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Dragon Bound

“Shelow here can fly me through anything”.

- famous last words as Joanne the Dragon Bound flew off into a hurricane.

The dragon bound has been a most glorious title for decades. Everybody has heard of them, whether it is for courageous deeds of good, or destroying whole towns just for the fun of it. Although many people dislike the dragon bound, they still hold a high place in society. The bond between dragon and dragon bound is a symbol of peace after millennia of fear and hatred. Every year, the dragons donate a certain number of eggs to the dragon bound, which travel the world searching for the lucky few who have been chosen by the dragons. When the dragon egg is presented to the chosen one, their training begins.

Adventures

The dragon bound hold their position very seriously as a protector of their partner, and as holders of a great responsibility. Good Dragon Bound are comparable to paladins, with compassion to pursue good, a will to uphold law, beside the fact that Dragon Bound are Dragon centered. Evil dragon bound enjoy reckless destruction, inflicting pain, and often feel far superior to people who weren't entrusted with powers like them. Neutral dragon bound often watch the events of the world from the shadows, stepping in there imbalances of power occur, then returning to their observation.

Characteristics

Dragon bound respect and honor their dragons, as they have a unique bond that only another dragon bound can understand. They gain insight towards the world by being connected to the dragons. Their dragons are there world and do not like it when their dragons are treated unfairly or shown any other form of rudeness.

Alignment

Dragon bound don't have any fixed alignment, and because the dragon gains it alignment from the behaviors of the parent dragons, the dragons aren't alignment tied. It has been seen a Paladin/Dragon Bound with a red dragon.

Religion

Dragon bound serve the dragon gods as a major reminder how powerful dragons can be. Good dragon bound tend to worship Lendys (the Scale of Justice), Tamara (Her Mercy) or Bahamut (the King of Good Dragonkind). Neutral dragon bound tend to worship Chronopsis (the Silent Watcher) or Io (the Creator of Dragonkind). Evil dragon bound tend to worship Garyx (the All-destroyer) or Tiamat (the Chromatic Dragon).

Background

Dragon bound come from all cultures and communities and so can be vary different, but have grate respect for dragons. All Dragon Bound have gone to the school of First Dragon Rights, and has gone out into the world to start their life.

Races

As becoming dragon bound is a matter of destiny, it comes as no surprise that humans, being creatures of destiny and also belonging to no one culture or god, are often the ones called to this path. Half-elves are also occasionally chosen as well, in addition to their full-blooded Elvin parents. Half-orcs generally lack the incredible strength of character to follow this path; however, a half-orc dragon bound is certainly a formidable opponent. In the end, however, the dragons choose whom they will and their decisions are often strange and unpredictable, thus, anyone from any race or culture may become dragon bound.

Abilities

Charisma is often mandatory for a Dragon Bound because it increases their spells and improves their DC save. Strength is important for dragon bound as it improves their melee attack and damage rolls. Constitution is important for giving dragon bound lots of hit points, which they need in their many battles. Dexterity is important to dragon bound who want to be good archers or who want to unlock dexterity-related feats, but the heavy armor that dragon bound usually wear reduces the benefit of a high dexterity score.

Class Features

Hit Die: d8

Alignment: A Dragon Bound can be of any alignment, and the Dragon can be of any alignment also.

Starting Gold: As Bard

Starting Age: As bard

Class Skills

The Dragon Bound's class skills are Balance (Dex), Concentration (Con), Diplomacy (Dragon) (Int), Handle Animal (Cha), Jump (Str), Knowledge Dragon (Int), Ride (Dex), Spellcraft (Int)

Skills points at 1st Level : (2 + Int modifier) x4

Skills points at Each Additional Level : 2 + Int modifier

		Fort	Ref	Will	
Lvl	BAB	Save	Save	Save	Special
1	+1	+2	+0	+2	Spells, Dragon, Rider's Blade, Armored Casting
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	
4	+4	+4	+1	+4	Riders Blade +1, Elemental blade
5	+5	+4	+1	+4	
6	+6/1	+5	+2	+5	Fresh Breath
7	+7/2	+5	+2	+5	
8	+8/3	+6	+2	+6	
9	+9/4	+6	+3	+6	Riders Blade +2

10	+10/5	+7	+3	+7	Improved Armored Casting
11	+11/6/1	+7	+3	+7	
12	+12/7/2	+8	+4	+8	
13	+13/8/3	+8	+4	+8	
14	+14/9/4	+9	+4	+9	Riders blade +3
15	+15/10/5	+9	+5	+9	Explosive Blade
16	+16/11/6/1	+10	+5	+10	Greater Fresh Breath
17	+17/12/7/2	+10	+5	+10	
18	+18/13/8/3	+11	+6	+11	
19	+19/14/9/4	+11	+6	+11	Riders Blade +4
20	+20/15/10/5	+12	+6	+12	Blood Oath, Greater Armored Casting

multiclassing: Like a member of any other class, a dragon bound may be a multiclass character, but multiclass dragon bound face a special restriction. The dragon and character have a deep connection to each other, and are a vital part to each other's lives, and so the class a dragon bound gains has to include the Dragon (If the Dragon Bound wanted to be a Netherese Archanist he could, but only if he gained the ability's exclusively on the dragon back). Once multiclassed a Dragon Bound can not take any more levels in Dragon Bound.

Weapon and Armour Proficiency: A Dragon Bound has proficiency in all simple and martial weapons, as well as proficiency in light armor (although only can cast spells in the armor with Armored Casting).

Spells: The nature of the magic flowing through the Dragons veins is mystical, and allows the Dragon Bound to tap into its magic, although because of its inherent nature, Dragon Bound cast spell unlike any other class. Beginning at 4th level, the Dragon Bound is able to cast a number of arcane spells taken from there list. The Dragon Bound gets bonus spells per day based on Charisma, as a Sorcerer does. When his dragon hatches, the Dragon Bound uses either his Charisma or his Dragon's, whichever is lower, to determine bonus spells per day. A Dragon Bound and his dragon share their spellcasting ability; the Dragon may cast spells available to the Dragon Bound, and casts from the same set of spell slots. They don't gain any additional bonus spell slots from temporary changes. They need not meditate or study to regain their spell slots each day; a Dragon Bound only needs to remain on good terms with his Dragon, and get at least 8 hours of sleep each night (or equivalent rest if the Dragon Bound's race does not sleep). To cast a spell, the Dragon Bound must have an Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Dragon Bound's spell is 10 + the spell level + the Dragon Bound's Charisma modifier. Like a Sorcerer, a Dragon Bound need not prepare his spells in advance.

Spells Per day					
Lvl	0	1	2	3	4
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	-
4	1	0	-	-	-

5	1	0	-	-	-
6	1	0	-	-	-
7	1	0	-	-	-
8	2	1	0	-	-
9	2	1	0	-	-
10	2	1	0	-	-
11	2	1	0	-	-
12	2	2	1	0	-
13	2	2	1	0	-
14	2	2	1	0	-
15	2	2	1	0	-
16	2	2	2	1	0
17	2	2	2	1	0
18	2	2	2	1	1
19	2	2	2	1	1
20	2	2	2	2	2

Bonus Spells (by Spell Level)						
Score	Modifier	0	1st	2nd	3rd	4th
1	-5	Can't cast spells tied to this ability				
2-3	-4	Can't cast spells tied to this ability				
4-5	-3	Can't cast spells tied to this ability				
6-7	-2	Can't cast spells tied to this ability				
8-9	-1	Can't cast spells tied to this ability				
10-11	0	—	—	—	—	—
12-13	+1	—	1	—	—	—
14-15	+2	—	1	1	—	—
16-17	+3	—	1	1	1	—
18-19	+4	—	1	1	1	1
20-21	+5	—	2	1	1	1
22-23	+6	—	2	2	1	1
24-25	+7	—	2	2	2	1
26-27	+8	—	2	2	2	2
28-29	+9	—	3	2	2	2
30-31	+10	—	3	3	2	2
32-33	+11	—	3	3	3	2
34-35	+12	—	3	3	3	3
36-37	+13	—	4	3	3	3
38-39	+14	—	4	4	3	3
40-41	+15	—	4	4	4	3
42-43	+16	—	4	4	4	4
44-45	+17	—	5	4	4	4

0-LEVEL DRAGON BOUND SPELLS

Resistance: Subject gains +1 on saving throws.

Acid Splash: Orb deals 1d3 acid damage.
Cure Minor Wounds: Cures 1 point of damage.
Detect Poison: Detects poison in one creature or small object.
Detect Magic: Detects spells and magic items within 60 ft.
Read Magic: Read scrolls and spellbooks.
Daze: Humanoid creature of 4 HD or less loses next action.
Disrupt Undead: Deals 1d6 damage to one undead.
Arcane Mark: Inscribes a personal rune (visible or invisible).

