

# The Dragoon Invented by Testament of Darkness

Forgotten history tells of an ancient warrior. The tales proclaim they mastered the sky by jumping and leaping down, impaling their enemies and swooping back up to the sky. Many even proclaimed that their spears or javelins ignited into fire or let loose jolts of lightning. These ancient warriors were fashioned as a protector of the people, defender of the Dragon, and Guardians of the Sky. Yet history tells of how they fell, under the command of Tiamat, mother of the Chromatic Dragons. Decades and decades, possibly even centuries a battle ensued between the Chromatic and Metallic dragons. Both armies were under controls of high-ranking dragoons, who were under control of Tiamat and Bahamut. No known record shows how long the actual battle was, but since then, the Dragoon as an elite enforcer have never been heard of...until now.

## **Adventures:**

Dragoons go on adventure to hone their mighty skills, and to protect. They feel they must train to get powerful, high enough to fight Dragons, and kill as many Chromatic/Metallic dragons as possible.

## **Characteristics:**

The Dragoon's main ability is his Jump technique, which he focuses on greatly. Leaping into the air and coming down swiftly to impale his foe on his spear or javelin. He also has the ability to form weapons out of pure energy, or imbue his weapons with elemental force.

## **Alignment:**

A dragoon's training requires strict discipline. Only those who are lawful at heart can achieve levels as a Dragoon.

## **Religion:**

Dragoons worship only one of two possible gods: Bahamut, father of Metallic dragons, or Tiamat, mother of Chromatic dragons. Those who worship Bahamut usually give money to charity, house the houseless, and feed the starving. Followers of Tiamat are most likely to kill all these people.

## **Background:**

Dragoons are trained by dragons or half-dragons. The Deity Bahamut, or Tiamat chooses dragoons. They feel a strong sense of power when a Dragoon is born, and at the same time of birth as the Dragoon, a baby dragon of the Dragoon's color is born, the deities then send out avatars, clerics, or devout followers to retrieve the children. Most dragoons never even knew their real parents, only their mentors.

## **Races:**

Any race can be a Dragoon, but it's most commonly found in Humans, and Half-Dragons. Half-Orcs, Halflings and Gnomes are the least likely; specifically for the way they live their lives. Dwarves have the discipline to become Dragoons but the Dwarven community usually fights off anyone trying to take their child.

## **Other Classes:**

Dragoons cooperate with any disciplined and focus classes, such as monks, wizard's, and highly disciplined fighters.

## **Game Rule Information**

Dragoons have the following game Statistics.

**Abilities:** Strength powers the Dragoon's leap. Constitution gives him more charges for Elemental Weapon, grants a better Concentration bonus.

**Alignment:** Any lawful.

**Hit Die:** d12.

## **Class Skills**

The Dragoon's class skills (and key ability for each skill) are Balance (dex), Climb (str), Concentration (con), Craft (int), Hide (dex), Jump (str), Knowledge (Dragonkind) (int), Profession (wis), Ride (dragons only) (dex), Search (wis), Spot (wis). See Chapter 4: Skills in the Player's Handbook.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier

## Class Features

All the following are class features of the Dragoon.

**Weapon and Armor Proficiency:** The Dragoon is proficient in the use of Polearms, which include half-spears, short spears, long spears, guisarmes, halberds, ranseurs, glaives, and are also proficient with short and longbows. Dragoons are also proficient with all armor and shields. Armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Dragoons are trained very well in the use of their armor and ignore check penalties for Climb, Ride, and Jump.

