

DRAGON DISCIPLE

Hit Die: d12.

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any non-dragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spell casting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class.

	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spells
1st	+0	+2	+0	+2	Natural armor (+1), Breath weapon (1d6)	+1 level existing arcane spell casting class
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	
3rd	+2	+3	+1	+3	Breath weapon (2d6)	
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor (+2)	
5th	+3	+4	+1	+4	Blind sense 30 ft., Breath weapon (3d6)	
6th	+4	+5	+2	+5	Ability boost (Con +2)	+1 level existing arcane spell casting class
7th	+5	+5	+2	+5	Natural armor (+3), Breath weapon (4d6)	
8th	+6	+6	+2	+6	Ability boost (Int. +2)	
9th	+6	+6	+3	+6	Wings, Breath weapon (5d6)	
10th	+7	+7	+3	+7	Blind sense 60 ft., dragon apotheosis	

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Dragon Disciple

Class Features

All of the following are Class Features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a gains an increase to the character's existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple. These increases stack and are gained as if through level advancement.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a -5 penalty on claw attacks. The Multi-attack feat reduces this penalty to only -2.

Breath Weapon (Su): At 1st level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 1d6 points of damage of the appropriate energy type.

At 3rd level, the damage increases to 2d6, again at 5th it increases to 3d6, 4d6 at level 7, and finally 5d6 at level 9. Regardless of its strength, the breath weapon can be used once per day, for free. Additional uses of the breath weapon can be made by using the Feat Dragon Breath, all effects stack. Thus spending a level 0 spell slot would allow an additional use of your breath weapon, and you will add an additional 2d6 damage per level spell slot sacrificed. Ex: Level 5 Dragon Disciple Spending a level 2 spell slot will do 7d6 with her breath weapon (3d6 from class + 4d6 a level two spell slot). Use all the rules for dragon breath weapons except as specified here.

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

The DC of the breath weapon is $10 + 1/2 \text{ HD} + \text{Con modifier}$.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Blind sense (Ex): At 5th level, the dragon disciple gains blind sense with a range of 30 feet. Using no visual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blind sense ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blind sense. A creature with blind sense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple takes on the half-dragon template. He gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot dark vision, immunity to sleep and paralysis effects, and immunity to the energy type used by his breath weapon (see above).