1ST-LEVEL DRAGON BOUND SPELLS

Endure Elements: Exist comfortably in hot or cold environments.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Mage Armor: Gives subject +4 armor bonus.
Mend: fixes torn light armor.*
Detect Undead: Reveals undead within 60 ft.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Sleep: Puts 4 HD of creatures into magical slumber.
Enlarge Person: Humanoid creature doubles in size.
Jump: Subject gets bonus on Jump checks.

2ND-LEVEL DRAGON BOUND SPELLS

Protection from Arrows: Subject immune to most ranged attacks.
Shrink Dragon: Shrinks Dragon.*
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Blunt Weapon: blunts a sharp object.*
Sharpens Weapon: sharpens a blunt object.*
Continual Flame M: Makes a permanent, heatless torch.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Dragon speed: gives +20 speed to all things.*
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Improved Mend: Mends medium armor.*
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

3RD-LEVEL DRAGON BOUND SPELLS

Dragon Saddle: summons a dragon saddle for 1 hour/level*
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Hair: a good way to hide.*
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.

Lightning Bolt: Electricity deals 1d6/level damage.

Dragon Armor: summons Dragon Armor for 1 hour/level*

Flame Arrow: Arrows deal +1d6 fire damage.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Grater Mend: Mends heavy armor.*

Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.

4TH-LEVEL DRAGON BOUND SPELLS

Fire Trap M: Opened object deals 1d4 damage +1/level.

Remove Curse: Frees object or person from curse.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

lightless lantern: A good source of dark vision.*

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Fireball: 1d6 damage per level, 20-ft. radius.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Ultimate Mend: Mends small magic objects.*

*= new spell

Spells True name and essence: Because of the nature of a Dragon bound's spells, they have a different perspective on how to cast spells. A Dragon Bound can cast any spell on his list if he knows its true name. Dragon Bound do not need any material, focus, or somatic components for their spells, instead they use only verbal components (and must pay any experience point costs, if required by a spell). The Dragon Bound only ignores material, focus, and somatic components for his spells when his Armored Casting class feature applies (see below). To find the Spells True name and essence, the Dragon Bound must study for 5 minutes per spell level (0 level spells are worth 2 minutes), without interruption. If interrupted in his study's the use per day is lost. Once complete the Dragon Bound makes a Knowledge (Dragon) check against the Spells DC (ill get the DC's up). A Dragon Bound can only use the skill in this way 5 times a day + wisdom modifier (they do not carry over to the next day). Once the spells true name and essence is know, a Dragon Bound can cast the spell any time he can speak and has a spell slot. A Dragon Bound need not worry of forgetting a spells true name or essence, because it bonds with the spell in his head. A Dragon Bound cannot be told the word and cast it, because he still doesn't know the essence of the spell, so even when the spells true name is know they still have to study for the essence of the spell.

At levels 4, 8, 12, and 16 in this class, the Dragon Bound may roll a number of Knowledge (Dragon) checks equal to his level, to learn the true name and essence of

Dragon Bound spells without spending any time in study, to learn new spells of the spell level just learned.

spell name and essence DC	
0 lvl spells	14
1st lvl spells	17
2nd lvl spells	21
3rd lvl spells	25
4th lvl spells	29
5th lvl spells	36

0-LEVEL DRAGON BOUND SPELLS

Resistance: indelstan nuade

Acid Splash: Achuak hesjing nigis

Cure Minor Wounds: kosj irisv

Detect Poison: ocuir vatha hesjing

Detect Magic: ocuir arcaniss

Read Magic: sjin arcaniss

Daze: edar clax

Disrupt Undead: kurik kaegro

Arcane Mark: arcaniss oden

1ST-LEVEL DRAGON BOUND SPELLS

Endure Elements: hys indelstan nuade

Shield: fethos

Mage Armor: Arcaniss litrix

Mend: majak *

Detect Undead: ocuir kaegro

Cure Light Wounds: glar irisv

Sleep: ssifisv

Enlarge Person: gansahg munthrek

Jump: kosj austrat

2ND-LEVEL DRAGON BOUND SPELLS

Protection from Arrows: sevent nuade

Shrink Dragon: kosjth darastrix*

Resist Energy: aurthon indelstan nuade

Acid Arrow: achuak hesjing sevent

Blunt Weapon: soshvent*

Sharpens Weapon: svent*

Continual Flame M: ixen

Flaming Sphere: ixen isk

Dragon speed: darastrix austrat*

Cure Moderate Wounds: othokent irisv

Improved Mend: kosj majak *

Bull's Strength: versuesh

Cat's Grace: gix
Eagle's Splendor: aurod

3RD-LEVEL DRAGON BOUND SPELLS

Dragon Saddle: darastrix shar*
Protection from Energy: nuade indelstan
Cure Serious Wounds: turalisj irisv
Hair: jisgus*
Heroism: svaergith
Hold Person: pok er
Rage: arthonath
Lightning Bolt: shochraos
Dragon Armor: Darastrix litrix*
Flame Arrow: ixen sevent
Gaseous Form: thrae iejir
Haste: sagstrelsahg
Keen Edge: sagstrela
Grater Mend: turalisj majak*
Slow: sagstel oshsahg

4TH-LEVEL DRAGON BOUND SPELLS

Fire Trap M: ixen oth
Remove Curse: thuroshgix
Crushing Despair: thurgix korth
Cure Critical Wounds: vorpam irisv
lightless lantern: sverak adul*
Fireball: ixen usk
Fire Shield: ixen fethos
Ice Storm: gul kepesk
Shout: renthisj turalisj
Ultimate Mend: hys turalisj majak *

Dragon: The main point of the Dragon Bound is of course his dragon. Because the dragon gains its alignment from the behaviors of the parent dragons, the dragons aren't alignment tied. The dragon Bound has a dragon egg at level 1, to pick the dragon type fairly use the charts at the bottom(insert pg #). The Dragon can not be ridden until it is 1 size bigger than you. The bond between Dragon Bound and Dragon is very strong and means that if the dragon dies, the Dragon Bound must make a DC 15 fort + dragon bound level. Failure means he loses 200 experience points per Dragon Bound level; success reduces the loss to one half that amount to 100 per level. A Dragon Bound can never acquire another dragon, but a slain dragon can be raised from the dead as a character can be, but the dragon does not lose a level or any constitution. If the dragon Bound's dragon is died permanently the dragon Bound can't tack any more levels in dragon Bound, and loses all class ability's, but can now take levels in other classes. Dragons require **1/2** of your gold and magic items for its hord (basically giving 1/2 your cash back to the dm). These dragons are just like monsters in the Monster Manual without fear, they can only

use their breath weapon once every 2d4 rounds, and spell casting is limited (this replaces all spells and spell like ability's).

Dragon chart		
Dragon		
Lvl	age	Special
1~	egg	Egg
2	egg	Empathic link
3	egg	
4	egg	
5	(2)	Spells*, age*
6	(2)	
7	(3)	Share spells,
8	(4)	
9	(5)	Telepathic link
10	(6)	Flight
11	(7)	
12	(8)	Mental shield
13	(9)	
14	(10)	
15	(11)	
16	(12)	Fight as one
17	(13)	
18	(14)	Telepathy
19	(15)	
20	(16)	

*= obtained when egg hatches

()= Challenge rating

~= only dragon bound level

Dragon Bound's Custom Dragon facts

Hit Dice: D12

Alignment: Because the Dragon gains its alignment from the behaviors of the parent Dragons, the Dragon Bound Dragon is not alignment tied.

Bite: Bite attacks deal the indicated damage, and the dragon's Strength bonus to all related rolls. A Dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage, and 1/2 the Dragon's Strength bonus (round down) to all related rolls. The Dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The Dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage, and 1/2 the Dragon's Strength bonus (round down) to all the related rolls. Wings are treated as secondary attacks.

Tail Slap: The Dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage, and 1 and 1/2 times the Dragon's Strength bonus (round down) to all related rolls. Tail Slap is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping Dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the Dragon (though it can attempt normal overrun or grapple attacks against larger opponents). A crush attack affects as many creatures as can fit under the Dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the Dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the Dragon moves off them. If the Dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the Dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a Dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the Dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the Dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the Dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A Dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. A blast from a breath weapon always starts at any intersection adjacent to the Dragon and extends in a direction of the Dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage. Saves against non-damaging breath weapons use the same DC. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the Dragon's size.

Dragon Breath Weapons		
Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Blind sense: Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Frightful Presence: A Dragon Bound Dragon has no Frightful Presence.

Spells: Dragon Bound Dragons share spells with the Dragon Bound. See the Dragon ability "spells".

Spell-Like Abilities: A Dragon Bound Dragon has no spell like ability's because it shares spells with the rider.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Skills: All Dragons have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Most Dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for Dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: A Dragon Bound Dragon has one feat, plus additional feats every 7 Hit Dice. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover.

Dragon Riding: The Dragon Bound Dragon cannot be ridden until it is 1 size larger than you.