**Table 1-1: The Dragoon**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Energy weapon 1d4, leap +1d6/+1 to Jump, patron dragon, sub-type dragon
2 <sup>nd</sup>	+2	+3	+0	+3	—
3 <sup>rd</sup>	+3	+3	+1	+3	Energy weapon 1d6
4 <sup>th</sup>	+4	+4	+1	+4	—
5 <sup>th</sup>	+5	+4	+1	+4	Leap +2d6/+2 to Jump, dragon companion
6 <sup>th</sup>	+6/+1	+5	+2	+5	Energy weapon 1d8, elemental weapon
7 <sup>th</sup>	+7/+2	+5	+2	+5	—
8 <sup>th</sup>	+8/+3	+6	+2	+6	—
9 <sup>th</sup>	+9/+4	+6	+3	+6	Energy weapon 1d10
10 <sup>th</sup>	+10/+5	+7	+3	+7	Leap +3d6/+3 to Jump
11 <sup>th</sup>	+11/+6/+1	+7	+3	+7	First dragoon spell
12 <sup>th</sup>	+12/+7/+2	+8	+4	+8	Energy weapon 2d6, second dragoon spell
13 <sup>th</sup>	+13/+8/+3	+8	+4	+8	Third dragoon spell
14 <sup>th</sup>	+14/+9/+4	+9	+4	+9	Dragoon wings, fourth dragoon spell
15 <sup>th</sup>	+15/+10/+5	+9	+5	+9	Energy weapon 2d8, leap +4d6/+4 to Jump, fifth dragoon spell
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+10	Dragoon armor, sixth dragoon spell
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+10	—
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+11	Energy weapon 2d10
19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+11	—
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+12	Leap +5d6/+5 to Jump

**Patron Dragon:** At 1<sup>st</sup> level, the Dragoon must choose his patron dragon. He must be with-in one stop of his patron dragon's alignment, and pledge his life to her. The patron dragon will later reward him for service. A dragoon's patron dragon is no different than a cleric's deity. If he didn't have a patron dragon, he wouldn't have the features, and it would be impossible to be a dragoon.

**Sub-type Dragon:** At 1<sup>st</sup> level, the dragoon must also choose a subtype dragon for element purposes. A sub-type dragon is blue/black/green/red/white for followers of Tiamat and Brass/Bronze/Copper/Gold/Silver for followers of Bahamut, responding with the primary element of the dragon's breath weapon.

**Energy Weapon:** Starting at first level, the Dragoon is able to call forth energy to create strong weapons.

At first level, and every 3<sup>rd</sup> level afterwards the Dragoon is able to create a weapon that deals actual damage, starting at 1d4, and raising one type per 3<sup>rd</sup> level.

The energy created by Energy weapon is similar to the Brilliant Energy weapons, but it doesn't completely ignore the AC bonus granted by armor, it ignores half of it, rounded up if needed, and also gives off a glow similar to the light generated by a *light* spell; it gives off light with-in a 20 ft. radius. The Dragoon must keep in contact and concentration with the energy, or lose the ability for the next hour. A Concentration check is required to generate the energy.

Generating energy is a full-round action, leaving the Dragoon open to attacks of opportunity. Energy weapons cannot be enchanted with elemental weapon, nor can they be used for leap attacks. For light weapons the Concentration DC is 12, for Medium the DC is 14, for Large the DC is 16, and Huge the DC is 18.

**Leap:** The Dragoon's strength lays in his ability to leap straight up and slam down on his foe with a forceful might, inflicting greater damage. A Dragoon first learns this ability at 1<sup>st</sup> level, and gains +1d6 to damage at every fifth level after 1<sup>st</sup>. A Dragoon can leap up 50 ft. +10 per Str modifier. The total damage for a successful hit looks like this (Longspear example) 1d8 + 1d6 (leap damage). A required Jump check is made against DC 10 +1 per 10 ft. (Leap also adds a +1 to jump at 1<sup>st</sup> level, and every five levels afterwards). When the Dragoon makes a Leap attack, the Dragoon must Delay (see pg. 133-134 in the Player's Handbook, Chapter 8: Combat) and act AFTER the foe he is attacking with his leap, so he will land right before that foe's next action. The Dragoon must make an attack roll, but the target is considered prone, giving the Dragoon a +4, among his strength bonus to attack. The foe is entitled to a Reflex save (10 +2 per 10 ft. the Dragoon jumped). If the foe makes the save, the Dragoon hits solid ground, taking 1d8 +1(per 10 ft. the dragoon jumped). If the leap attack is successful, the Dragoon still takes 1d6 +1(per 10 ft. the Dragoon jumped) points of impact damage.

If the Dragoon sacrifices all his charges of Elemental Weapon before the leap, whether he hits the desired opponent or not, a 20 ft. radius of the Dragoon's element flows outward, affecting all with-in the 20 ft. radius, besides himself and he only takes 1d4 +1 (per 10 ft. the dragoon jumped) impact damage.

