

DRAGOON



“I am the meteor, the eclipse, death from above.”

CLASS TRAITS

Role: Striker. You use explosive jumping attacks and the reach of your weapon to deal massive damage and move around the battlefield, coordinating tactics with your drake companion. You control your jumps with precision, using momentum to increase your abilities and damage. You lean toward controller as a secondary role.

Power Source: Martial. Your talents come from intense training in combat maneuvers, balance, and motion control, as well as natural physical ability.

Key Abilities: Strength, Dexterity, Wisdom

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, spears, polearms

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Acrobatics and Athletics. From the class skills list below, choose two more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Int), Nature (Wis), Perception (Wis)

Class Features: Draconic Bond, Spear Mastery, Training Focus, Momentum, Drake Companion, *Leap*, *Boost*, *Dive*

Hidden away in the reclusive corners of the world, ancient orders train the few worthy initiates in the secretive ways of the dragon knight. Like a star plummeting from the sky above, these dragoons crash down upon their enemies with incredible force, commanding unrivaled body control and harnessing their inner kinetic energy to turn the slightest movement into a tremendous jump or jarring blow. Wielding their spears with masterful precision, dragoons possess an advanced knowledge of combat formations and positioning, and are most comfortable—and dangerous—after leaving the ground.

As a dragoon, you trained tirelessly to become one of the noble dragon knights of lore, and through a sacred ritual were imbued with a draconic essence. Because of this, you will forever share a bond with all dragonkin, though the origin and nature of this connection is up to you. Perhaps you were bathed in dragon's blood, or bestowed with the remaining life force of an ancient dragon near death. Whatever the cause, this sacrament has shaped you; most drag-

onkin consider you one of their own, lesser draconic beings are drawn to your presence, and your demeanor, fighting style, and even goals are influenced by traits of the dragon whose essence you hold. But ultimately, regardless of the essence and its inclinations, you are your own master and must choose your own path. Will you seek to possess the knowledge of the eldest dragons in an attempt to equal their wisdom, or do you exist only to ferry the legend of the dragon knight to future generations, perhaps bringing back the memories of their former glory through your actions.

Like the creatures of your namesake, you are powerful and calculating, and with your talents, any future you desire is merely a leap away.

DRAGOON CLASS FEATURES

Dragoons have the following class features.

DRACONIC BOND

You have been imbued with a draconic essence, forging a bond with all dragonkin and compelling them to receive your words. Coupled with your studies, you are a master at displaying and understanding the nuances of most dragonkin. You learn draconic as an additional language and gain +2 to all *Diplomacy*, *Insight*, and *Perception* checks involving dragons and dragonkin.

MOMENTUM

Some of your features and powers have the **momentum** keyword (such as *Leap*, *Boost*, and *Dive*), and give you momentum for your next attack that turn after performing a powerful jump. Many of your attacks will have additional effects or bonus damage if used while you have this momentum.

Momentum only lasts for one attack, fading immediately afterwards—it does not carry over for any following attacks and if an attack was not made, it fades at the end of your turn. It is possible to gain momentum multiple

times in one turn, even gaining it twice before a single attack; if this is the case, all momentum still fades after the first attack, though some powers and abilities will provide exceptions.

In addition, once per round, when making an attack while you have momentum, you can add the following damage to one of the targets of the attack. You can wait until after the attack is rolled before you decide whether to add the momentum damage and which target to apply it to. If you have dealt this momentum damage since the start of your turn, you cannot deal it again until the start of your next turn.

This extra damage is based on your level.

Level	Momentum Extra Damage
1st–10th	+1d8
11th–20th	+2d8
21st–30th	+3d8

SPEAR MASTERY

Years of training have given you a mastery of tactics involving spears, javelins, or any other bladed polearm. You gain the *Polearm Flanker* feat (flank from 1 square away with polearms or spears).

TRAINING FOCUS

Those training as dragoons must choose a primary focus for their abilities. Choose one of the following training focuses and gain its benefit.

Skysoul Focus: You gain a +1 bonus to attack rolls while you have momentum, and gain a +2 bonus to AC for opportunity attacks made against you while moving with *Leap*. In addition, the first time you use *Leap* each encounter, you can jump an additional 2 squares.

Drakesoul Focus: Your drake gains the use of its *Drakesoul Power* (see page XX). In addition, your drake provides combat advantage when flanking with your allies, and deals an additional 3 damage with attacks made while flanking (*Level 11*: 6 damage, *Level 21*: 9 damage).

DRAKE COMPANION

As a result of your draconic essence, lesser dragonkin and reptiles are drawn to your presence. During your extensive training, you were taught the skills to train and domesticate a small drake companion chosen from the following types: spiretop drake, guard drake, pseudo-dragon, or spitting drake. Each of these categories represents a different species of drake with its own details, strengths, and statistics (“*Drake Species*,” page XX). Your drake will level with you, growing in power as you gain experience.

Your drake companion is considered a creature and an ally and can be affected by powers, such as heals and attack bonuses. You and your drake companion are treated as separate creatures.

You and your drake companion work so well together that its almost an extension of you. Using your actions in combat, you control your drake companion by issuing it commands (“*Commanding a Drake Companion*,” page XX).

DRAGOON OVERVIEW

Characteristics: You combine powerful reach attacks with an unrivaled ability to jump. You are more mobile than most strikes, and gain additional damage and effects for your attacks through momentum by leaping into enemies before striking. You also command a loyal drake companion, which fights at your side.

Religion: Many dragoons revere Melora, considering themselves one with the wild beasts of the world. Others follow Bahamut, walking in the footsteps of the ancient dragon knights and their pursuit of honor and justice. Some dragoons have been known to fall from the sacred codes, worshiping Tiamat in their pursuit of glory and power—believing their draconic connection gives them claim to rule over lesser beings.

Races: Any race can train as a dragoon, but most are born as humans and elves. Humans are versatile and train quickly toward any focus, while elves have an excellent balance of agility and control over their drake companion. Most dragonborn avoid what they consider to be an encroachment on their culture, but those that choose the path of a dragoon prove to be formidable fighters.

You can release your drake companion and train a new drake, but you can only ever have one drake companion at a time. A new drake companion takes effort to obtain, and will be less powerful for a short while until it and you develop a strong bond (“*Gaining a New Drake Companion*,” page XX). The relationship between a dragoon and his or her drake companion is not one of master and servant but of two close and bonded friends.

Regardless of whether you are able to master and perform rituals, your draconic essence becomes linked to this drake, bonding with its soul and allowing you to raise it from the dead with the *Raise Drake Companion* ritual (page XX). However, this same draconic bond will become broken if your drake companion should die, temporarily weakening you (“*Death of a Drake Companion*,” page XX).

For details on drake companion statistics, species, actions, and other information, see page XX.

