

# Dragon Slayer

Invented by Allaûc

The fearless dragons are known to be ravaging beasts that seek treasure above anything else. The few living creatures that have encountered them, mostly tell about them in fear. Only the strongest and toughest stands a living chance against them. Of the relatively few skilled in this highly uncommon profession, the Dragon Slayer is perhaps the most efficient. Those of good alignment defeat the chromatic dragons, mostly for justice, while the evil Dragon Slayers typically just kill for the treasure or, more rarely, just for the fun.

## Adventuring:

Dragon Slayers go adventuring to improve abilities, collect magic items, or just for the treasures. Very few have been known to kill dragons just for the thrill. Usually, they try to gather as many cohorts as possible (or join another adventuring group), to serve as protection against other races than dragon and reptilian.

## Characteristics

A Dragon Slayer is familiar with all amours and weapons. He usually shouldn't think of skills so much. It's far more important to have the best possible ac, because of his penalty. As the Dragon Slayer advance, so do his abilities. If he encounters an enemy (that isn't a dragon), he should consider not involving, and just let your wyvern and cohorts, or adventuring friends, do the work. He learn to control his breath weapon, to smite dragons, imbue a weapon with power that at 20<sup>th</sup> level, almost reach an artifact!

## Alignment:

Dragon Slayers can be of any alignment. Like a bard, they rarely live one place, so lawful Dragon Slayers is a rare sight.

## Background:

Dragon Slayers usually have hatred to dragons (even those of the same alignment). This could be because of childhood memories. Such memories could be, that the Dragon Slayers parents has been killed by a dragon, or that the he wishes to avenge its home city and cant find peace after that is done, so that he hunts dragons the rest of his life.

## Races:

Always half-dragon (a half-dragon has a level adjustment of +3. That will say that a 1<sup>st</sup> level half-dragon is equal to a 4<sup>th</sup> level character)

## Other Classes:

Dragon Slayers works well with every other character. They typically chose to adventure with them, because he needs them.

Level	Base attack bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+2	Imbue
2 <sup>nd</sup>	+2	+3	+3	+3	Smite Dragon
3 <sup>rd</sup>	+3	+3	+3	+3	Dragon Sense
4 <sup>th</sup>	+4	+4	+4	+4	Dragon Port
5 <sup>th</sup>	+5	+4	+4	+4	
6 <sup>th</sup>	+6/+1	+5	+5	+5	Leadership
7 <sup>th</sup>	+7/+2	+5	+5	+5	Summon Mount
8 <sup>th</sup>	+8/+3	+6	+6	+6	
9 <sup>th</sup>	+9/+4	+6	+6	+6	Dragon Breath (2/day)
10 <sup>th</sup>	+10/+5	+7	+7	+7	Turn Dragon, Damage Reduction +1
11 <sup>th</sup>	+11/+6/+1	+7	+7	+7	Dragon Shape Juvenile
12 <sup>th</sup>	+12/+7/+2	+8	+8	+8	Dragon Bash
13 <sup>th</sup>	+13/+8/+3	+8	+8	+8	
14 <sup>th</sup>	+14/+9/+4	+9	+9	+9	Dragon Breath (3/day)
15 <sup>th</sup>	+15/+10/+5	+9	+9	+9	Damage Reduction +2
16 <sup>th</sup>	+16/+11/+6/+1	+10	+10	+10	Dragon Shape Old
17 <sup>th</sup>	+17/+12/+7/+2	+10	+10	+10	Command Reptiles
18 <sup>th</sup>	+18/+13/+8/+3	+11	+11	+11	Dragon Bane
19 <sup>th</sup>	+19/+14/+9/+4	+11	+11	+11	Dragon Shield
20 <sup>th</sup>	+20/+15/+10/+5	+12	+12	+12	Damage Reduction +3, Dragon Breath Unlimited, Dragon Shape Very Old

## GAME RULE INFORMATION

Dragon Slayers have the following game statistics.

