

Lancer

These gallant lancers serve in the vanguard of many armies or as knights-errant. They are born leaders and masters of the mounted charge.

The lancer is an archetype of the dragoon class.

Limit Break (Su): At 1st level, the lancer receives the Limit Break (Fight as One).

Fight as One (Su): This Limit Break allows the lancer and his mount to fight as if they were one mind and one body. They both receive a +2 morale bonus on Attack rolls, Saving Throws, and Skill checks + an additional +2 bonus per four dragoon levels after 1st. The mount can full-attack after a charge. This limit break lasts for a duration of 1 round + 1 round per four dragoon levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Falling Meteor).

Skilled Rider (Ex): At 1st level, a lancer gains both the Mounted Combat and Skill Focus (Ride) feats as bonus feats.

This ability replaces jump.

Mounted Lancer (Ex): At 1st level, the lancer has learned to use his mount to his advantage to inflict more damage. Whenever the lancer charges while on a mount at least twenty feet from his opponent and strikes his foe using a spear, lance, or polearm, the lancer deals an additional +1d6 points of damage. This extra damage is 1d6 when first gained, and it increases by 1d6 per three dragoon levels after 1st. If the attack is also a critical hit, the extra damage is not also multiplied. For every 10 feet the lancer charges while on a mount beyond the first 20 feet, the lancer deals an extra 1d6 points of damage. Acrobatic talents that use deadly lancer can use mounted lancer instead.

This ability modifies and replaces deadly lancer.

Lancer's Charge (Ex): At 3rd level, a lancer learns to make more accurate charge attacks while mounted. The lancer receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the lancer does not suffer any penalty to his AC after making a charge attack while mounted.

This ability replaces steadfast pike.

Battlefield Agility (Ex): At 4th level, a lancer learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the lancer and his mount gain Mobility as a bonus feat. If the lancer already has this feat, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces hardy landing.

Relentless Steed (Ex): At 9th level, a lancer's mount does not reduce its speed when wearing medium or heavy barding or carrying a heavy load. The lancer may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse.

This ability replaces tail sweep.

Mounted Expertise (Ex): A lancer of 11th level or higher is highly skilled at fighting while riding his mount. Before making any rolls when using the attack action or the full attack action while mounted on his mount in melee, a lancer may shift points between his attack rolls and his Armor Class. A penalty subtracted from an

attack roll applies as a dodge bonus to his AC; a penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. The points adjusted with the mounted expertise ability may not exceed the lancer's base attack bonus. All changes to attack rolls and AC persist until the lancer's next action.

This ability replaces springing charge.

Agile Lancer (Ex): At 11th level, a lancer's mount 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.

This ability replaces agile charger.

Superior Mounted Combat (Ex): At 14th level, a lancer may attempt a Ride check (as a reaction) twice per round to negate a successful hit on his mount. At 19th level, the lancer may make these attempts three times per round.

This ability replaces an acrobatic talent gained at 14th level.

Leaping Lance (Ex): At 17th level, a lancer and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a lancer may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, Mounted Combat feats, and so on.

This ability replaces mighty charge.

Supreme Charge (Ex): At 20th level, whenever the lancer makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the lancer confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to dazed for 1d4 rounds. The DC is equal to 10 + the lancer's base attack bonus.

This ability replaces leaping charge.