CREATING A DRAGOON

You can choose any dragoon powers, abilities, and species of drake companion for your character, though many dragoons favor one of two builds: the skyward dragoon or the tactical dragoon. Both of these builds rely on Strength, though favoring Dexterity or Wisdom as a second stat will benefit a particular playstyle.

SKYSOUL DRAGOON

You focus on constant mobility and closing the distance for quick and brutal attacks, spending more time in the air than on the ground. At higher levels, your jumping abilities will give you unparalleled mobility. Strength should be your highest ability score, as it is used for your attacks, but make Dexterity a close second. Wisdom should be your third-best score, as it will benefit your drake companion’s attacks and abilities.

Suggested Class Feature: *Skysoul Focus*

Suggested Feat: *Defensive Mobility*

Suggested Skills: Athletics, Acrobatics, Perception

Suggested At-Will Powers: *Jump, Piercing Thrust*

Suggested Encounter Power: *Dragon’s Tail*

Suggested Daily Power: *Impale*

DRAKESOUL DRAGOON

You focus on coordinating attacks with and empowering your drake companion to attack and hinder enemies. At higher levels, your drake will become a powerful ally capable of turning a battle in your favor. Strength should be your highest ability score, as it is used for your attacks, but make Wisdom your second choice as it determines your drake’s attack damage.

Suggested Class Feature: *Drakesoul Focus*

Suggested Feat: *Hafted Defense*

Suggested Skills: Athletics, Acrobatics, Heal

Suggested At-Will Powers: *Bracing Strike, Draconic Strike*

Suggested Encounter Power: *Into the Dragon’s Den*

Suggested Daily Power: *Dragon Slash*

DRAGOON POWERS

Your powers are incredible exploits that draw upon years of training, focus, and dedication to controlling your body’s energy and the draconic essence it contains. Even at lower levels, you have an incredible jumping ability, which increases throughout your career. At higher levels, the draconic essence within you pushes your body and powers to almost supernatural levels. Some powers reward a high Dexterity and allow greater mobility, while others reward a high Wisdom and are suited for maneuvering, flanking, and coordinating attacks with your drake.

Some of your dragoon attack powers require that you be wielding a spear or polearm, others can only be used if you have momentum. Many of your attacks gain an additional effect if used while you have momentum, as detailed in those powers.

CLASS FEATURES

The dragoon has three class features that work as powers: *Leap*, *Boost*, and *Dive*. *Leap* and *Boost* can be substituted for any move action, while *Dive* can be used as a free action on any turn during a considerable fall.

Leap

Dragoon Feature

You channel your inner energy into an explosive jump, leaping a great distance without a running start and gaining momentum in the air.

At-Will ◆ **Momentum**

Move Action **Personal**

Effect: You perform a successful long jump without making an Athletics check, provoking opportunity attacks as normal. The distance can exceed your speed, and is based on your current level. If you use this ability when taking a double move action, you are considered jumping for the entire distance. You cannot pass through an enemy’s square with this movement.

1st Level	Jump up to 2 squares.
5th Level	Jump up to 3 squares.
9th Level	Jump up to 4 squares.
15th Level	Jump up to 5 squares.
21st Level	Jump up to 6 squares.
27th Level	Jump up to 7 squares.

Special: If you jump at least 2 squares, you gain momentum.

Boost

Dragoon Feature

You focus your inner energy against the ground, launching yourself to a tremendous height and gaining power as you ascend.

Encounter ◆ **Momentum**

Move Action **Personal**

Effect: You perform a successful high jump without making an Athletics check, and shift one square. This jump does not provoke opportunity attacks. The height you can jump is based on your current level.

1st Level	Jump up to 10 feet.
9th Level	Jump up to 15 feet.
15th Level	Jump up to 20 feet.
21st Level	Jump up to 25 feet.
27th Level	Jump up to 30 feet.

Special: If you jump at least 10 feet high, you gain momentum.

Dive

Dragoon Feature

You are no stranger to heights and easily turn a fall into a balanced dive, controlling your speed as you descend.

At-Will ♦ Momentum

Free Action **Personal**

Trigger: You fall at least 10 feet.

Effect: You land successfully without making an Acrobatics check for the fall, ignoring fall damage based on your current level. You are not knocked prone unless the fall damage exceeds half of your total hit points.

1st Level	Ignore 10 feet of fall damage.
5th level	Ignore 15 feet of fall damage.
9th Level	Ignore 20 feet of fall damage.
15th Level	Ignore 25 feet of fall damage.
21st Level	Ignore 30 feet of fall damage.
27th Level	Ignore 35 feet of fall damage.

Special: This ability can be used as an immediate reaction or as a free action during your turn. If it is used as a free action on your turn, you gain momentum.

LEVEL 1 AT-WILL EXPLOITS

Jump

Dragoon Attack 1

You leap high into the air and bring your weapon down for a crushing blow, leaving your foe vulnerable to your next attack.

At-Will ♦ Martial, Weapon

Standard Action **Melee 1**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Momentum: Push the target 1 square and gain combat advantage against it until the end of your next turn.

Arcing Strike

Dragoon Attack 1

You stand strong and sweep your weapon from side to side, striking multiple enemies

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a spear or polearm.

Target: One or two creatures

Attack: Strength vs. AC, one attack per creature

Hit: 1[W] damage per attack.

Level 21: 2[W] damage.

Piercing Thrust

Dragoon Attack 1

You notice a weakness in your foe's armor and thrust your weapon into the gap with careful precision.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 1[W] damage.

Level 21: 2[W] damage.

Momentum: You deal additional damage equal to your Dexterity modifier.

Bracing Strike

Dragoon Attack 1

You plant your feet and jab at your enemy, keeping your weapon raised in anticipation of an attack.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you gain a +2 bonus to AC against the first attack against you made by the target until the start of your next turn.

Level 21: 2[W] + Strength modifier damage.

Spinning Kick

Dragoon Attack 1

You spin nimbly in the air, releasing a powerful and controlled kick that catches your foe off-guard.

At-Will ♦ Martial

Standard Action **Melee 1**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1d10 + Strength modifier damage.

Level 21: 2d10 + Strength modifier damage.

Momentum: You slide the target 1 square and shift into the square it used to occupy.

Vaulting Strike

Dragoon Attack 1

You use your spear to vault over an enemy, unleashing a brutal attack as you pass overhead.

At-Will ♦ Martial, Weapon

Standard Action **Melee 1**

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Dexterity modifier damage.

Level 21: 2[W] + Dexterity modifier damage.

Momentum: Before the attack, you shift two squares through the target's space and stop adjacent to the target on the opposite side. This move is considered a jump and ignores difficult terrain. If you cannot make this shift, ignore the effect, but deal damage as normal.

Draconic Strike

Dragoon Attack 1

You feign an attack to draw the attention of an enemy, giving your drake a chance to strike.

