

Draconoclast

Background Information

For centuries, the people of Terras have lived in fear of the Dragons that surround their quiet village, but as time has passed, they have adapted to the Black Menace that lives in the surrounding swamps. The Dragon Hunters of Terras are known for their uncanny ability in dealing with Black Dragons. They have grown from a combination of the Ranger, Rouge, and Fighter classes; tracking their hated enemies, using advanced stealth to gain the advantage, and finally relying on strength and skill with their signature Dralak to effectively eliminate black dragons. Many of the so-called Draconoclasts spend their entire lives perfecting their skill, few every leave Terras, and even fewer still live long enough to make such a decision.

Skills

The Dragon Hunter is know for his extreme stealth and strength, so both Dexterity and Strength prove vital. Charisma is used in a number of skills. In order to successfully combat Black Dragons a Hunter must also have great fortitude and massive Hit Points, which makes Constitution of the utmost importance. Charisma is the basis for numerous Class Abilities. The Draconoclasts possess a mastery of the skills; Jump, Swim, Move Silently, Track, tumble, escape artist, climb, listen, search, hide, and spot.

Alignment

Draconoclasts outside of Terras rarely adhere to any law other than their own, doing good deeds when it fits them but otherwise untied to the societies they pass through. Most Draconoclasts are Chaotic Good, though any alignment if non-evil is allowed. Draconoclasts who become Evil Aligned are called Drocs and lose all of their special abilities as they are thought to side with Black Dragons. Any Draconoclast will try to kill them on sight.

Proficiencies

The Draconoclast is proficient with any non-exotic weapon, and their signature dralak. They are proficient with light, medium, and heavy armor types, but often shun shields for the use of two weapons.

Bonus Feats

At the 1st, 5th, 10th, 15th, and 20th level, the Draconoclast gains a bonus feat from the following list. Cleave, Greater Cleave, Quick Draw, Spring Attack, Dodge, Mobility, Improved Critical, Weapon Focus, and Whirlwind. Note: the Draconoclast must meet the requirements for the feat to gain them.

Favorite Enemy: Dragon

All Draconoclasts have one favorite enemy, the Black Dragon. They receive a +2 to all attack rolls against Black Dragons and +4 to all checks involving a Black Dragon, (Hiding or Sneaking from one, Bluffing or Intimidating, etc).

Character info

hit dice = d10

Skill points = (int. mod. x 4) and int. mod. + 4 afterwards

Level	Base Attack	Fortitude	Reflex	Will	Abilities
1	+1	+2	+0	+0	SA 1d6 Bonus Feat
2	+2	+3	+0	+0	Breath Evasion
3	+3	+3	+1	+1	Fearlessness
4	+4	+4	+1	+1	Bog Walk
5	+5	+4	+1	+1	SA 2d6 Bonus Feat
6	+6/+1	+5	+2	+2	Scale Craft
7	+7/+2	+5	+2	+2	Gullet Strike
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Acid Resist
10	+10/+5	+7	+3	+3	SA 3d6 Bonus Feat
11	+11/+6/+1	+7	+3	+3	Clear Mind
12	+12/+7/+2	+8	+4	+4	Improved Breath Evade
13	+13/+8/+3	+8	+4	+4	Call of the Wild
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	SA 4d6 Bonus Feat
16	+16/+11/+6/+ 1	+10	+5	+5	Steel Resolve
17	+17/+12/+7/+ 2	+10	+5	+5	Acid Immune
18	+18/+13/+8/+ 3	+11	+6	+6	
19	+19/+14/+9/+ 4	+11	+6	+6	
20	+20/+15/+10/ +5	+12	+6	+6	Lion's Pride SA 5d6 Bonus Feat

Special Abilities

Sneak Attack: at the 1st, 5th, 10th, 15th, and 20th level, the Dragon Hunter gains power in his sneak attack, the ability to strike extra damage whenever your opponent could not add his dexterity to his AC. The Draconoclast often uses this for a first strike, attempting to kill lesser dragons before their larger brethren can save them. This ability can only be used against dragons.

Breath Evasion: At the 2nd Level, the Draconoclast gains an advanced response to breath attacks. Whenever he may roll reflex to take half, he may instead take no damage on a successful roll.

Fearlessness: At the 3rd level, the Draconoclast is immune to fear as induced by Dragons.

Bog Walk: At the 4th level, a Draconoclast is completely immune to the movement restrictions of a swamp. He can walk on the usually quicksand-like swamp with no trouble and is immune to the effects of poisonous swamp gas. Also, the Draconoclast gains his Charisma to both hide and move silently checks while in a swamp. The Draconoclast is also nearly impossible to track in a swamp, giving the tracker a -4 on track.

Scale Craft: At the 6th level, a Draconoclast gains the ability to work with a dragon's remains and create his own armor, weapons, or other items from their bones, scales, and teeth. Wielding any item made of dragon will cause all dragons to hate the Draconoclast and attack him on sight. The DC to make such items depend on the character's level and the item he wishes to craft.

Gullet Strike: At the 7th level, a Draconoclast gains the ability to strike at a Dragon's gullet with extreme fervor when in it's mouth. The Draconoclast may deal his maximum damage (as if he rolled the highest possible on his damage roll) to the gullet pending a successful hit. He may only do this an amount of times per day equal to his Charisma Modifier. This only works against Dragons

Resist Acid: At the 9th level, the Hunter gains resistance to Acid equal to 20 points.

Clear Mind: At the 11th level, a Dragon Hunter gains the ability to identify any Black Dragon in human form. He also gains +4 to search and track checks in a swamp.

Improved Breath Evasion: At the 12th level a Dragon Hunter gains an uncanny reflex against the breath of any dragon. Whenever he may roll reflex for half damage, a successful roll deals no damage and a failure deals half.

Call of the Wild: At the 13th level, a Draconoclast gains the ability to make a sound that is similar to that of a Black Dragon. A charisma roll determines whether or not the correct sound is made and whether or not it attracts the desired dragon. Some sort of horn is required to do this.

Steel Resolve: At the 16th level, a Hunter gains an attack of opportunity if swallowed upon the gullet of the Dragon.

Acid Immunity: At the 17th Level, the Draconoclast is completely immune to all acids, including stomach acids. Note the Draconoclast is still damaged by smothering damage and suffocation if swallowed.

Lion's Pride: At the 20th level, the Draconoclast has become so proficient at Dragon Hunting, that he may add his Charisma Modifier to attack rolls against them.