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wing	1 Tail Slap	Crush	1 Tail Sweep
Tiny	2-1/2 ft./0 ft.	1d4	1d3	-	-	-	-
Small	5 ft./5 ft.	1d6	1d4	-	-	-	-
Medium	5 ft./5 ft.	1d8	1d6	1d4	-	-	-
Large	10 ft./5 ft.	2d6	1d8	1d6	1d8	-	-
Huge	15 ft./10 ft.	2d8	2d6	1d8	2d6	2d8	-
Gargantuan	20 ft./15 ft.	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft.	4d8	4d6	2d8	4d6	4d8	2d8

*A Dragon's bite attack has reach as if the creature were one size category larger, and colossal is 30 ft. All other attacks are made with the standard reach for the Dragon's size.

Dragon Overland Movement

Chromatic and metallic Dragons are exceedingly strong flyers and can cover vast distances quickly. A Dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds

————— Dragon's Fly Speed —————					
One Hour	100 feet	150 feet	200 feet	250 feet	300 feet
Normal	15 miles	20 miles	30 miles	40 miles	50 miles
Hustle	30 miles	40 miles	60 miles	80 miles	100 miles
One Day					
Normal	120 miles	160 miles	240 miles	320 miles	400 miles
Hustle	240 miles	320 miles	480 miles	640 miles	800 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a Dragon attempts a hustle or a forced march, check for nonlethal damage once every 2 hours instead of every hour.

Egg: At level 1 a Dragon Bound is supplemented with a dragon egg. It is the color of the dragon's race but looks like a normal rock to everyone but the rider. It has a spell cast over the egg that stops it from being more than 5 feet away from the rider. The egg will not hatch for the rider till the egg thinks the rider is worthy, so when a rider gets to the right level the egg hatches for him.

Empathic Link: The Dragon Bound has an empathic link with his dragon for up to one mile. This link communicates emotions.

Spells: A Dragon Bound and dragon can share spells. They can each cast spells. See spells.

Age: Because of the strong magic that infuses both Dragon and Dragon Bound, the Dragon grows much, much quicker than a normal dragon. But in order for this ability to work, the dragon must eat ½ the character's wealth. If the cash is not supplied, the dragon die's, if the character multiclasses feeding it money dose not make it grow, but is still required.

Share Spells: At the Dragon Bound's or Dragon's option, he may have any spell he cast on themselves to effect the Dragon or Dragon Bound. They must be within 5 feet of each other to receive the benefit. A Dragon Bound and Dragon can share spells even if the spells normally do not affect creatures of that type.

Telepathic Link: The Dragon Bound and his Dragon hold such a strong connection that they can communicate telepathically.

Flight: The dragon has grown so much with the dragon bound that its wings improve to the point where there flight maneuverability is considered one level higher than normal.

Mental Shield: The links between Dragon and Dragon Bound are so powerful now, that one's a round they can shield each other from damage. If one takes damage, the other can make a concentration check – 10 = damage able to take, although the max damage they can absorb is the Dragon Bound's constitution modifier x the Dragon's constitution

modifier x 2 + 10. This is a mental act and the dragon or Dragon Bound can choose not to tack the damage they can. It is only usable once per round.

example: Torgon takes 20 damage. If Dracex makes a Concentration check of 30, she can take up to 20 damage. Her max damage she able to take is Torgon's con modifier (3) x Dracex's con modifier (4) x 2 + 10 = 34 but Dracex only has 15 hp left and so decides to take only 12 damage. This means Torgon takes 8 damage and Dracex takes 12 damage.

Fight As One: The Dragon Bound and his Dragon have been together for so long that they now act as one entity, one being. So when mounted they the rider can reach down vary far (albeit with a negative) and attack small things.

Fight as one					
Dragons	able to hit with				
Size	no negative	-5	-10	-15	-20
Diminutive	Fine	-	-	-	-
Tiny	Diminutive	Fine	-	-	-
Small	Tiny	Diminutive	Fine	-	-
Medium	Small	Tiny	Diminutive	Fine	-
Large	Medium	Small	Tiny	Diminutive	Fine
Huge	Large	Medium	Small	Tiny	Diminutive
Gargantuan	Huge	Large	Medium	Small	Tiny
Colossal	Gargantuan	Huge	Large	Medium	Small

Telepathy: The Dragon has become so accustomed to speaking with her mind, she now talks to all beings telepathically. She still needs to be able to speak the subject's language.

Character stats

Rider's Blade: Beginning at 1st level, the Dragon Bound chooses his 'Rider's Blade'. This weapon is made of his dragon's magic; the Dragon Bound must choose a specific type of weapon (melee or ranged) for it to be, such as a longsword or a long bow. The blade is timeless, It will never blunt, cannot be sundered, and is masterwork. If stolen or lost it requires one level to make a new riders blade. If willfully sacrificed, it requires 3 levels (you must state which weapon is to be the new weapon before this time starts). The Rider's Blade receives a magical enhancement bonus to attack and damage rolls, but only while the Dragon Bound holds it. At level four it gains a +1 and every 6 levels after it improves by +1, to +2 at 10, and +3 at 16. It doesn't stack, merely replaces enhancement bonuses until the enhancement bonus is higher then the blades. It is considered a super natural ability.

If the Dragon Bound chooses two light weapons as his Rider's Blades, then he must choose only one of them to receive the enhancement bonus from this class feature. However, only the other weapon receives the Elemental Blade and Explosive Blade abilities, when normally granted by this class.

Armored Casting: A Dragon bound is trained in armored combat as well as spell casting, and has found an exercise to use light armor. At 1st-level he gains proficiency in all light armors and the buckler shield, as well as gaining the ability to cast Dragon Bound spells while using these armors and shields without requiring somatic, material, or focus components.

Elemental Blade: At fourth level, the Dragon's magic rubs off on the "Rider's Blade", making it the same hue as the Dragon. The Rider's Blade now gains an energy aura when desired, which functions as per the Shock magic weapon quality, except that the energy type used is the same energy as his dragon's breath weapon. For instance, if the Dragon Bound's dragon deals acid damage with its breath weapon, then the Rider's Blade would have a greenish aura and thus deal bonus acid damage. This is considered a supernatural ability of the Dragon Bound, and only functions while he wields his Rider's Blade in melee.

Fresh Breath: At sixth level, a Dragon Bound has become attuned to his Dragon's breath weapon. If he is accidentally caught in the breath, on a successful save he takes no damage, on a failure he takes only half damage not unlike the evasion special ability. This works only for his dragon's breath weapon, not for anything else, including other dragon's breath. Fresh Breath is a supernatural ability.

Improved Armored Casting: A Dragon bound is trained in armored combat as well as spell casting, and has found an exercise to use medium armor. A 10th-level Dragon Bound gains proficiency in all medium armors as well as light shields, and may cast his spells from this class while using such armor and shield, without requiring somatic, material, or focus components.

Explosive Blade: At 15th level, the Rider's blade becomes even more powerful and glows brightly with the color of his dragon. This time the Rider's Blade gains an energy burst, which functions as per the Shocking Burst magic weapon quality, except that the burst of energy damage belongs to the same type as the Elemental Blade feature of this class. This replaces Elemental Blade. Explosive Blade is a supernatural ability of the Dragon Bound; it only functions when the Dragon Bound wields his Rider's Blade in melee.

Greater Fresh Breath: By 16th level, the Dragon Bound has become so used to his own dragon's breath weapon; he is now immune to it (but not other dragons' breath weapons). Greater Fresh Breath is a supernatural ability.

Blood Oath: At level 20, the Rider's bond to his Dragon becomes so strong he undergoes an incredible transformation. He becomes more draconic. His teeth and nails become sharper, but not sharp enough to attack with, and his skin take on a slight tint identical to his dragon's color. Regardless of race, all scars, blemishes and disfigurements disappear. Non-magical diseases are cured. All negative levels are removed, all ability score damage is healed, and all ability drain is cured. He also becomes stronger, quicker and wiser, gaining a +1 natural increase to Strength, Dexterity and Wisdom.

Greater Armored Casting: A Dragon bound is trained in armored combat as well as spell casting, and has found an exercise to use heavy armor. At 20th-level onward, the Dragon Bound is proficient in all heavy armors and heavy shields. Additionally, he may henceforth cast spells from this class while using such armor and shield, without requiring somatic, material, or focus components.

Starting Packages

Human Dragon Bound

Armor: Chain shirt +4 AC, Shield Buckler +2 AC, Armor check penalty –2, speed 30 feat 25 LB.

Weapon: Long sword 1d8 19-20x2 4lb. medium size/slashing

Short bow 1d6 crit x3 2lb. Medium size Piercing

Skills: Pick a number of skills equal to 3+Int modifier

Skill	Ability	Rank
Knowledge Dragon	(Int)	+4
Handle animal	(Cha)	+4
Ride	(Dex)	+4
Balance	(Dex)	+4
Spell craft	(Int)	+4

feat: Human Dragon Strength

Bonus feat: Combat Reflexes

Gear: Backpack with water skin, one day trail rations, bed roll, sack, flint and steel, hooded lantern, 3 pints of oil, Quiver with 20 arrows, Dragon Egg

Gold:6d4 gp

Alternative Dragon Bound Starting Package

As Human Dragon Bound except

Race: Dwarf, Elf, Half Elf, or Half Orc

Armor: speed 20 (dwarf only)

Skills: Pick a number of skills Equal to 2+Int modifier

Feat: same as feat except their respective races

Alternative Dragon Bound Starting Package

As Human Dragon Bound except

Race: Gnome or Halfling

Armor: speed 20 feet 15 LB.

