

Dragon Rider Prestige Class

Hit Dice: d8.

Entry Requirements

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Ride 5 ranks.

Feats: Iron Will, Mounted Combat.

Special: Must have ridden a willing true dragon mount in a combat situation.

Class Skills

The dragon rider's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Great courage +2, mounted attack, saddle up
2 nd	+2	+1	+1	+1	Bonus feat, superior maneuverability
3 rd	+3	+2	+2	+1	Great courage +4, one mind +2
4 th	+4	+2	+2	+1	Chink in the armor 1/day, uncanny dodge
5 th	+5	+3	+3	+2	Bonus feat, great courage +6
6 th	+6	+3	+3	+2	Legendary presence, one mind +4
7 th	+7	+4	+4	+2	Chink in the armor 2/day, great courage +8
8 th	+8	+4	+4	+3	Bonus feat, improved uncanny dodge
9 th	+9	+5	+5	+3	Chink in the armor 3/day, immune to fear
10 th	+10	+5	+5	+3	One mind +6

Class Features

All of the following are class features of the dragon rider prestige class.

Great Courage (Ex): At 1st level, a dragon rider gains a +2 morale bonus on Will saves against the frightful presence of dragons. This bonus increases by +2 every two levels after 1st (3rd, 5th, and 7th). At 9th level, a dragon rider is immune to fear (magical or otherwise).

Mounted Attack (Ex): At 1st level, a dragon rider no longer has to make a Ride check to direct a draconic mount in combat. This is now an automatic, free action for them.

Saddle Up (Ex): At 1st level, a dragon rider may attempt to mount or dismount (DC 20 Ride check) from a mount up to two size categories larger than themselves as a free action, provided that they still have a move action available that round. If they fail the Ride check, mounting or dismounting is a move action.

Bonus Feat: At 2nd level, a dragon rider may select a bonus feat. These feats must be taken from the following list: Power Attack, Ride-by-Attack, Shield Focus, Spear of Doom, Spirited Charge, Trample,

and Tremendous Charge. At 5th level, the following feats are added to the list: Improved Bull Rush, Improved Overrun, Mounted Shield, Trick Riding, and Vital Strike. At 8th level, the following feats are added to the list: Charge Through, Improved Vital Strike, Mounted Skirmisher, and Unseat.

Superior Maneuverability (Ex): At 2nd level, a dragon rider may use a move action to apply a bonus equal to half their total Acrobatics skill to the next Fly or Swim skill check made by their mount - as long as their mount is of the dragon type.

One Mind (Su): At 3rd level, a dragon rider develops the ability to form a mystical bond with a willing true dragon whose alignment is within one step of their own. After the dragon rider has spent either 3 hours practicing with the dragon or has survived combat alongside the dragon from dragonback they may form one mind. This manifests as an empathic link between the rider and the dragon (identical to the empathic link formed between a wizard and their familiar) and a +1 insight bonus on all of their attack rolls, saving throws, and armor class while the dragon rider is mounted on or adjacent to the dragon. This insight bonus increases to +2 at 6th level and +3 at 10th level.

At 10th level, a dragon rider and their bonded mount may always communicate telepathically with each other regardless of language or distance. This communication does not work from one plane to another.

A dragon rider can only be bonded to one dragon at a time. The dragon rider or the dragon can elect to break their bond at any time, but they must then wait twenty-four hours before bonding with another dragon or rider. Should the dragon rider or the dragon die while they are of one mind, the insight bonuses are lost. Neither of them may form one mind with another mount or rider for 1 week or, in the case of the dragon rider, not until they gain another level, whichever comes first. During this 1 week period, the surviving party takes a -2 penalty on their attack rolls, saving throws, and armor class.

Chink in the Armor (Ex): At 4th level, a dragon rider may make a single attack action with a melee or missile weapon that ignores the natural armor bonus of a creature of the dragon type once per day. They may use this power twice per day at 7th level and three times a day at 9th.

Uncanny Dodge (Ex): At 4th level, a dragon rider gains this ability, which functions like the rogue class ability of the same name. If the dragon rider already has uncanny dodge from a different class, they automatically gain improved uncanny dodge instead.

Legendary Presence (Su): At 6th level, a dragon rider adds their dragon rider class levels to the Hit Dice of any true dragon mount they are riding to determine the save DC of their mount's frightful presence. The range of the dragon's frightful presence is calculated as if the dragon were one age category higher. This ability only functions while the dragon rider is conscious and mounted on the dragon, not if they are not riding the dragon, unconscious or dead.

Improved Uncanny Dodge (Ex): At 8th level, a dragon rider gains this ability, which functions like the rogue class ability of the same name. If the dragon rider already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.