At-Will ♦ Drake, Martial

Standard Action **Melee drake 1**

Target: One creature adjacent to you

Attack: Drake's attack bonus vs. AC

Hit: 1[D] + drake's Strength modifier + your Wisdom modifier damage.

Level 21: 2[D] + Strength modifier + your Wisdom modifier.

Coupled Strikes

Dragoon Attack 1

You survey the fight, looking for an opportunity to attack and commanding your drake to do the same.

At-Will ♦ Drake, Martial, Weapon

Standard Action **Melee weapon and drake 1**

Target: Two creatures

Attack: Strength vs. AC and drake's attack bonus vs. AC, two attacks total against two different targets

Hit: 1[W] and 1[D] damage.

Level 21: 2[W] and 2[D] damage.

LEVEL 1 ENCOUNTER EXPLOITS

Thrust Kick Dragoon Attack 1

You deliver a brutal kick to the center of your foe, knocking them back and pushing off to create some distance.

Encounter ♦ Martial

Standard Action Melee 1

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2d10 + Strength modifier damage, and push the target 1 square.

Momentum: You push the target 1 additional square and can shift 1 square away from the target after the attack.

Arcing Sweep Dragoon Attack 1

You swing your spear in a tight circle around you, knocking nearby enemies off balance.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a spear or polearm.

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Choose two separate creatures that were hit. One is knocked prone and the other is pushed 1 square.

Momentum: Both of the chosen creatures are pushed 1 square and knocked prone.

Dragon's Tail Dragoon Attack 1

You slide your spear behind your foe's feet and push them over it, letting gravity do the rest.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and knock the target prone.

Skysoul Focus: You push the target a number of squares equal to your Dexterity modifier before it falls prone.

Into the Dragon's Den Dragoon Attack 1

You use a strong attack to drive your enemy into your drake, which lashes out with its razor-sharp claws.

Encounter ♦ Martial, Drake, Weapon

Standard Action Melee 1

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and push the target 1 square. If the target ends this forced movement adjacent to your drake, your drake makes a secondary attack against it.

Secondary Target: The primary target

Secondary Attack: Drake's attack bonus vs. AC

Hit: 1[D] + drake's Strength modifier + your Wisdom modifier.

Drakesoul Focus: Your drake can shift a number of squares equal to your Wisdom modifier before this attack.

LEVEL 1 DAILY EXPLOITS

Impale Dragoon Attack 1

You hurl your spear at an enemy, pinning them. A quick jump closes the distance before you strike again and retrieve your weapon.

Daily ♦ Martial, Weapon

Standard Action Ranged 10

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Miss: Half damage.

Effect: Regardless of a hit or miss, you can spend a move action to use *Leap*. If you end this movement adjacent to the target, you can make the following secondary attack.

Secondary Target: The primary target

Secondary Attack: Strength vs. AC

Hit: 1[W] damage.

Effect: You can retrieve your weapon as a free action.

Circle Sweep Dragoon Attack 1

You drop into a group of enemies, swinging your weapon in a wide circle to knock back your foes and create some distance.

Daily ♦ Martial, Weapon

Standard Action Close burst 2

Requirement: You must have momentum and be wielding a spear or polearm.

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each creature in the burst is pushed 2 squares.

Miss: Half damage and each creature is pushed 1 square..

Dragon Slash Dragoon Attack 1

Your drake lunges forward to claw the enemy, giving a nearby ally a chance to attack.

Daily ♦ Martial, Drake, Weapon

Standard Action Melee drake 1

Target: One creature

Attack: Drake's attack bonus vs. AC

Hit: 2[D] + drake's strength modifier + your Wisdom modifier damage.

Miss: Half damage.

Effect: An ally can shift 1 square and make a melee basic attack against the target.

Crippling Strike Dragoon Attack 1

You focus your momentum into a savage blow directed at your opponent's legs, hindering their movement.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have momentum.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is slowed (save ends). Until the end of your next turn, the target grants combat advantage to you and your allies.

Miss: Half damage and the target is slowed until the end of your next turn.

LEVEL 2 UTILITY EXPLOITS

Dragon Guard

Dragoon Utility 2

Together, you and your drake create a formidable wall of teeth, claws, and metal, strengthening your defenses.

Daily ♦ **Martial, Drake, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you and your drake companion both gain a +1 bonus to all defenses while adjacent to each other. The stance automatically ends at the end of any turn where you're not adjacent to each other.

Soaring Circle

Dragoon Utility 2

Your draconic essence radiates from within, temporarily empowering the jumping ability of those around you.

Daily ♦ **Martial, Zone**

Standard Action **Close burst 5**

Effect: The burst creates a zone that lasts until the end of your next turn. Allies within the zone gain a +5 bonus to Athletics or Acrobatics checks made for jumps or falls.

Sustain Minor: The zone persists.

Draconic Grace

Dragoon Utility 2

You jump through the air with supreme agility, spinning and twirling around the attacks of nearby enemies.

Encounter ♦ **Martial**

Free Action **Personal**

Effect: Until the end of your turn, you ignore all opportunity attacks provoked by jumping and can jump 2 additional squares when using *Leap* or *Boost*.

Lending a Foot

Dragoon Utility 2

Sensing danger, you lean into a nearby friend and push off, propelling both of you out of harm's way.

Daily ♦ **Martial**

Immediate Interrupt **Melee touch**

Trigger: A creature targets an adjacent ally with an attack

Effect: You and the ally both shift a number of squares equal to 1 + your Dexterity modifier in opposite directions. The creature's attack is not expended or resolved and it may still take an attack this turn.

LEVEL 3 ENCOUNTER EXPLOITS

Stick the Pig

Dragoon Attack 3

You thrust your spear through an enemy, piercing their armor and leaving them vulnerable to further attacks.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee 1**

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target takes a -2 penalty to AC until the end of your next turn.

Momentum: One creature adjacent to and behind the target takes 1[W] damage.

Jaws of Steel

Dragoon Attack 3

Your drake sinks its teeth into an enemy, holding it in place and giving an ally a chance to attack.

Encounter ♦ **Martial, Drake**

Standard Action **Melee drake 1**

Attack: Drake's attack bonus vs. AC

Hit: 1[D] + drake's Strength + your Wisdom modifier damage and the target is restrained (save ends). This hold breaks if the drake moves or takes any action other than a melee basic attack against the restrained target.

Effect: One ally adjacent to the target can make a melee basic attack against it.

Drakesoul Focus: While it is restrained, the target takes ongoing damage equal to your Wisdom modifier.

Bloody Twist

Dragoon Attack 3

After piercing your enemy's armor, you hold your weapon steady and twist, turning a small gash into a gaping wound.

Encounter ♦ **Martial, Weapon**

Minor Action **Melee weapon**

Trigger: You hit with an attack during your turn

Target: One creature hit by the attack.

Effect: The target takes an additional 1[W] damage and takes an ongoing 5 damage (save ends).