Weapon: Short sword 1d6 crit 19-20 3LB. (instead of long sword)

Skill: Pick a number of skills equal to 2+Int modifier

Feat: Weapon focus (short sword)

feat: same as feat except their respective races

Gold: 8d4 gp

Epic Dragon Bound

hit Dice: d10

Skill points at each level: 2+Int. modifier.

Dragon			spells
lvl	Age	special	lvl 5
21	18		-
22	19		-
23	20	Bonus Feat	0
24	21		0
25	22		1
26	23	Speeding Blade, Bonus Feat	1
27	24		2
28	25		2
29	26	Bonus Feat	3
30	27		3

Dragon age: A dragon Bounds Dragon keeps aging till it gets to its max age. At which point the Dragon Gains 1 HD per level.

A Dragon grows and grows even after its age category's are maxed. All of these are gained after the Dragon reaches its max age category.

Size: The Dragon gains +1 size every 6 levels till the Dragon reaches colossal.

Armor Class: The Dragon gains a +1 Natural armor bonus every 2 levels.

Breath Weapon: The Dragon gains another dice on its Breath Weapon once every 3 levels.

Spell Resistance: The Dragon gains a +2 to spell resistance every 3 levels.

Stats: A Dragon Bounds Dragon gains +1 Str and Dex per 4 lvls, and a +2 Int, Wis, and Cha every 6 levels.

Damage Reduction: The damage reduction of a Dragon Bounds Dragon increases to 20/epic at level 30.

Feats: A Dragon Bounds Dragon gains a Feat every 4 levels.

Bonus Feat: A Dragon Bound can choose any feat as a bonus feat, as long as he meets the requirements.

Spells: An Epic Dragon Bound gets 5th levels spells, but doesn't get 6th or higher.

Table: Bonus Spells of 5th lvl		
Score	Modifier	Bonus Spells of 5th lvl

1	-5	Can't cast spells tied to this ability
2-3	-4	Can't cast spells tied to this ability
4-5	-3	Can't cast spells tied to this ability
6-7	-2	Can't cast spells tied to this ability
8-9	-1	Can't cast spells tied to this ability
10-11	0	—
12-13	+1	—
14-15	+2	—
16-17	+3	—
18-19	+4	—
20-21	+5	1
22-23	+6	1
24-25	+7	1
26-27	+8	1
28-29	+9	2
30-31	+10	2
32-33	+11	2
34-35	+12	2
36-37	+13	3
38-39	+14	3
40-41	+15	3
42-43	+16	3
44-45	+17	4

5TH-LEVEL SORCERER/WIZARD SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Wall of Stone: Creates a stonewall that can be shaped.

Telepathic Bond: Link lets allies communicate.

Tree house: Makes a house for 24 days.*

Feeblemind: Subject's Int and Cha drop to 1.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Hold Monster: As hold person, but any creature.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Persistent Image: As major image, but no concentration required.

Death's Pinch: A kill spell with fort save.*

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar: Enables possession of another creature.

Magic Missile Storm: A Magic Missile storm.

Waves of Fatigue: Several targets become fatigued.

Animal Growth: One animal/two levels doubles in size.

Fabricate: Transforms raw materials into finished items.

Passwall: Creates passage through wood or stone wall.

Epic Mend: Mends all magic items.*

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

5TH-LEVEL SORCERER/WIZARD NAMES

Break Enchantment: adoshon levex

Wall of Stone: ternesj dos

Telepathic Bond: adon madeec

Tree house: okarthel*

Feeblemind: veroshsvesh

Cure Light Wounds, mass: turalisj glar irisv

Hold Monster: pok arthrek

Sending: ar ossalur

Wall of Force: dos ar thrae

Persistent Image: turalisj toma

Death's Pinch: loex*

Blight: bensoshvelk

Magic Jar : arcaniss waeth

Waves of Fatigue: hesjing othokosh ar ent madeec

Animal Growth: baeshra desta

Fabricate: edahna

Passwall: gethrisj erekess dor

Epic Mend: gix majak*

Transmute Mud to Rock: hesjing ekes verthicha

Transmute Rock to Mud: verthicha ekes hesjing

Speeding Blade: At 26th level, the Rider's blade becomes so powerful that it hums. This time it gains the speed enchantment and is also considered supernatural.

Ex-Dragon Bound

A dragon bound who tacks a level in anything that dose not include the dragon cannot gain any more levels in dragon bound, and loses all class abilities until his levels (levels he gained after the first Dragon Bound level) are all into dragon bound. The dragon bound's partner may even be so angered by his blatant disregard for it, that the dragon may leave and never come back.

PLAYING A DRAGON BOUND

There is no concrete way to play a Dragon Bound, for every game, adventure, and character has to many variables to mention. But this is a Brief Description on an average world on an average game.

Religion: Dragon Bound almost always fallow dragon gods, because of there dragon companion. Their god's are:

Good Dragon gods are Lendys (the Scale of Justice), Tamara (Her Mercy), and Bahamut (the King of Good Dragonkind). Neutral dragon bound tend to worship Chronopsis (the Silent Watcher) or Io (the Creator of Dragonkind). Evil Dragon Bound gods are Garyx (the All-destroyer), and Tiamat (the Chromatic Dragon).

Other Classes:

barbarians are either envious or grateful of the dragon Bounds help depending on the player, but never like a Dragon Bound because of their ability to reap havoc on the battle field. A Dragon Bound doesn't really care for a Barbarian and tend to avoid them in because of their nature.

Bard's like the Dragon Bound for their common roles in epic poems and songs, and tend to buff them in battles. While the Dragon Bound are often pompous about their classes dominance in story's, and strive to keep bards alive to further their profession fame.

Clarin's don't like the fact that a Dragon Bound can heal, and mock their gods, and tend to blame the Dragon Bound if someone death mid-adventure from lack of healing. The Dragon Bound scoff at the Clarin's petty gods and often considers them misguided.

Druid's, unlike the Ranger, the Dragon Bound respect Druids for their devotion to nature and treat them very politely and tend to save them from dying more often than any other class. Druid's have an immense curiosity for a Dragon Bound's dragon.

Fighters normally like the challenge on the battlefield and try to out maneuver and out kill the Dragon Bound. Ironically, so do the Dragon Bound and try to make it fair, by excluding the Dragon in such competitions.

Monk's don't really care about Dragon Bound, to them there just another class and don't pay unnecessary attention to dragon bound. The Dragon Bound think likewise, with the exception of their fascination for a monk's flexibility.

Paladin's think they are almost identical to Dragon Bound motive wise and tend to have a grate understanding with them, although not with the dragon. Dragon Bound tend to think the paladins know nothing about them, for they're all about Dragon's not Uprooting evil, although this does not stop paladins from their thoughts.

Ranger's like druids, Ranger's have an immense curiosity for a Dragon Bound's dragon. are often amazed by the Dragon Bound companion more than the player, and then to treat the Dragon like royalty. The Dragon Bound likes to see his dragon get attention and treats the Ranger fairly, but every so often a smack remark may fall out of his mouth about the Ranger's wimpy pet.

Rogue's, like monks, think there just like any other class except for the dragon's, they are deeply afraid of the dragon because of its uncanny history of eating rogues. Dragon Bound tend to cultivate this belief to save their purse from watchful eyes.

Sorcerer's think dragon bound are mock spell casters and normally look down upon them like monkeys dabbling with higher mathematics'. At the same time Dragon Bound do not fear sorcerers in the least because of their ability to save against deadly spells.

Wizard's tend to believe like sorcerers that Dragon Bound are mock spell casters. Dragon Bound however hate wizards and tend to have none lethal duels with wizards that often end in wizards blood.

Combat: A Dragon Bound has 4 basic battle strategies, The Warrior, The Mage, The Healer, and The Ranger.

The Warrior: The Warrior is where the Dragon And Dragon Bound both engage in melee combat, not to complex.

The Mage: The Mage is where the Dragon Bound is casts spells, and the Dragon casts spells, uses its Breath weapon, or uses flyby attacks.

The Healer: The Healer is where the Dragon and Dragon Bound both fight and both heal periodically throughout the battle.

The Ranger: The Ranger is where the Dragon Bound uses a bow, and the Dragon uses flyby attacks.

Advancement: The Dragon Bound basically has a somewhat limited array of options. They can tack any class or Prestige Class as long as the ability's can only be used if they involve the Dragon. They can also stay the course of Dragon Bound.

Dragon Bound Lore

Characters with ranks in Knowledge (Dragons) or Knowledge (history) may research Dragon Bound to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 5: Dragon Bound have Dragon Pets.

DC 10: Dragon Bound are protectors of Dragon land.

DC 15: Dragon Bound talk to their Dragons.