**Abilities:** Strength and dexterity is the most important ability, because you'll need as much ac and attack, and damage bonus as possible. Constitution is important too because you will be hit a lot, and you will need to survive that.

**Alignment:** Any (though usually not lawful, but this is not a requirement).

**Hit Dice:** d12.

### Class Skills

The Dragon Slayers class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Ride (Dex), Balance (Dex), Gather information (Cha), Intimidate (Cha) and Swim (Str).

The cross-class skills are Bluff (Cha), Diplomacy (Cha), Hide (Dex), Knowledge (Any)(Int), Listen (Wis), Move Silently (Dex), Profession (Any)(Int), Search (Wis), Sense Motive (Wis), Speak Language (None), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

### Class Features

All the following are class features of the Dragon Slayer.

**Weapon and Armour Proficiency:** The Dragon Slayer is proficient in the use of all simple and martial weapons and all armour (heavy, medium, and light) and shields. Note that armour check penalties for armour heavier than leather apply to the skills Valance, Climb, Escape Artist, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Good Saves:** The Dragon Slayer has all good saves.

**Dragon Profession:** A Dragon Slayer (and only a Dragon Slayer) can take the feat "Dragon Profession". It'll grant him a +2 bonus to attack roll and damage to a chosen variety of Dragon.

**Dragon Slaying:** A Dragon slayer is super trained in slaying Dragons, though the Dragon slayer doesn't get as much training in fighting other creatures. To represent this, the Dragon slayer get - one half the dragon slayers level to attack rolls, ac and damage against all other beings than Dragons and reptilians (maximum 10). The penalty is double that amount (maximum 20).

**Imbue:** At 1<sup>st</sup> level the Dragon Slayer has the ability to imbue a weapon with ancient energy (provided it isn't already magical). The weapon is now +1 enchantment bonus, +1 additional every 5 levels. Beside its enchantment bonus, the weapon will deal +1/level of bonus damage against dragons. Only the Dragon Slayer, who made the weapon, can use it. Imbuing a weapon takes 1 day per level (were the Dragon Slayer must work 8 hours non stop each day), and cost in gp: 100-x level. He's limited to one imbued weapon at any time, and if that is destroyed, or lost, he may create a new one, and offer 1 point of constitution. (That will say, he does not loose the con before he choose to make a new one.) If his weapon is lost, he can choose the moment it will loose its power (if he was searching after it and then gives up, he can voluntary make it loose its powers). When it is destroyed, he must wait a year and a day before he can make a new one.

**Smite Dragon:** Beginning at 2<sup>nd</sup> level, the Dragon Slayer can attempt to smite a dragon. 1/day, he can guide energy into a single attack against a dragon. This grants +1, per point of charisma, to attack, and damage. If he misses, the power is wasted.

**Dragon Sense:** At 3<sup>rd</sup> level, the Dragon Slayer gain the ability to sense dragons up to 3 miles, provided they are on the same plane. The Dragon Slayer can take a standard action to evoke the ability. The duration is three rounds, basted on concentration.

*1<sup>st</sup> round of concentration:* The Dragon Slayer sense if there is a dragon.

*2<sup>nd</sup> round of concentration:* The Dragon Slayer sense the exact amount of dragons.

*3<sup>rd</sup> round of concentration:* The Dragon Slayer senses the exact locations of the dragons. (See "detect" spells for details.)

**Dragon port:** At 4<sup>th</sup> level, the Dragon Slayer gains the ability to teleport himself, his mount (if he has any) and up to one other person per 6<sup>th</sup> level after 4<sup>th</sup>. The destination has to be within one mile of any dragon he has sensed, provided they all link hands with the Dragon Slayer (except for the mount). The "party" who has dragon ported, appears all hand-linked. Dragon porting takes 10 minutes.

**Leadership:** The Dragon Slayer gain Leadership as a bonus feat at 6<sup>th</sup> level regardless of the requirements.