Level 11: 10 ongoing damage.

Level 21: 15 ongoing damage.

Taunting Kick

Dragoon Attack 3

You taunt your foe with a cheap kick and wait, ready to take advantage of any retaliation.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1d10 + Strength modifier damage and the target is marked until the end of your next turn.

Effect: If the target makes an attack against you before the start of your next turn, make the following attack against it as an immediate interrupt. The creature's attack is still resolved and deals damage to you.

Attack: Strength vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Skysoul Focus: Push the target a number of squares equal to your Dexterity modifier after this counter attack.

LEVEL 5 DAILY EXPLOITS

Rending Thrust

Dragoon Attack 5

You use your momentum to puncture your opponent's armor with a precise attack, tearing the flesh and letting the blood flow.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must have momentum.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target takes an ongoing 5 damage.

Level 11: 10 ongoing damage.

Level 21: 15 ongoing damage.

Miss: Half damage.

Effect: If the target was bloodied before you made this attack, it takes an additional 1[W] damage.

Dragon's Roar Dragoon Attack 5

Your drake unleashes a terrifying screech, daring its foes to approach.

Daily ♦ Martial, Drake

Standard Action Close drake blast 3

Target: Each enemy in blast

Attack: Drake's attack bonus vs. Will

Hit: 2d8 + your Wisdom modifier psychic damage.

Miss: Half damage.

Effect: Until the start of your next turn, if any of the enemies hit by the blast ends their turn adjacent to your drake companion, they take 1d8 psychic damage.

Leaping Strikes Dragoon Attack 5

You land with your spear outstretched, charging over your enemies as you quickly hop across the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have momentum and be wielding a spear or polearm.

Effect: You shift your speed and can make the following attack once against each enemy within weapon range during the shift.

Target: One, two, or three creatures

Attack: Strength vs. AC

Hit: 1[W] damage and the target is pushed 1 square.

Miss: Half damage.

Vaulting Kick Dragoon Attack 5

You daze your foe with a jarring kick, using this opportunity to leap off the enemy and find a better position.

Daily ♦ Martial, Weapon

Standard Action Melee 1

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2d10 + Strength modifier damage and the target is dazed until the end of your next turn. You can use *Leap* as a free action after the attack, ignoring opportunity attacks during this move.

Miss: Half damage and you cannot take the free movement.

Momentum: Push the target 2 squares after the attack.

LEVEL 6 UTILITY EXPLOITS

Focused Energy Dragoon Utility 6

You focus your inner energy, balancing your body to gain an astounding amount of force without moving.

Encounter ♦ Momentum

Free Action Personal

Effect: You gain momentum, though you still can only apply momentum's bonus damage once this turn.

Toss Ally Dragoon Utility 6

Acting as a fulcrum, you swing your spear as an ally jumps, launching them a tremendous distance.

Encounter ♦ Martial

Minor Action Melee touch

Requirement: You must be wielding a spear or polearm.

Target: One ally adjacent to you.

Effect: The ally can use your *Leap* feature as an immediate reaction. The distance depends on your level.

Spirit Surge Dragoon Utility 6

Seeing your strength restored, your drake becomes invigorated and eager to continue the fight.

Daily ♦ Drake

Free Action Personal

Effect: Your drake companion regains a number of hit points equal to the amount of total hit points you have regained so far this turn.

Drakesoul Focus: Your drake companion regains an additional amount of hit points equal to its level + your Wisdom modifier.

Skyward Resolve Dragoon Utility 6

No force can keep you on the ground for long.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Automatically succeed on a saving throw against any immobilize, slow, or restrained effect. While in this stance, you gain a +3 bonus to save against those effects, and can make your saving roll at the beginning of your turns.

Skysoul Focus: The bonus to save is equal to 2 + your Dexterity modifier.

LEVEL 7 ENCOUNTER EXPLOITS

Piercing Pull Dragoon Attack 7

You wedge your weapon into your foe's armor, pulling them toward you as they helplessly struggle.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and you pull the target 1 square. The target is restrained. If you move or attack another creature, the restrain ends.

Momentum: The target takes a -5 penalty to save against the restrain on its first turn after this attack.

Low Sweep Dragoon Attack 7

You spin your spear in wide, controlled circles near your feet, attacking the legs of your enemies and bringing them to the ground.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a spear or polearm.

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Each enemy in the burst is knocked prone.

Momentum: The attack affects targets in a close burst 2.

Draconic Charge

Dragoon Attack 7

Your drake rushes into the fray, knocking its foe back with its force.

Encounter ♦ Martial, Drake

Standard Action Melee drake 1

Target: One creature

Attack: Drake's attack bonus vs. AC

Hit: 2[D] + drake's Strength bonus + your Wisdom modifier and the target is pushed 1 square.

Effect: You can substitute this attack in place of your drake's charge attack.

Drakesoul Focus: Your drake gains a bonus to the attack and damage rolls equal to your Wisdom modifier.

Deflecting Guard

Dragoon Attack 7

You clash weapons with your opponent, using your inner energy to leverage weight, sliding them and redirecting their attack.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee 1

Trigger: An adjacent enemy attacks you

Effect: Shift 1 square and slide the target 1 square, ending adjacent to you. Make the following attack.

Target: The triggering enemy

Attack: Strength vs. Reflex

Hit: 1[W] + Dexterity modifier damage, and the target then makes its original attack against a creature adjacent to it.

Skysoul Focus: The number of squares you can shift and slide the target is equal to your Dexterity modifier.

LEVEL 9 DAILY EXPLOITS

Into the Sun

Dragoon Attack 9

Your jump directly in front of the burning sun, blinding your opponent as they try to find you. Upon landing, you deliver a brutal strike.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have momentum.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the target is blinded (save ends).

Miss: Half damage and the target is blinded until the end of its next turn.

Meteoric Fall

Dragoon Attack 9

You drop out of the sky with the force of a flaming meteor, knocking your foe back with each brutal strike.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have momentum.

Target: One creature

Attack: Strength vs. Fortitude, one, two, or three attacks

Hit: 1[W] + Strength modifier damage and the target is pushed 1 square. You shift into the vacant square if possible.

Miss: Half damage, and you make one less attack with this power. If you have no attacks remaining, the attack ends.

Frenzied Strikes

Dragoon Attack 9

Your drake unleashes a flurry of attacks on an enemy, striking at every opportunity and giving a nearby ally the chance to do the same.

Daily ♦ Martial, Drake

Standard Action Melee drake 1

Target: One creature

Attack: Drake's attack bonus vs. AC

Hit: 1[D] + drake's Strength bonus + your Wisdom modifier damage.

Miss: Half damage, and continue with the effect below.

Effect: One ally adjacent to the target can make a melee basic attack against it. If this attack is successful, the drake can make the following secondary attack.