DC 20: Dragon Bound love their Dragons and turn more Draconic over time.

DRAGON BOUND IN THE WORLD

Fun! You think this is fun! This is a flight technique that will save your life 1 day!

- Jeremy the blunt, Dragon Bound trainer at the First school of Dragon Rights.

Notables: Here are some Dragon Bound that stand out in history:

Habitha is one of the least know Dragon Bound, because she was a women. But she was vital to the stability of this class. She was the Dragon Bound who convinced the wild Dragons to supplement the school with eggs with the promise of land without humans. They are week, but many and where slowly killing off the dragons.

Joanne was Habitha's mate and he, once he heard news of habitha's triumph, he went to the human king. After 5 quick days of negotiations, he formed the treaty between the humans and Dragons. Although many empires have risen and fallen sense then, it has always been advantages to maintain the treaty with the Dragons.

Fredric the grand was the first Dragon Bound ever, and set up the schools to begin the teaching of apprentices. He named the school "The First school of Dragon Rights" to honor the Dragons, and as a constant reminder to what the Dragon Bound stand for.

There has only been 1 notably evil Dragon Bound by Dragon Bound standards, for Dragon Bound are commonly evil. His name was Kebler the wicked. He went mad when his Dragon Hatched, for it was deformed. That had a profound effect on his weak mind. He blamed the whole Dragon race for the deformity and went on a rampage kill many a Dragon. It required 10 Dragon Bound attacking at the same time to tack him down, for in his madness he gained power. To this day the Dragons still mourn the lost and Dragon Bound are forbidden to speak of it.

Organizations: Once a Dragon Bound has been chosen they go to the First school of Dragon Rights, this is where a Dragon Bound learns about The real Dragon Bound legacy. They learn how to read and write. How to act as a Dragon Bound, and many more things. The teachers are Retired Dragon Bound who live the legacy forever. Some Dragon Bound leave young to explore the world. Some stay longer to learn all there is to learn. Still some others never leave and become teachers. The school is usually located where only Dragons can Fly, and it's not uncommon for giant Red and Gold Dragons side by side, for it is a neutral zone where all hatred is put aside so that the Dragons don't have to fight for land. The young apprentices that learn at these schools gain a deep understanding about Dragons and the society more than any learned scholar could ever know, for it requires a Dragon Companion to understand.

The pecking orders of these schools are:

The Grand Master, and any ancient Dragons that reside in the school

The teachers and their dragons, along with visiting Dragons

The cleaning and cooking staff because they are privileged to clean at such a prestige school

And finally the apprentices, to teach humility.

DRAGON BOUND IN THE GAME

A Dragon Bound is most like a Duskblade than any other class.

NPC Reactions:

Commoners: Commoners tend to be skeptical if a Dragon Bound says he's a Dragon Bound (when the Dragon isn't present). At which point he does one of two things, he will either ask the Dragon Bound to prove it or dismiss the fact and think he's a liar. If the Dragon Bound proves it (by showing him his Dragon) then the commoner does one of two things. Either he gets frightened and submissive or dismisses the fact and moves on. Giving a little bit of respect to the Dragon Bound and none to the Dragon.

Nobility: Nobility almost always believes a character when he claims to be a Dragon Bound, because they like ranting at anyone who is forthright with this information regardless of truth. They have heard the story's thousands of times about the epic history of the class Dragon Bound, and tend to disbelieve it all. They mostly are pompous, with no respect towards the Dragon Bound or Dragon. Although a little intimidated by the Dragon, they think them as nothing more than the pets for brainwashed popping jays.

Scholars: Scholars who have researched the class tend to act different towards a Dragon Bound once they establish proof of their identity. But once it is secured these scholars

treat the Dragon Bound and his Dragon with respect, though not on par as an equal. They tend to be very compliant with any requests a Dragon Bound might have, and a bit intimidated by the Dragon. At the same time asking about his relationship with the Dragon and more obscure tidbits of information surrounding the classes creation (and taking notes all the while).

Royalty: Royalty know a Dragon Bound is authentic for two reasons. First they know that to get an audience with the king they had to show their Dragon. Second, the Dragon is almost always present in the audience. They tend to respect the Dragon Bound more than Fear them because of their common visits to the Government, and their accomplishments with the Dragons.

Encounters: If a Dragon Bound meets another Dragon Bound, they do an assortment of things. They normally exchange the latest news on the kings and Dragons, tell of their latest adventure, or have nonlethal duels. While their Dragon converse with each other on whatever they feel like saying (normally about their hord), and have breathtaking Aerial contests.

Adaptation: You don't need a the school, or the Dragon land treaty to play a Dragon Bound. Nothing in here fits your world perfectly. I am not going to tell you how to play one, these are guidelines not set rules.

Just count down Skipping over the supplements you don't have.

A chart to tell you which dragon (monster manual) you get roll d12	
Dice #	dragon
1	BRONZE DRAGON
2	WHITE DRAGON
3	BLACK DRAGON
4	SILVER DRAGON
5	BLUE DRAGON
6	GOLD DRAGON
7	GREEN DRAGON
8	RED DRAGON
9	BRASS DRAGON
10	BLUE DRAGON
11	COPPER DRAGON
12	re-roll

If you have (The Dragon Compendium Vol. 1) add a 1d4	
+1	Orange dragon
+2	Purple dragon

+3	Yellow dragon
+4	re-roll

If you have (Monster Manual II) add a 1d6	
+1	Amethyst dragon
+2	Crystal dragon
+3	Emerald dragon
+4	Sapphire dragon
+5	Topaz dragon
+6	re-roll

if you have (Oriental Adventures) add a 1d8	
+1	Chiang lung
+2	Li lung
+3	Lung wang
+4	Pan lung
+5	Shen lung
+6	T'ien lung
+7	Tun mi lung
+8	Yu lung

If you have (Monsters of Faerûn) add a 1d6	
+1	Brown dragon
+2	Deep dragon
+3	Fang dragon
+4	Shadow dragon
+5	Song dragon
+6	re-roll

if you have (Dragons of Faerûn) add a 1d4	
+1	Mercury dragon
+2	Mist dragon
+3	Steel dragon
+4	re-roll

if you have (Draconomicon) add a 1d10	
+1	Pyroclastic dragon
+2	Chaos dragon
+3	Oceanus dragon
+4	Ethereal dragon
+5	Battle dragon

+6 Howling dragon
+7 Rust dragon
+8 Tarterian dragon
+9 Styx dragon
+10 Radiant dragon

various other dragons
Adamantine dragon (Dragon 321)
Arboreal dragon (Dragon 321)
Astral dragon (Dragon 344)
Axial dragon (Dragon 321)
Beast dragon (Dragon 321)
Chole dragon (Dragon 344)
Concordant dragon (Dragon 321)
Elysian dragon (Dragon 344)
Gloom dragon (Dragon 344)
Howling dragon (Dragon 300, Draconomicon)
Pyroclastic dragon (Dragon 300, Draconomicon)
Rust dragon (Dragon 300, Draconomicon)
Styx dragon (Dragon 300, Draconomicon)
Tarterian dragon (Dragon 300, Draconomicon)
Sand dragon (Sandstorm)
Incarnum dragon (Magic of Incarnum)
Hex dragon (Dragon 343)
Tome dragon (Dragon 343)
Brainstealer dragon (Dragon 337)
Ectoplasmic dragon (The Mind's Eye: Psionic Bestiary)
Spinewyrm (Dungeon 110)
Hex dragon (Dragon 343)
Tome dragon (Dragon 343)

Name	prerequisites	benefit
Character feats		
Dragon Armor	Dragon of Young adult or older	+2 ac on dragon back
Dragon Diplomacy	Dragon of Young adult, fortitude of 8	+5 to Dragon Diplomacy checks
Dragon cunning	Dragon of Young or older	+1 to attacks on dragon back
dragon Riding	Dragon of large or bigger	+4 to riding checks on dragon back
Elemental healing	Cha 14, a hatched Dragon	DR3/-, dragon breath elemental
-Imp elemental healing	Cha 15, elemental healing	DR4/-
-Gr elemental healing	Cha 17, Imp elemental healing	DR5/-, heal 1/5th damage
-Ult elemental healing	Cha 18, Gr elemental healing	DR 1/2/-, heal 1/4th
-Imp Ult elemental healing	Car 20, Ult elemental healing	Elemental immunity, heal 1/3
-Gr Ult elemental healing	Car 21, Imp Ult elemental heal	Heal 1/2
-Epic Elemetal healing	Car 23, Gr Ult elemental healing	Heal all damage
Flying Jump	Dex 15, Intelligent flying mount	Jump off mount for AOO