If a Dragoon makes a critical threat while jumping, no roll is made. It is treated as an automatic critical with a x4 critical roll, or the Dragoon can make the roll, and if he successfully hits the AC, he instantly kills it.

In addition to being able to attack, the Dragoon can use the leap feat to dart over walls, jump up onto rooftops, or gain speed on a fleeing foe. The formula for this is the same, a Jump check is made, 10 +1 per 10 ft.

**Dragon Companion:** At 5<sup>th</sup> level the Dragoon has the ability to call forth a Dragon Companion granted to him by his Dragon-deity. The Dragon Companion can speak telepathically with the Dragoon, and shares saving throws, attacks, and skills. However, it isn't the Dragoon's choice of which companion he does get, that is his Deity's choice. In most cases, a Dragoon's companion is the Dragon, which was born at the same time as him. The Dragoon and Dragon companion share a telepathic link. The Dragoon can use the Young dragons as mounts, or powerful steeds. At 5<sup>th</sup> level, when the companion becomes available, use table 2-1 to roll.

%	Companion
01-40	Pseudodragon
41-50	Kobold†
51-70	Brass/Black Wyrmling*
71-90	Copper/Green Wyrmling*
91-98	Young Brass/Black Dragon*‡
99-100	Young Copper/Green Dragon*‡

†Same AL as Dragoon

\*Never ages past Wyrmling/Young Dragon

‡Can be used as a mount

For information on the Dragon Companions, look in the Monster Manual.

**Elemental Weapon:** Starting at 6<sup>th</sup> level the Dragoon gains the ability to call forth the element of his Sub-type Dragon and imbue his weapon with it, dealing an extra 1d4 (element) damage. The Dragoon can use this ability 2 times per day +Con modifier.

**Dragoon Armor:** The Dragoon, from level 16 and up, calls forth the power of his Sub-type Dragon, creating armor of that element. The Dragoon armor, for game purposes, is treated as Full Plate, but with an AC bonus of +10, no check penalty, and half the weight. The Armor has the Sub-type Dragon's element, giving immunities and double damage for certain attacks, e.g. Red Dragoon Armor is immune to any fire, but takes double damage from Cold. The Dragoon armor also has a Damage Reduction of (10 minus Con Modifier)/ -2. The Dragoon can use Dragoon armor for a total of 1d6 hours +Con Modifier per day. Calling forth the Dragoon armor is a full-round action, which leaves the Dragoon open for attacks of opportunity.

Dragoon armor acts as the primary armor once activated, meaning abilities, or AC bonuses from your normal armor DO NOT stack with Dragoon armor.

**Dragoon Wings:** Starting at level 14, one time per day, for 1d8 hours +Con modifier, the Dragoon calls forth wings composed of his Sub-type dragon's element. (E.g. Red-Fire, Blue-lightning, etc.).

Dragoons with a Con score below 11 can't fly, and those with Con scores of 11-13 fly poorly, 14-16 average, 17-19 good, and 25-30 perfect.

Activating the Dragoon wings is a partial action, and the Dragoon is not open for attacks of opportunity.

**Dragoon Spells:** From 11<sup>th</sup> level to 16<sup>th</sup> level the Dragoon gains 1 spell per spell level from 1<sup>st</sup> to 6<sup>th</sup>. (1<sup>st</sup> level spell at level 11, second level spell at level 12, etc.)

The spell save DC for any Dragoon is 10 + Con modifier + spell level. When the Dragoon has a spell, he may use it only once per day, and it does not come back until the Dragoon has had 8 hours of sleep or rest. Dragoon's need-not prepare their spells as a wizard, and ignore material components.

The Dragoon's Sub-type Dragon grants the Dragoon a spell list composed of spells of their own element or similar, some are similar but most are not. The spell list for the Subtype dragon depends on it's main element (fire, acid, lightning, cold, or gas) but in the case of the chromatic dragon's, the spell list tries to have spells, which are similar to both the dragon's breath weapons.

The tables will go from chromatic, to metallic.