Secondary Target: The primary target

Secondary Attack: Drake's attack bonus vs. AC

Hit: 1[D] + drake's Strength bonus + your Wisdom modifier damage.

Miss: Half damage.

Escalating Force

Dragoon Attack 9

You soar through the air with tremendous force, each second in the air giving your impending attack more power.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have momentum.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Miss: Half damage.

Effect: Deal an additional 1[W] damage for every square of jumping movement in excess of 3 taken before this attack with a single use of Leap or Boost. This additional amount cannot exceed 3[W].

LEVEL 10 UTILITY EXPLOITS

Spirit Link

Dragoon Utility 10

You and your drake are inexorably linked, sharing each other's pain to soften the blow of a brutal attack.

Encounter ♦ Drake, Stance

Minor Action Personal

Effect: Until the stance ends, you and your drake split all damage taken. If the amount is uneven, you take the extra damage. If you or your drake do not take damage at least once each round, the stance ends.

Drakesoul Focus: When you first enter the stance, you and your drake gain hit points equal to your Wisdom modifier.

Inertia

Dragoon Utility 10

You control your body's inner energy to negate an enemy's attempt at moving you, using their force against them.

Encounter ♦ Martial

Immediate Interrupt Personal

Trigger: You are the target of a push, pull, or slide.

Effect: Ignore the forced movement and slide the enemy that provoked this ability 2 squares.

Skysoul Focus: The number of squares you can slide the enemy is equal to your Dexterity modifier.

Ancient Circle

Dragoon Utility 10

You unleash an inspiring shout fueled by your draconic essence, giving those around you the courage to stand against monstrous beasts.

Daily ♦ Martial, Zone

Minor Action **Close** burst 2

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a +1 bonus to all defenses and attack rolls against large, huge, or gargantuan creatures.

Sustain Minor: The zone persists.

Unstoppable Energy

Dragoon Utility 10

You push your body to the limit, creating such a force that its power carries on into another momentous attack.

Daily ♦ Martial

Free Action **Personal**

Effect: Until the end of your turn, you do not lose momentum after making an attack. You can apply momentum's bonus damage twice this turn, but only once per attack.

DRAKE COMPANION STATISTICS

A drake companion's category determines most of its game statistics, although all drake companions share a few characteristics.

Level: Your drake companion's level is always equal to yours. The drake's defenses, hit points, and attack bonus improve with level.

Ability Scores: Your drake companion's category determines its ability scores, which go up with level. Add 1 to two of your drake companion's ability scores at 4th, 8th, 14th, 24th, and 28th level. All of your drake companion's ability scores improve by 1 at 11th and 21st level.

Healing Surges: Your drake companion has two healing surges. The drake's healing surge value is equal to a quarter of its maximum hit points, as normal.

Vision: Your drake companion has low-light vision.

DRAKE SPECIES

Choose one of the following species for your drake companion. Once you choose a species, give your companion a description for color, scars, and unique traits.

SPIRETOP DRAKE

Spiretop drakes are quick and mischievous flying drakes. Although weaker than other drakes, they make up for their frailty with stealth and mobility.

SPIRETOP DRAKE STATISTICS

Ability Scores: Strength 12, Constitution 12, Dexterity 18, Intelligence 6, Wisdom 12, Charisma 6

Size: Small

Speed: 4 squares, fly 7 squares (hover)

Defenses: AC 12 + level, Fortitude 10 + level, Reflex 14 + level, Will 10 + level

Hit Points: 12 + 3 per level

Attack Bonus: Level + 4

Damage: 1d6

Melee Basic Attack: Bite; level + 4 vs. AC; 1d6 + Dexterity modifier damage.

Trained Skills: Thievery, Stealth

Drakesoul Power:

Flyby Agility: passive; spiretop drake gains a +2 bonus to AC against opportunity attacks when flying. Requires the *Drakesoul Focus* class feature.

GUARD DRAKE

Guard drakes are slow, but also strong, resilient, and extremely loyal. The guard drake is protective of its master, and gains a bonus to defense as long as you remain close.

GUARD DRAKE STATISTICS

Ability Scores: Strength 16, Constitution 14, Dexterity 12, Intelligence 6, Wisdom 12, Charisma 6

Size: Medium

Speed: 4 squares

Defenses: AC 14 + level, Fortitude 14 + level, Reflex 10 + level, Will 12 + level

Hit Points: 14 + 5 per level

Attack Bonus: Level + 3

Damage: 1d8

Melee Basic Attack: Bite; level + 3 vs. AC; 1d8 + Strength modifier damage.

Trained Skills: Athletics, Endurance

Drakesoul Power:

Guarding Presence: the guard drake can mark one enemy it has attacked that round as a free action. Requires the *Drakesoul Focus* class feature.

PSEUDODRAGON

A pseudodragon is small and clever, hiding out of sight before stinging enemies with a poisonous strike. A pseudodragon is more fragile than other drakes, but has a stronger and more precise attack than other species.

PSEUDODRAGON STATISTICS

Ability Scores: Strength 14, Constitution 14, Dexterity 14, Intelligence 6, Wisdom 14, Charisma 8

Size: Small

Speed: 4 squares, fly 6 squares (hover)

Defenses: AC 12 + level, Fortitude 12 + level, Reflex 12 + level, Will 14 + level

Hit Points: 10 + 3 per level

Attack Bonus: Level + 5

Damage: 1d10

Melee Basic Attack: Sting; level + 5 vs. AC; 1d10 + Wisdom modifier poison damage.

Trained Skills: Perception, Stealth

Drakesoul Power:

Invisibility: passive; pseudodragon gains concealment at the end of any turn in which it didn't move or attack. Requires the *Drakesoul Focus* class feature.

PERSONALIZING YOUR DRAKE COMPANION

Although your drake companion becomes an extension of yourself, it's a unique creature with a distinct personality defined by its surroundings. Where and how you obtained your drake is up to you, but here are some possibilities for how, when, and why you might have acquired your drake companion:

- ◆ While training as a dragoon at a secluded academy, each worthy fighter was tasked with hatching a drake and caring for it from birth—forging an inextricable bond.
- ◆ You had not considered a drake companion until one came to your rescue, defending you against attackers.

- ◆ You heard rumors of a powerful drake that countless dragoons had failed to subdue and tame, and your grace and power in combat convinced it to join you.
- ◆ A small, undesirable drake had followed you for a time, though you spurned it in favor of a more powerful ally. When in dire need of assistance, your current drake abandoned you while the small drake came to your side without hesitation—after that, you've been inseparable.
- ◆ You managed to steal the only surviving egg of a legendary drake, knowing its offspring would share its mother's tenacity and power.

SPITTING DRAKE

A spitting drake is the most versatile drake, capable of both melee and ranged basic attacks. The spitting drake is not strong or fast, but is more durable than the smaller species.