**Summon Mount:** At 7<sup>th</sup> level, the Dragon Slayer gains the ability, to summon a mount (see the Dragon Slayers mount, table below). Summoning a mount, takes the same time, as imbuing (see above), and the same penalties apply, from loosing it (if the mount is killed).

The mount and the Dragon Slayer have a telepathic link at one mile. Outside that, they cannot communicate.

**Dragon Breath:** At 9<sup>th</sup> level, the Dragon Slayer learn to control parts of his body, and therefore gain control over his breath weapon. This grants him the ability to use his breath weapon one more time per day. At 14<sup>th</sup> level he can use it 3/day, and at 20<sup>th</sup> level, he gain one of the most fearsome powers of the Dragon Slayer: That he can use the power without limits.

*Note:* He can only use his breath weapon ones every 1d4 rounds.

**Turn Dragon:** Beginning at 10<sup>th</sup> level, the Dragon Slayer learns to inspire fear to the dragons. The Dragon Slayer uses his charisma modifier instead of his wisdom. In all other ways, this works like turn undead, except that it works against dragons (and half-dragons).

**Damage Reduction:** At 10<sup>th</sup> level, the Dragon Slayers becomes tougher, as he slowly turns more and more into his nemesis. The scales grow larger, and this provides damage reduction of one-half (round down) the Dragon Slayers level/+1. For example a 9<sup>th</sup> level Dragon Slayer, would have a damage reduction of 6/+1. At 15<sup>th</sup> level the /+1 raise to /+2. At 20<sup>th</sup> level the /+2 raise to /+3.

**Dragon Shape:** This is indeed one of the most destructive power of a Dragon Slayer. At 11<sup>th</sup> level, ones per day, the dragon slayer can turn into a juvenile dragon of the same verity of his dragon half. The Dragon Slayer does not get the spells of the dragon. (That will say he still have the dragons spell-like.) At 16<sup>th</sup> level, he takes the shape of an old dragon, and at 20<sup>th</sup> level he can turn into a very old dragon.

**Dragon Bash:** Ones per day, at 12<sup>th</sup> level, the Dragon Slayer can attempt to bash a dragon. It works like smite dragon, except that the plus to damage and attack is his level multiplied by his charisma modifier.

**Command Reptiles:** Beginning at 17<sup>th</sup> level, the Dragon Slayer gains dominance over reptiles. This grants him an ability to command reptile's op to three times per day. Op to 10 reptiles, none of which can be more than 15 feet apart, within 100 feet can be telepathic controlled this way (like dominate monster).

The will save to resist this attack is 10+Dragon Slayers level+ double the Dragon Slayers charisma modifier. If he chooses to burn all three uses, he can attempt to command a dragon, but they aren't so easy to affect. The dc for this attack is 10+ one half the Dragon Slayers level+ charisma modifier.

**Dragon Bane:** At 18<sup>th</sup> level, the Dragon Slayer learns the ability to become the dragon's bane. Three times per week, the Dragon Slayer gets +100 hp and +15 ac, and +30 bonus to damage and attack against dragons (the ac and, of course, the hit points works against everything), and grows one size larger. No matter if he is now medium size, he grows wings and gets a fly speed of 200 feet at perfect manoeuvrability (rather than fly speed equal to the base speed, and perfect instead of average). This ability last 1 round per level.

**Dragon Shield:** At 18<sup>th</sup> level, the Slayer learns an ability that almost makes him immortal. Ones per week, per 10 class levels, he can evoke a shield created of pure force. This grants him +40 ac, damage reduction +20/-. Beside that, the energy protects him against the technique the dragon's use when casting spells, grants him spell immunity to dragons.

Dragon Slayers level	Bonus hit dice	Natural amour	Strength Adjustment
7	+2	4	+1
8-10	+4	6	+2
11-15	+6	8	+3
16-20	+8	10	+4