy Dragoon

When a dragoon releases her inner darkness to become a holy pillar of justice. A holy dragoon uses the holy art to protect her allies and vanquish her foes.

The holy dragoon is an archetype of the dragoon class.

Class Skills: A holy dragoon adds Knowledge (nobility), Knowledge (religion), and Spellcraft to her list of class skills but loses Intimidate, Knowledge (Dungeoneering), and Ride.

Cover (Ex): At 1st level, the defensive prowess of the holy dragoon is third to none, allowing her to focus her actions purely on defending herself and her allies in ways that cannot be replicated. When an ally within 10 feet is targeted with a melee or ranged attack, the holy dragoon may, as an immediate action, step forward to reposition the ally adjacently to her and forcing the enemy to make the attack roll on the holy dragoon's armor class instead. She may move as part of this ability, provided her total movement before her next turn does not exceed her speed (her movement provokes attacks of opportunity as normal). Additionally, while using cover, the holy dragoon adds her Charisma modifier to her AC for the attack. At 5th level, the range of cover increases by 5 feet and increases by an additional 5 feet per five dragoon levels thereafter.

This ability replaces shaft trip.

Lay on Hands (Su): At 2nd level, a holy dragoon can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to half her dragoon level plus her Charisma modifier. With one use of this ability, a holy dragoon can heal 1d6 hit points of damage, increasing by 1d6 for every four dragoon levels beyond the 2nd. Using this ability is a standard action, unless the holy dragoon targets herself, in which case it is a swift action. Despite the name of this ability, a holy dragoon only needs one free hand to use this ability. Alternatively, a holy dragoon can use this healing power to deal damage to undead creatures, dealing 1d6 points of holy damage for every four dragoon levels the holy dragoon possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

This ability replaces balanced stride.

Acrobatic Talents (Ex or Su): Starting at 2nd level, if the holy dragoon chooses acrobatics talents; a holy dragoon gains one acrobatic talent. He gains one additional acrobatic talent for every two dragoon levels attained after 2nd. A holy dragoon has extra options down below:

Holy Heroic Landing (Su): A holy dragoon with this talent chooses holy as an option. When the holy dragoon deals bonus damage with her deadly lancer ability, she may choose the bonus damage to deal holy damage instead. She deals that much damage of that element to each creature (excluding herself) within 5 feet of the target of his attack, with a Reflex save (DC 10 + half of the dragoon's level + her Strength modifier) for half. Using this ability is declared before the holy dragoon rolls to attack with her deadly lancer ability.

Silver Dragon Scales (Su): A holy dragoon with this talent gains holy resistance equal to her dragoon level after using Heroic Landing to deal holy damage. The dragoon also granted a 5% miss chance per two dragoon levels against all melee weapon attacks. These bonuses last until the beginning of her next turn.

Prerequisite: The dragoon must have the holy heroic landing acrobatic talent before selecting this talent.

Holy Magic: Beginning at 4th level, a holy dragoon gains the ability to cast holy knight spells, which are drawn from the holy knight spell list. A holy dragoon begins play with 1 1st level holy knight spell of her choice. Each time a character attains a new holy dragoon level, she gains one spell of her choice to add to her list of spells. The free spell must be of spell levels she can cast. Like most spellcasters, a holy dragoon can find or purchase

scrolls with spells to add to her repertoire. Unlike other spellcasters, a holy dragoon wearing armor does not affect her spellcasting ability.

To learn or cast a spell, the holy dragoon must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a holy dragoon's spell is 10 + the spell level + the holy dragoon's Charisma modifier. In addition, a holy dragoon gains additional MP for having a high attribute (Charisma—see Table: Bonus MP per Day (by Spell Level) on the MP System page).

Level	Base MP	Spell Level
4 th	1	1 st
5 th	2	1 st
6 th	3	1 st
7 th	4	2 nd
8 th	5	2 nd
9 th	6	2 nd
10 th	7	3 rd
11 th	8	3 rd
12 th	10	3 rd
13 th	12	4 th
14 th	14	4 th
15 th	16	4 th
16 th	19	4 th
17 th	22	4 th
18 th	25	4 th
19 th	29	4 th
20 th	33	4 th

Through 3rd level, a holy dragoon has no caster level. At 4th level and higher, her caster level is equal to her dragoon level – 3.

This ability replaces vault, dragoon training, and fighter training.

Jump Cast (Ex): Beginning at 9th level, a holy dragoon can cast one spell up to 4th level spells from the holy knight spell list as a swift action while mid-air during a jump, so long as the casting time of the spell is 1 standard action or less. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces sweeping fend.

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. A holy dragoon has extra options down below:

Blinding Flash (Su): A holy dragoon with this advanced talent causes the target of her jump and any creature that takes holy damage from her Holy Heroic Landing to become blind 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 + her Strength modifier) is made to negate. The dragoon may use this ability as a free action when she declares she is using Heroic Landing to do holy damage a number of times per day equal to 3 + her Strength modifier. This ability has no effect on creatures that are already blind. **Prerequisite:** The dragoon must have the holy heroic landing acrobatic talent before selecting this advanced talent.

Sentinel (Ex): At 15th level, the holy dragoon is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the dragoon to 0 or fewer hit points, she can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to her armor, causing it to suffer the damage in her place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The dragoon cannot use this ability with broken armor. The dragoon must be wearing armor to use this ability.

This ability replaces piercing lance.

Divine Leap (Su): At 20th level, the holy 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 with half of it being holy damage. In addition, if the dragoon confirms a critical hit on a charge attack, the target takes the critical damage as holy damage.

This ability replaces leaping charge.