SPITTING DRAKE STATISTICS

Ability Scores: Strength 12, Constitution 14, Dexterity 10, Intelligence 12, Wisdom 14, Charisma 6

Size: Medium

Speed: 5 squares

Defenses: AC 13 + level, Fortitude 12 + level, Reflex 12 + level, Will 14 + level

Hit Points: 14 + 4 per level

Attack Bonus: Level + 4

Damage: 1d6

Melee Basic Attack: Bite; level + 4 vs. AC; 1d6 + Strength modifier damage.

Trained Skills: Athletics, Perception

Drakesoul Power:

Caustic Spit: ranged basic attack; ranged 6; level + 4 vs. Reflex; 1d6 modifier acid damage. Requires the *Drakesoul Focus* class feature.

DEATH OF A DRAKE COMPANION

You and your drake companion are bonded by more than friendship; your draconic essence is empowered by the presence of your companion and becomes linked to the drake's soul over time. Although this forges an inseparable bond between you and your drake that gives you both insight into the other's thoughts and actions, if the drake dies and the connection is suddenly broken, your own power temporarily wanes in the drake's absence.

When your drake companion dies, you immediately take a -2 penalty to Reflex and Will, and all movement from *Leap* and *Boost* is reduced by 1 square. In addition, your total number of healing surges is reduced by 2 and you cannot gain or use action points. This penalty lasts 3 days or until you either bring your drake companion back to life or find a new drake companion.

RAISE DRAKE COMPANION

You focus your draconic essence, calling upon your lost drake companion's soul and slowly restoring it to life.

Level: 1

Category: Restoration

Time: 4 hours

Duration: Instantaneous

Component Cost: 50 gp

Market Price: None

Key Skill: Nature (no check)

This ritual allows you to restore life to your slain drake companion. This ritual works only for dragoons. The ritual functions as the *Raise Dead* ritual, with the following exceptions:

- ◆ You need not have any part of your drake's corpse.
- ◆ The death penalty lasts until you have reached three milestones
- ◆ A paragon tier drake companion costs 500 gp to raise, and an epic tier drake costs 5,000 gp to raise.

DRAKE COMPANIONS IN COMBAT

Although your drake companion counts as an ally for purposes of abilities and healing, its combat prowess is limited to coordination with you, its dragoon master. Because of this, your drake companion cannot flank enemies with your allies and does not gain or give combat advantage from flanking to anyone but you. If you took the *Drakesoul Focus* class feature, ignore this.

DRAKESOUL POWERS

If you took the *Drakesoul Focus* class feature, your drake gains an additional ability. This power is found at the bottom of a drake's stat block. Each drake gains its own unique ability or attack

COMMANDING A DRAKE COMPANION

Your drake companion doesn't usually take its own actions during combat. It acts on your turn as you direct it, using the options below. To command your drake companion, you take the action specified for a command, and the beast must be able to see or hear you. If you don't command your beast companion, it remains where it is, as long as you are conscious and present in the encounter. If you are unconscious or aren't present, your beast companion can act independently (see "Drake Companion Independent Actions" below).

Attack (Standard Action): Your drake companion makes a basic attack against an enemy of your choice.

Defend (Standard Action): Your drake companion or both of you go on total defense. If you are adjacent to each other, the bonus to defenses is +3 rather than +2.

Move (Move Action): Your drake companion or both of you take a move action. The move actions do not need to be the same.

Opportunity Attack (Immediate Interrupt): When a creature provokes an opportunity attack from your drake companion, you spend an immediate interrupt to command the drake to make the attack.

Other Actions: For any other action, you spend the required action and your drake companion completes it. For example, picking up an object requires a minor action, so you spend the minor action to order your drake to pick the item up in its jaws.

If your drake companion is incapable of completing an action, your action is wasted and the drake does nothing. Your drake companion cannot use your powers and the DM is the final judge on whether a drake is capable of completing an action.

DRAKE COMPANION INDEPENDENT ACTIONS

Your drake companion can act independently in situations where you're can't command it. For example, if you're unconscious or absent, your drake isn't going to wait around for you to wake up or show up before it acts—unless you specifically told it to.

A drake companion acting independently can take a standard action, a move action, and a minor action on each of its turns like a normal character. You choose the drake's actions, but if your character is present in the encounter and incapable of commanding it, the drake must move as far as it can toward you each round on its turn with the safest route possible. Once adjacent to you, the drake companion can take any actions you wish.

DRAKE COMPANIONS AND HEALING

Your drake companion can spend healing surges as a normal character, and receives full benefits from healing abilities.

Second Wind: When you use your *Second Wind*, your drake companion can use it as well, regaining hit points based on its own stats.

Other Healing: When you are adjacent to your drake companion, you can spend a minor action and one of your healing surges to heal the drake companion as if it had spent a healing surge.

Death and Dying: A drake companion follows the same rules as a character for death and dying. If your beast companion dies, you can use the *Raise Drake Companion* ritual to bring it back to life.

GAINING A NEW DRAKE COMPANION

At any time you can dismiss your drake companion and take on another drake of another species. You do not have to retrain or spend any abilities to train a new drake companion.

Taking on a new drake companion is a big change for your character. Your draconic essence has linked a small part of your souls together, and it is assumed that you have been with your first drake companion for quite some time. It will take a while to train the drake and for both you and the drake to get to know each other to reach your full potential as partners.

A new drake companion begins 2 levels below your current level. When your character levels, the drake levels to 1 level below you. When your character levels a second time, the drake levels to your current level. Although you might dismiss and take on new drakes during your adventures, it is rare for dragoons to switch drakes outside of unusual circumstances.

When switching drake companions, you can keep your current drake until you find a replacement. If you do not encounter a new drake right away, you can spend a few hours searching an environment known to contain the type you're seeking. If your drake companion dies and you choose to replace it instead of raise it, you follow the same rules.

CLASS FEATS

Any feat in this section is available to a dragoon who meets the prerequisites.

AGILE AVOIDANCE

Prerequisite: Skysoul Focus class feature.

Benefit: You can attempt to escape a grab as a minor action, and gain a +2 feat bonus to the attempt.

DRACONIC FORTITUDE

Prerequisite: Drakesoul Focus class feature.

Benefit: While adjacent to your drake companion, you can stand as a minor action and all forced movement against you is reduced by 1 square.

DRACONIC GUIDANCE

Prerequisite: Drakesoul Focus class feature.

Benefit: Your drake companion gains a +2 feat bonus to any skill in which you are trained.

DRAGON SCALES

Prerequisite: None.

Benefit: You can wear scale armor. While wearing scale, the distance jumped with *Leap* and *Boost* is reduced by half. This reduction is determined after all bonuses to the distance have been added.

HIGH IMPACT

Prerequisite: Skysoul Focus class feature.

Benefit: Whenever you would deal Momentum damage, you can forgo one die of that damage to push the target 1 square.