Racial Feats		
Dwarf Dragon Armor	lvl 1, Dragon Bound, Dwarf, con 15	+2 natural armor
Elvin Dragon speed	lvl 1, Dragon Bound, Elf, Dex 15	+10 speed
Gnome Dragon Spells	lvl 1, Dragon Bound, Gnome, Int 15	+1 spells, spell like saves +1spell DC's.
Halfling Dragon Skills	lvl 1, Dragon Bound, Halfling, Cha 15	+2 hide, search, spot, move quietly
Human Dragon Strength	lvl 1, Dragon Bound, Human, Wis 15	+2 to all attack rolls
Orc Dragon powers	lvl 1, Dragon Bound, Orc, str 15	critical equals an AOO
Character and Dragon feats		
Armored swimming	Dex 15	ignore ½ pounds when swimming
-Imp Armored swimming	Dex 15, Armored swimming	ignores all pounds when swimming
Bend like a reed	Dex 16	+1 dex mod on armor
-Imp Bend like a reed	Bend like a reed, Dex 18	+2 dex mod on armor
-Ult Bend like a reed	ImpBend like a reed, dex 20	+1/2 dex mod on armor
-Epic Bend like a reed	Ult Bend like a reed, dex 22	+ all your dex mod on armor
Bonus Spell feat	spells of 1st lvl, Bab 3	+1 bonus spell to first lvl, and up
Intuitive Protection	Dragon of Wyrmling, Cha 16	+1 to all saves
- Imp intuitive Protection	Dragon of Young, Cha 18, Intuitive Protection	+2 to all saves
- Gr intuitive Protection	Dragon of Juvenal, Cha 20, Imp intuitive Protection	+1/2 your cha mod to all saves
- Mast intuitive Protection	Dragon of Adult, Cha 22, Gr intuitive Protection	+your cha mod to all saves
Spell storing	Int 12, 0 level spells	store a spell in a stone
-Imp Spell storing	Int 14, 1st level spells, Spell storing	store a spell in a stone
-Gr Spell storing	Int 16, 2nd level spells, ImpSpell storing	store a spell in a stone
- ImpGr Spell storing	Int 18, 3rd level spells, Gr Spell storing	store a spell in a stone
Ult Spell storing	Int 20, 4th level spells, Imp Gr Spell storing	store a spell in a stone
Dragon Feats		
Air currents	Int 15, spot 8 rank	+30 fly speed
Weather Watcher	int 15, juvenile	weather dose not slow you in flight
Dragon Fear	pre-fear aura age category	fear aura
Dragon Flight	Dragon ability Flight, size Gargantuan	+50 flight speed, and good maneuverability
Dragon Riding	pre- first fight, con 16	able to carry creatures of your size
Flip Kick	Dragon size of Huge or larger	You can flip and kick
-Imp Flying Jump	Dex 15, rider mist have Flying Jump	no longer flat footed
Epic Feats		
Able casting	Cha 20, Wis 24, bonus spell feat	speechless casting
-Imp Able casting	Cha 20, Wis 25, bonus spell feat, Able casting	faster speechless casting
- Epic Spell storing	Int 22, 5th level spells, Ult Spell storing	store a spell in a stone
Fast casting	Cha 20, Int 24, bonus spell feat	fast casting
-Gr Fast casting	Cha 21, Int 25, Fast casting	faster fast casting

New Dragon Bound feats

Character Feats

Flying Jump

Prerequisite: Dex 15, Intelligent flying mount

Special: this feat is only usable when in close flying combat

Benefit: a person taking this feat can jump off his mount and attack the enemy with an Attack of Opportunity, this feat is only usable once on any one enemy, then falls and is caught in the saddle like normal. The next turn continues normally but the Dragon is flat footed for one round.

elemental healing

Prerequisite: Car 14, a hatched Dragon

Benefit: Your bond with your Dragon is very strong. So you gain elemental DR 3/- of the same type as your Dragons Breath weapon (but not from your Dragon).

Improved elemental healing

Prerequisite: Car 15, elemental healing

Benefit: Your bond with your Dragon is very strong. So you gain elemental DR 4/- of the same type as your Dragons Breath weapon (but not from your Dragon).

Grand elemental healing

Prerequisite: Car 17, Improved elemental healing

Benefit: Your bond with your Dragon is very strong. So you gain elemental DR 5/-, and heal 1/5 damage of the same type as your Dragons Breath weapon (but not from your Dragon).

Ultimate elemental healing

Prerequisite: Car 18, Grand elemental healing

Benefit: Your bond with your Dragon is very strong. So you gain elemental DR one half of all damage you get hit by, and heal 1/4 of the same type as your Dragons Breath weapon (but not from your Dragon).

Improved Ultimate elemental healing

Prerequisite: Car 20, Ultimate elemental healing

Benefit: You bond with your Dragon is vary strong. So you gain elemental immunity, and heal 1/3 of the same type as your Dragons Breath weapon (but not from your Dragon).

Grand Ultimate elemental healing

Prerequisite: Car 21, Improved Ultimate elemental healing

Benefit: You bond with your Dragon is vary strong. So you gain elemental healing 1/2 of the same type as your Dragons Breath weapon (but not from your Dragon).

Epic elemental healing

Prerequisite: Car 23, Grand Ultimate elemental healing

Benefit: You bond with your Dragon is vary strong. So you get healed instead of damaged from all elemental damage of the same type as your Dragons Breath weapon (but not from your Dragon).

Dragon Riding

Prerequisite: Dragon of large or bigger

Benefit: You and your Dragon have grown together to the point of exclusion. So when on Dragon back you get +4 to ride checks.

Dragon cunning

Prerequisite: Dragon of Young or older, Dragon size of large or bigger

Benefit: When riding Dragon Back you and your Dragon procure an artful dance that improves your chance to hit. So when on Dragon back you and your Dragon gain +1 to hitting and damage.

Dragon Armor

Prerequisite: Dragon of Young adult or older

Benefit: When riding Dragon Back you and your Dragon act as one mind and are able dodge attack better. You and your Dragon gain +2 dodge ac when on Dragon Back.

Superior Two-Weapon Fighting

Prerequisite: Dex 20, Grater Two-Weapon Fighting,, base attack bonus +15.

Benefit: a person taking this feat uses weapons like extensions of its own body, they do not take any attack or damage penalty for attacking with two weapons.

Racial feats

Elvin Dragon speed

Prerequisite: lvl 1, lvl in Dragon Bound, Elvin, Dex 15

Benefit: Your Elvin nature combines with your Draconic bond, so your land base speed increases by 10 feet.

Human Dragon Strength

Prerequisite: lvl 1, lvl in Dragon Bound, Human, Wis 15

Benefit: Your Human nature, and knowledge of battle combines with your Draconic bond, so to all your attacks gain a +2 to all attack roll.

Dwarf Dragon Armor

Prerequisite: lvl 1, lvl in Dragon Bound, Dwarf, con 15

Benefit: Your Dwarf nature combines with your Draconic bond, so you gain a +2 natural armor bonus to your AC.

Halfling Dragon Skills

Prerequisite: lvl 1, lvl in Dragon Bound, Halfling, Cha 15

Benefit: Your Halfling nature combines with your Draconic bond, so you gain a +2 to your hide, search, spot, and move quietly skills.

Gnome Dragon Spells

Prerequisite: lvl 1, lvl in Dragon Bound, Gnome, Int 15

Benefit: Your Gnome nature combines with your Draconic bond, so you gain a +1 to all spell, and spell like saves, as well as a +1 to your spell DC's.

Orc Dragon powers

Prerequisite: lvl 1, lvl in Dragon Bound, Orc, str 15

Benefit: Your Orc nature combines with your Draconic bond, so you gain an attack of opportunity on the monster you hit after hitting him with a critical.

Character and Dragon feats

Bend like a reed

Prerequisite: Dex 16

Benefit: You learn how to move in armor, you can now add 1 Dex point to the Maximum Dex Bonus of the armor you are using.

Improved Bend like a reed

Prerequisite: Dex 18

Benefit: Your movement in armor is improving, you can now add 2 Dex points to the maximum Dex modifier of the armor you are using.

Ultimate Bend like a reed

Prerequisite: Dex 20

Benefit: Your movement in armor is running out of room to improve, you can now add ½ of your dex modifier to the maximum Dex modifier of the armor you are using.

Epic Bend like a reed

Prerequisite: Dex 22

Benefit: Your ability to move in armor is matured, you can now add all of your dex modifier to the maximum Dex modifier of the armor you are using.

Spell storing

Prerequisite: Int 12, ability to cast First level spells

Benefit: You can store a first level spell slot in any gem listed below, the gem can only be used 5 times before it Disintegrates. One charge is equal to one 1st level spells. The stored spells do not decay over time. Only one charge can be in a stone at a time. Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye; turquoise; freshwater (irregular) pearl

Improved Spell storing

Prerequisite: Int 14, ability to cast Second level spells, Spell storing

Benefit: You can store a second level spell slot in any gem listed below, the gem can only be used 5 times before it Disintegrates. One charge is equal to one 2nd-level spell, 3 1st level spells. The stored spells do not decay over time. Only one charge can be in a stone at a time.

Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon

Grater Spell storing

Prerequisite: Int 16, ability to cast Third level spells, Improved Spell storing

Benefit: You can store a third level spell slot in any gem listed below, the gem can now only be used 10 times before it Disintegrates. One charge is equal to one 3rd-level spell, 3 2nd-level spells, or 5 1st level spells. The stored spells do not decay over time. Only one charge can be in a stone at a time.

Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline

Improved Grater Spell storing

Prerequisite: Int 18, ability to cast Forth level spells, Grater Spell storing

Benefit: You can store a forth level spell slot in any gem listed below, the gem can only be used 10 times before it Disintegrates. One charge is equal to one 4th-level spell, 3 3rd-level spells, or 5 2nd level spells. The stored spells do not decay over time. Only one charge can be in a stone at a time.

Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz

Ultimate Spell storing

Prerequisite: Int 20, ability to cast Fifth level spells, Improved Grater Spell storing

Benefit: You can store a Fifth level spell slot in any gem listed below, the gem can only be used 10 times before it Disintegrates. One charge is equal to one 5th-level spell, 3 4th-level spells, or 5 3rd level spells. The stored spells do not decay over time. Only one charge can be in a stone at a time.

Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby

Armored swimming

Prerequisite: Dex 15

Benefit: You learn to swim naturally in water with armor on, and so 1/2 the poundage of your armor dose not slow down your swimming.

Improved Armored swimming

Prerequisite: Dex 15, Armored swimming

Benefit: You learn to swim naturally in water with armor on, and so the poundage of your armor dose not slow down your swimming.

Dragon Diplomacy

Prerequisite: Dragon of Young adult or higher, fortitude of 8 or more

Benefit: Your Dragon gives you an inside look on Dragon life, and so you can extrapolate some understanding. You get +5 bonus to Dragon Diplomacy checks.

Bonus Spell feat

Prerequisite: spells level of at least one, Bab 3

Benefit: If you tack this feat you get a bonus spell of first level, you cant get this added to 0 level spells.

Special: you can tack this feat multiple times once for every spell level, it give one bonus spell progressively higher. Can only tack this feat as many times as spell levels you have.

Intuitive Protection

Prerequisite: Dragon of Wyrmling or older, Charisma of 16 or higher

Benefit: Your Dragon gives you deep insight into the world around you, and so you gain plus one to all saves.

Improved intuitive Protection

Prerequisite: Dragon of Young or older, Charisma of 18 or higher

Benefit: Your insight is maturing with your Dragon, and so now gives you a plus two to all saves.

Grand intuitive Protection

Prerequisite: Dragon of Juvenal or older, Charisma of 20 or higher

Benefit: Your insight is almost matured as is your Dragon, and so now gives you a plus $\frac{1}{2}$ your charisma modifier to all saves.

Mastered intuitive Protection

Prerequisite: Dragon of Adult or older, Charisma of 22 or higher

Benefit: Your insight is matured as is your Dragon, and so now gives you a plus equal to your charisma modifier to all saves.

Dragon feats

Improved Flying Jump

Prerequisite: Dex 15, rider must have Flying Jump feat

Benefit: you have become so good at grabbing your rider after Flying Jump, that now you are no longer flatfooted after a jump.

Air currents

Prerequisite: Int 15, spot 8 rank

Benefit: You put into practice the use of air currents, updrafts, and cold or hot air, to the point that your base fly speed is improved by 30 feet.

Weather Watcher

You learned how to watch the sky, identify serious weather patterns, and know how to avoid them.

Prerequisite: Int 15, Juvenile or higher

Benefit: When flying, weather does not slow you down.

Dragon Fear

Prerequisite: Dragon Bound Dragon Mount without the age category necessary for the fear aura ability.

Benefit: Your furious Dragon nature shines through the tame life as a Dragon Bounds Mount. So now you gain the fear aura ability when you grow to the right size.

Flip Kick

Prerequisite: Dragon size of Huge or larger

Benefit: You are agile and graceful in flight, so when in battle you have the ability 1's every 7 rounds to retaliate when you are attacked. Before you get hit on an adversary's turn you can twirl backwards and kick the opponent in the chest. To dodge this attack and get his turn, the opponent must win on a concentration check otherwise he gets hit with 2 claws and loses his turn.

Epic Feats

Fast casting, Epic

Casting spells comes natural to you.

Prerequisite: Cha 20, Int 24

Benefit: You gain the ability to cast one spell of lvl 0-4 with a cast time of one turn as an instant action once every 2d4+2 rounds.

Greater Fast casting, Epic

Casting spells comes even more natural to you.

Prerequisite: Cha 21, Int 25

Benefit: You gain the ability to cast one spell of lvl 0-9 with a cast time of one turn as an instant action once every 1d4+1 rounds.

Able casting, Epic

Casting spells blends together naturally to you.

Prerequisite: Cha 20, Wis 24, bonus spell feat

Benefit: You gain the ability to cast one spell (of a lvl up to your highest bonus spell slot from the bonus spell feat) without verbal components once every 2d4+2 rounds.

Improved Able casting, Epic

Casting spells blends together naturally to you.

Prerequisite: Cha 20, Wis 25, bonus spell feat, Improved Able casting, Epic

Benefit: You gain the ability to cast one spell (of a lvl up to your highest bonus spell slot from the bonus spell feat) without verbal components once every 1d4+2 rounds.

Epic Spell storing, Epic

Prerequisite: Int 22, ability to cast Sixth level spells, Ultimate Spell storing

Benefit: You can store a Fifth level spell slot in any gem listed below, the gem can only be used 10 times before it Disintegrates. One charge is equal to one 6th-level spell, 3 5th-level spells, or 5 forth level spells. The spell dose not decay over time. Only one charge can be in a stone at a time.

Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

New Dragon Bound spells

1st lvl spells

Mend

Transmutation

Level: Dragon Bound 1

Components: see spell names

Casting Time: 5 round

Range: touch

Target: A ripped, torn, or otherwise damaged peace of armor or clothing

Duration: no limit

Saving Throw: none

Spell Resistance: None

You can mend torn clothing or light armor to make it like new. Not castable in combat. The hp of the item is restored to –2 below normal, once the items hp is completely gone completely, it disintegrates and is unfixable.

2nd lvl spells

Dragon speed

Transmutation

Level: Dragon Bound 2

Components: see spell names

Casting Time: 1 round

Range: Touch

Target: The caster

Duration: 1 hour/level (D)

Saving Throw: none

Spell Resistance: None

The connection between Dragon and Dragon Bound allows for particular ability's to be shared in different ways. When cast, this spell gives the caster plus 20 speed to all movements.

Blunt Weapon

Force

Level: Dragon Bound 2

Components: see spell names

Casting Time: 1 round

Range: Touch

Target: One sharp object

Duration: 1 hour/level (D)

Saving Throw: none

Spell Resistance: None

When this spell is cast on a sharp object a thin layer of force surrounds the object turning the weapon's damage to none lethal.

Shrink Dragon

Transmutation

Level: Dragon Bound 2

Component: see spell names

Casting Time: 3 turns

Range: Long

Target: your Dragon

Duration: 10 minuets per caster lvl

Counter: --

Saving Throw: None

Spell Resistance: Yes (ineffective if Dragon doesn't agree to being shrunk)

Metamagic: --

Energy Substitution: No

If the Dragon is willing, this spell shrinks your Dragon (and only your Dragon) to size small, medium, or large. Hp stays the same, as with all other stats, except size ac to the size chosen.

Sharpens Weapon

Force

Level: Dragon Bound 2

Components: see spell names

Cast Time: 1 round

Range: Touch

Target: One Blunt object

Duration: 1 hour/level (D)

Saving Throw: none

Spell Resistance: None

When this spell is cast on a blunt object a thin layer of force surrounds the object, and forms a sharp edge that does the same damage only lethal.

Improved Mend

Transmutation

Level: Dragon Bound 2

Components: see spell names

Casting Time: 5 round

Range: touch

Target: A ripped, torn, or otherwise damaged piece of armor or clothing

Duration: no limit

Saving Throw: none

Spell Resistance: None

You can mend torn clothing or up to medium armor to make it like new. Not cast-able in combat. The hp of the item is restored to –2 below normal, once the item's hp is completely gone completely, it disintegrates and is unfixable.

Dragon Saddle

Conjuration (Creation)

Level: Dragon Bound 2

Components: -

Casting Time: 1 round

Range: Touch

Target: One willing dragon

Duration: 1 hour/level (D)

Saving Throw: Will negates (Harmless)

Spell Resistance: No

You create a magical dragon saddle. This saddle fits the target dragon, and it is created on the dragon (ergo it is immediately wearing it). You (and no other creatures) can ride the dragon as if it were a normal horse (with the exception that it can fly, of course). The saddle is magical in such a way that someone riding it does not risk falling out of the saddle as long as both the rider and the dragon don't want this to happen.

The saddle has hardness 2 and hitpoints equal to 5 + caster level.

Dragon Armor

Conj (creat)[force]

Level: Dragon Bound 2

Components: -

Casting Time: instant

Range: Touch

Target: One willing dragon

Duration: 1hr/lvl

Saving Throw: Will negates

Spell Resistance: -

You create magical dragon armor. This armor fits the target dragon, and it is created on the dragon (ergo it is immediately wearing it). The dragon is instantly garbed in force-based Dragon armor that does not impede its movement, and makes room for the saddle.