## Chromatic

<b>Table 2-2: Black Dragon Dragoon Spell's</b>	
Level	Spell
1	Obscuring Mist
2	Melf's Acid Arrow
3	Gaseous Form
4	Solid Fog
5	Cloudkill
6	Acid Fog
<b>Table 2-3: Blue Dragon Dragoon Spell's</b>	
Level	Spell
1	Shocking Grasp
2	Levitate
3	Lightning Bolt
4	Minor Globe of Invulnerability
5	Telekinesis
6	Chain Lightning
<b>Table 2-4: Green Dragon Dragoon Spell's</b>	
Level	Spell
1	Endure Elements (acid only)
2	Melf's Acid Arrow
3	Protection from Elements (acid only)
4	Contagion
5	Mind fog
6	Acid Fog
<b>Table 2-5: Red Dragon Dragoon Spell's</b>	
Level	Spell
1	Burning Hands
2	Flaming Sphere
3	Fireball
4	Wall of Fire
5	Teleport
6	Delayed Blast Fireball (spell for Dragoon's)
<b>Table 2-6: White Dragon Dragoon Spell's</b>	
Level	Spell
1	Hypnotize
2	Shatter
3	Sleet Storm
4	Ice Storm
5	Cone of Cold
6	Control Weather (Blizzards only)

## Metallic

<b>Table 2-7: Brass Dragon Dragoon Spell's</b>	
Level	Spell
1	Sleep
2	Flaming Sphere
3	Flame Arrow
4	Confusion
5	Mind Fog
6	Disintegrate
<b>Table 2-8: Bronze Dragon Dragoon Spell's</b>	
Level	Spell
1	Hypnotize
2	Scare
3	Lightning Bolt
4	Fear
5	Telekinesis
6	Chain Lightning
<b>Table 2-9: Copper Dragon Dragoon Spell's</b>	
Level	Spell
1	Ray of Enfeeblement
2	Melf's Acid Arrow
3	Stinking Cloud
4	Solid Fog
5	Mind Fog
6	Acid Fog
<b>Table 2-10: Gold Dragon Dragoon Spell's</b>	
Level	Spell
1	Burning Hands
2	Flaming Sphere
3	Fireball
4	Fire Shield
5	Cloudkill
6	Acid Fog
<b>Table 2-11: Silver Dragon Dragoon Spell's</b>	
Level	Spell
1	Sleep
2	Tasha's Hideous Laughter
3	Hold Person
4	Ice Storm
5	Cone of Cold
6	Geas/Quest

## Ex-Dragoon

A Dragoon who becomes non-lawful cannot gain new levels as a Dragoon, but retains all Dragoon abilities.

A Dragoon may multiclass freely as all except Barbarians, Druids, and Bards, and he may only continue his Dragoon levels if his multiclass is higher in levels than his Dragoon class, he loses all abilities if this should ever happen.

## Human Dragoon Starting Package

**Armor:** Scale Mail (+4 AC, Armor Check Penalty -4, Speed 20 ft.)

**Weapons:** Longspear (1d8, crit x3, 9 lb., piercing), Shortbow (1d6, crit x3, 60 ft., 2 lb., piercing)

**Skill Selection:** Pick a number of skills equal to 4 + int modifier.

Skill	Rank	Ability	Armor
Jump	4	Str	
Concentration	4	Con	
Balance	4	Dex	-4
Climb	4	Str	
Knowledge (Dragon-kind)	4	Int	
Ride	4	Dex	
Search	4	Wis	
Swim	2	Str *	

\*-1 per 10 lbs. of gear

**Feat:** Mounted Combat

**Bonus Feat:** Mounted Archery

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

**Gold:** 4d6

## Alternative Dragoon Starting Package

Same as Human Dragoon, except

**Race:** Dwarf, Elf, Half-Elf, Half-Orc

**Armor:** Speed 15 ft. (Dwarf Only)

**Skill Selection:** Pick a number of skills equal to 3 + int modifier.

## Alternative Dragoon Starting Package

Same as Human Dragoon, except

**Race:** Gnome, or Halfling

**Armor:** Speed 15 ft., 20 lb.

**Weapon:** Shortspear (1d6, crit x3, 20 ft., 3 lb., piercing)

**Skill Selection:** Pick a number of skills equal to 3 + int modifier.