LOW BLOWS

Prerequisite: Skysoul Focus class feature.

Benefit: Whenever you would deal Momentum damage, you can forgo one die of that damage to slow the target.

MAXIMUM VELOCITY

Prerequisite: Skysoul Focus class feature.

Benefit: The extra damage dice from the Momentum class feature increase from d8s to d10s.

PROTECTIVE BOND

Prerequisite: Drakesoul Focus class feature.

Benefit: If an enemy makes a melee attack against your drake companion and you are adjacent to your drake companion, the attack provokes an opportunity attack from you.

SHARED SOULS

Prerequisite: Drakesoul Focus class feature.

Benefit: When you spend a healing surge, your drake companion gains half of the surge's value in hit points.

TACTICAL OPPORTUNITY

Prerequisite: Drakesoul Focus class feature.

Benefit: When you or your drake companion deals a critical strike, the other can immediately shift its speed.



DRAGON PARAGON PATHS

CLOUDWALKER

“When my shadow falls upon you, it’s already too late.”

Prerequisite: Dragoon, Skysoul Focus class feature

Your power lies in solitude and focus. Instead of embracing your draconic essence and claiming your place within the ranks of the dragon masters, you have spent your time controlling and balancing your inner kinetic energy, maximizing your jumping potential and the shattering force of your momentum.

To this end, you have spent years of practicing the technical aspects of your ability, forgoing the companionship of a drake and isolating yourself from others—including your draconic essence. You are a product of your physical and metal discipline, and the control over your inner energy has reached supernatural levels. Your jumps are impossibly high and powerful, and enemies can lose track of you as you disappear into the sky above, returning with the force of a fallen star.

CLOUDWALKER PATH FEATURES

Solitary Focus (11th level): You lose your drake companion and may not take on another. You must exchange all powers and abilities that include the **drake** keyword for alternative powers and abilities of the same level that do not include that keyword.

You can jump one additional square with *Leap* and *Boost*. In addition, when applying the extra damage from Momentum to an attack, you can reroll any dice that come up as a 1 or 2 until you get a number other than 1 or 2.

Momentous Surge (11th level): When you spend an action point to make an attack and you choose to apply the extra damage from Momentum, you can roll one additional damage die for the Momentum damage.

Skybound (11th level): You can use *Boost* twice each encounter, but only once per round.

Diving Precision (16th level): When you use *Boost* before an attack, you can score a critical hit for that attack with a roll of 18, 19 or 20.

High Jump

Dragoon Attack 11

You fall from the sky with devastating force, causing a shockwave to erupt from the force as you unleash your attack.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee 1**

Requirement: You must use *Boost* immediately before making this attack. This counts against your per-encounter limit.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the target is pushed 3 squares.

Effect: All creatures adjacent to you are pushed 2 squares.

Reckless Ascent

Dragoon Utility 12

You focus all of your energy on several massive jumps, easily achieving momentum, but leaving yourself open to attacks.

Encounter ♦ **Martial**

Free Action **Personal**

Effect: Take a -2 penalty to all defenses until the end of your next turn. During this time, you can use *Boost* as an at-will move action, and using *Boost* does not count against your two-per-encounter limit for the power.

Super Jump

Dragoon Attack 20

You launch yourself into the air and disappear from sight, falling out of the sky several moments and landing with catastrophic force, reducing the earth to rubble and knocking all nearby creatures to the ground.

Daily ♦ **Martial, Weapon**

Standard Action **Melee 1**

Special: Before the attack, spend a move action to automatically jump both the level-appropriate distance of *Leap* and height of *Boost*, without provoking opportunity attacks. This movement gives you momentum. After the movement, choose a target within range.

Effect: You are removed from play. At the end of your next turn, you are returned to play in a square adjacent to the target (regardless of whether it moved), and immediately make the following attack against it. Your turn ends immediately after this attack is resolved; you can not take another action.

Target: One creature

Attack: Strength vs. AC

Hit: 8[W] + Strength modifier damage and the target is dazed until the end of your next turn.

Miss: Half damage.

Effect: A burst 2 zone appears in your square and remains there until the end of the encounter. The area within the zone is difficult terrain. In addition, when the zone is first created, all creatures within the zone except for you are pushed 2 squares, knocked prone, and take damage equal to your Strength modifier (including your target).

LANCER

“This spear is an extension of my will; a mere flick of my wrist is capable of saving, or ending, a life.”

Prerequisite: Dragoon, Polearm weapon proficiency

You have spent your time as a dragoon studying the art of the spear, focusing on combat maneuvers and tactics. Through vigorous training and unparalleled discipline, you wield spears and polearms with complete authority, knowing that your proficiency has no equal. Each thrust, each slash, can render an enemy helpless and turn the battle in your favor.

Taking command of the battlefield tactics, you coordinate attacks and flanking positions with your allies, cornering your enemies and minimizing the effects of their efforts. Your reach is long and your will is unbreakable—your enemies will fall, one by one, to the timely attacks of you and your allies.

LANCER PATH FEATURES

Master Flanker (11th level): If you are using a spear or polearm, you gain a +1 bonus to all attacks with the **weapon** keyword against enemies you are flanking.

Battle Tactics (11th level): When you spend an action point to make an attack, you can choose to mark one enemy hit by the attack. If you do, one ally within 10 squares can shift their speed.

Precision Piercing (16th level): If you have momentum and miss with an attack that targets AC and has the **weapon** keyword, you can choose to deal your Strength modifier as damage to one of the targets of the attack.

Balanced Lunge

Dragoon Attack 11

You balance on the balls of your feet, lunging forward with tremendous force to deliver an unexpected blow from a considerable distance.

Encounter ♦ Martial, Weapon

Standard Action **Melee 3**

Requirement: You must be wielding a spear or polearm.

Target: One creature

Attack: Strength +2 vs. AC

Hit: 2[W] + Strength modifier damage.

Momentum: The target takes a -2 penalty to AC until the end of your next turn.

Inescapable Reach

Dragoon Utility 12

You focus your inner energy to gain an unnatural balance with your attacks, letting you strike at enemies that were previously out of reach.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you gain Reach 2 for all attacks that include the weapon keyword as long as you are wielding a spear or polearm. You cannot flank from this distance. This stance ends at the end of any turn in which you use *Leap* or *Boost*.

Intimidating Presence

Dragoon Attack 20

You make a timely blow against a cornered opponent, giving your allies a chance to attack. The enemy is unsettled by your presence, leaving it vulnerable to further attacks as long as you remain in striking position.

Daily ♦ Martial, Weapon

Standard Action **Melee** weapon

Requirement: You must be wielding a spear or polearm.

Target: One creature flanked by you

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the other ally flanking the enemy can make a melee basic attack against it.

Miss: Half damage and the ally cannot make the attack.

Effect: For the rest of the encounter, whenever you successfully attack the target while flanking it, all allies adjacent to it can immediately make a melee basic attack against it.

RAGE KNIGHT

“This monstrous beast obeys my every whim; we are as one, and you will fall underfoot.”

Prerequisite: Dragoon, Drakesoul Focus class feature

Some dragoons have learned to master their draconic essence and reach out to all dragonkin, becoming masters of even the most dangerous of monsters. Such dragoons are called rage knights. Like these majestic knights of legend, you ride into combat atop a giant rage drake, feeding on the fear of those cowering before your presence.

You have brought an adult rage drake to your side, bending its will to your own. You and your rage drake are more than companions; your relationship is at once both symbiotic and divided, but your friendship is loyal and everlasting. Your rage drake carries part of your draconic essence within, reacting to your movements and feelings with uncanny accuracy and understanding.

RAGE KNIGHT PATH FEATURES

Rage Drake Companion (11th level): You take on a rage drake as your drake companion. This drake serves as both a companion and a mount.

You can no longer deal Momentum’s bonus damage, though you can still gain Momentum.

Raging Slash (11th level): When you spend an action point to make an attack with a power that includes the **drake** keyword, your rage drake can make a melee basic attack against one of the targets of the attack.

Bloodied Rage (16th level): If your rage drake is bloodied, it deals an additional amount of damage equal to your Wisdom modifier with each attack.

RAGE DRAKE STATISTICS

Ability Scores: Strength 20, Constitution 18, Dexterity 14, Intelligence 8, Wisdom 14, Charisma 8

Size: Large

Speed: 8 squares

Defenses: AC 15 + level, Fortitude 15 + level, Reflex 11 + level, Will 13 + level

Hit Points: 20 + 6 per level

Attack Bonus: Level + 6

Damage: 2d6

Melee Basic Attack: *Claw*; level + 6 vs. AC; 2d6 + Strength modifier damage.

Trained Skills: Athletics, Endurance

Drakesoul Power:

Taunting Slash: minor action; when your rage drake damages an enemy with a power including the drake keyword, you can spend a minor action to have your rage drake mark that enemy until the end of the drake’s next turn.

Into the Maw

Dragoon Attack 11

Your drake bites the foe, closing its monstrous jaws around its prey and shaking it violently. At your command, the rage drake releases, tossing the mangled enemy to the ground.

Encounter ♦ **Martial, Drake**

Standard Action **Melee** drake 1

Target: One creature

Attack: Drake’s attack bonus vs. AC

Hit: 2[D] + drake’s Strength bonus + your Wisdom modifier damage and the target is restrained. Make the following attack as an immediate interrupt at any point before the start of your next turn.

Attack: Drake’s attack bonus vs. Fortitude

Hit: 1[D] + drake’s Strength bonus damage.

Effect: The target is thrown a number of squares equal to your Wisdom modifier.

Call Mount

Dragoon Utility 12

You call out to your drake, which lowers itself defensively as it strides through the battlefield toward its master.

Encounter ♦ **Martial, Drake**

Minor Action **Personal**

Effect: Your rage drake moves its speed in your direction, gaining a +2 bonus to AC against opportunity attacks. If it ends this movement adjacent to you, you can mount your rage drake as a free action.

Raging Whirlwind

Dragoon Attack 20

You and your rage drake stride through the battlefield, spinning and twirling in a torrent of teeth, claws, and steel.

Daily ♦ **Martial, Drake, Weapon**

Standard Action **Close** burst 1

Requirement: You must be mounted on your rage drake.

Effect: While mounted, you and your drake can shift the rage drake’s speed, making the following attack at two separate points during the move.

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage + 1[D] + drake’s Strength bonus damage.

Miss: Half damage.

Effect: All creatures in the burst are pushed 2 squares.

DRAGONFURY

“The dragon’s essence flows through me, begging for release; I shall oblige it.”

Prerequisite: Dragoon, Drakesoul Focus class feature

You have given yourself to the draconic essence within, embodying the rage, power, and fiery remnants of the dragon from whence it came. This essence has become a part of you; its wants and desires have merged with your own, though you feel its constant presence.

When combat begins, the draconic essence takes hold over you, releasing its rage and empowering your attacks with blazing flames. This force envelops you, often in a physical manifestation of fire, showering your enemies with the molten fury of a dragon, brought back to life within your own soul.

DRAGONFURY PATH FEATURES

Thirst for Fire (11th level): You gain combat advantage against any creature that has taken fire damage since the end of your last turn.

Molten Trail (11th level): When you spend an action point to move with *Leap*, each square between where you started and ended your jump becomes difficult terrain until the end of your next turn. If any creature enters or begins their turn in one of the squares, they take fire damage equal to your Wisdom modifier.

Blazing Speed (16th level): Once per round, when you would deal momentum’s bonus damage, you can forgo any number of momentum’s damage die. For each die you forgo, the target takes an ongoing 3 fire damage (save ends), up to a maximum of ongoing 9 fire damage (save ends). If the target is already afflicted with this ongoing damage, it does not gain additional ongoing damage; it does not stack.

Dragon’s Breath

Dragoon Attack 11

The dragon’s essence bursts into flames, lashing out against nearby enemies and burning them from within.

Encounter ♦ **Martial, Fire**

Standard Action **Close** blast 3

Target: Each enemy in the blast

Attack: Strength vs. Reflex

Hit: 1d10 + Wisdom modifier fire damage, and the target takes an ongoing 5 fire damage.

Effect: Enemies in the blast gain Vulnerable 5 fire (save ends).

Fiery Essence

Dragoon Utility 12

You focus the power of the dragon’s essence, channeling its fiery energy into each of your attacks.

Encounter ♦ **Martial, Fire, Stance**

Free Action **Personal**

Effect: Until the stance ends, all damage from your attacks is treated as fire damage and you gain Resist 10 fire.

Enfuse Spirit

Dragoon Attack 20

You let the dragon’s essence take over, erupting from your body and manifesting itself as a fiery dragon’s head, burning your foes with monstrous bites as it floats across the battlefield.

Daily ♦ **Martial, Fire**

Standard Action **Ranged** 10

Special: You enter a trance until the end of your next turn.

While you are in this trance, you cannot move, attack, or spend minor actions unless used to sustain the spirit. Any enemy that hits you with a melee attack while you are entranced takes fire damage equal to your Wisdom modifier.

Effect: You summon a Medium-size dragon spirit in an unoccupied square within range. You can spend a move action to move the spirit, which has a speed of 6 (hover). The spirit makes the following attack when summoned.

Target: One creature adjacent to the spirit

Attack: Strength vs. Reflex

Hit: 3d8 + Wisdom modifier fire damage.

Effect: Each creature adjacent to the target takes fire damage equal to your Wisdom modifier.

Sustain Minor: You can sustain this trance until the end of the encounter. You can spend a move action to move the spirit, and a standard action to make another attack with it.