Level	AC	Bonus Appearance
8-10	+4	Scale Mail Barding
11-13	+5	Chainmail Barding
14-16	+6	Splint Mail Barding
17-19	+7	Half-Plate Barding
20	+8	Full Plate Barding

3rd lvl spells

Hair

Conjure

Level: Dragon Bound 3

Components: see spell names

Casting Time: 3 round

Range: touch

Target: yourself

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: None

you can grow or cut your hair to make a disguise that looks nothing like you. Anyone searching for you will not make the connection and do not get a spot check. This spell is not cast-able in combat or when anyone is looking at you.

Grater Mend

Transmutation

Level: Dragon Bound 3

Components: see spell names

Casting Time: 5 round

Range: touch

Target: A ripped, torn, or otherwise damaged peace of armor or clothing

Duration: no limit

Saving Throw: none

Spell Resistance: None

You can mend torn clothing or up to heavy armor to make it like new. Not cast-able in combat. The hp of the item is restored to -2 below normal, once the items hp is completely gone completely, it disintegrates and is unfixable.

4th level spells

lightless lantern

conjure

Level: Dragon Bound 4

Components: see spell names

Casting Time: 1 round

Range: Touch

Target: all humanoids and dragons within 40' that don't already have Darkvision

Duration: 1 hour/level (max 5)

Saving Throw: none

Spell Resistance: None

When a Humanoid or Dragon comes within 40 feet of this odd lantern without a light, they instantly gain darkvision 120 feet. The effects only work when within 40 feet of the lantern, and when you leave the 40 feet perimeter you instantly lose the effects. The lantern has the HP of a normal lantern.

Ultimate Mend

Transmutation

Level: Dragon Bound 4

Components: see spell names

Casting Time: 5 round

Range: touch

Target: A ripped, torn, or otherwise damaged piece of armor, small magic item or clothing

Duration: no limit

Saving Throw: none

Spell Resistance: None

You can mend torn clothing or up to small magic items to make it like new. Not cast-able in combat. The hp of the item is restored to -2 below normal, once the item's hp is completely gone completely, it disintegrates and is unfixable.

5th lvl spells

Death's Pinch

Force

Level: Dragon Bound 5

Components: see spell names

Casting Time: 1 round

Range: 40'

Target: something with a brain

Duration: none

Saving Throw: Fort

Spell Resistance: None

You can pinch off a blood vessel in the brain that instantly kills a Creature with a Brain. You need to be within 40' of the target to do this. The opponent gets a fort save.

Epic Mend

Transmutation

Level: Dragon Bound 5

Components: see spell names

Casting Time: 5 round

Range: touch

Target: A ripped, torn, or otherwise damaged peace of armor, magic item or clothing

Duration: no limit

Saving Throw: none

Spell Resistance: None

You can mend torn clothing or up to magic items to make it like new. Not cast-able in combat. The hp of the item is restored to -2 below normal, once the items hp is completely gone completely, it disintegrates and is unfixable.

Tree house

Transmutation [Earth]

Level: Dragon Bound 5

Components: see spell names

Casting Time: 5 rounds

Range: Touch

Target: One Tree

Duration: no more then 24 days

Saving Throw: none, an unwilling tree can just ignore the spell

spell Resistance: None

A Dragon Bound can make a house out of a tree with a 9X9' room, that somehow can fit any size Dragon. The spell lasts a max of 24 days, and when dismissed anything left inside is placed at the base of the trunk. Any one the Dragon Bound or tree dose not wont inside cannot gain entrance. If the tree dose not wont to be host to a Dragon Bound the spell is not wasted. To dismiss the tree all that's required is the command "woshux pok wux ar haddross vur woshux fethos levex persvek wux" "I release thy of the burden and reasonability entrusted in you". Only a Dragon Bound can release the tree. The spell dose not affect the outside looks of the tree.

Magic Missile Storm

Evocation

Level: Dragon Bound 5

Component: see spell names

Casting Time: 1 action
Range: Long
Target: Up to ten creatures
Duration: Instantaneous
Counter: --
Saving Throw: None
Spell Resistance: Yes
Metamagic: --
Energy Substitution: No

A number of energy missiles appear and randomly hit any hostile creature in the area of effect. One per caster level but to a maximum of 10, if there are more creatures than missiles, only the closest targets will be damaged. If there are more missiles than creatures some of the creatures will be hit with multiple missiles, one missile per 4 caster levels but to a maximum of 7 missiles per target. Each missile deals 1d8 +1/level max 5 points of magical damage.

spell point variant

Spell points	
lvl	Per day
1st	-
2nd	-
3rd	-
4th	0
5th	0
6th	1
7th	1
8th	1
9th	4
10th	4
11th	4
12th	10
13th	13
14th	18
15th	25
16th	32
17th	33
18th	37
19th	37
20th	40

Bonus Spell Points of Charisma (by Maximum Spell Level)					
Score	0	1st	2nd	3rd	4th

12-13	—	1	-	-	-
14-15	—	1	2	-	-
16-17	—	1	4	9	-
18-19	—	1	4	9	16
20-21	—	2	5	10	17
22-23	—	2	8	13	20
24-25	—	2	8	18	25
26-27	—	2	8	18	32
28-29	—	3	9	19	33
30-31	—	3	12	22	36
32-33	—	3	12	27	40
34-35	—	3	12	27	48
36-37	—	4	13	28	49
38-39	—	4	16	31	52
40-41	—	4	16	36	57
42-43	—	4	20	40	68
44-45	—	5	21	41	69

Example: if jargon is level 15, he has 22 charisma and his dragon has a bonus of 20, he has the ability to cast 3rd level spells.

He gets 82 spell points normally and with 22 charisma he gets 10 more but his dragon only has a 20 so he only gets a bonus of 8 spells, so in all he gets 90 spell points.

spell lvl gian					
Lvl	0	1	2	3	4
1	0	-	-	-	-
2	0	-	-	-	-
3	0	-	-	-	-
4	0	-	-	-	-
5	0	0	-	-	-
6	0	0	-	-	-
7	0	0	-	-	-
8	0	0	-	-	-
9	0	0	0	-	-
10	0	0	0	-	-
11	0	0	0	-	-
12	0	0	0	-	-
13	0	0	0	0	-
14	0	0	0	0	-
15	0	0	0	0	-
16	0	0	0	0	-
17	0	0	0	0	0
18	0	0	0	0	0
19	0	0	0	0	0

20	0	0	0	0	0
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Spell Point Cost	
Spell Level	spell point cost
0	0*
1	1
2	3
3	5
4	7'

*= 0-level spells cost no spell points to cast. He instead can cast a number of 0-level spells each day equal to three + the number of spell points gained by that class at 1st level.

'= you cant use metamagic feats to raise the spell level above 4th.

New items

Fireweed (herb)

It grows on the edge of lava flows and hot springs or other sources of geothermal heat.

To work properly 1/4 a lb must be eaten.

Physical Description: Fireweed looks like a dried up pile of leaves, and tastes vary bitter sour and salty.

Identifying Potions: a Knowledge (Nature) check of 22 is required to tell if its really fireweed

Activation: All that is required to get the effects of this herb is to eat 1/4 a lb.

Eating Fireweed is a standard action. Fireweed takes effect immediately. Eating Fireweed in battle provokes attacks of opportunity. A successful attack against the character forces a Concentration check. If the character fails this check, she cannot Eat the fireweed. An enemy may direct an attack of opportunity against the Fireweed rather than against the character. A successful attack eat the Fireweed, because of this, incorporeal creatures cannot use Fireweed.

properties: When Fireweed is eaten, it reduces the recharge of a breath weapon by 1d4. It dose not work on Breath weapons that only have a 1d4 recharge or less. If its a set recharge above 4 you roll a 1d4 and that's how much it is lower by. The effects last 3 hours, and 1/4 a lb must be eaten to work properly.

Example: Shrucan the Dragon with josh the Dragon Bound eats some fireweed, his breath weapon is normally 1d8 but with the herb it now is 1d4 rounds.

Example: Darco the Dragon Disciple has a set recharge of 6, he rolls a 1d4 and rolls a 2. His breath weapon recharge is now 4 for the entire 3 hours.

Cost: 300gp per 1/2 lb.

Dragon Knuckle bones (Wondrous item)

Physical Description: Bleached white, one-inch long knuckle bones.

Activation: to use these knuckle bones you toss them on the ground and read them to see what happens (Barbarians can only use this if they gain literacy). This uses a charge.

Special Qualities: You get 3 charges every 2 days. Roll d6. A 01 result grants a +3 to all attacks and saving throws for 1d4 minutes. 02 gives you the ability to move as a instant action 1s per round for 1d12 rounds, and 03 indicates no special qualities, a 04 curses the user with a –3 to all actions for 1d6 rounds, a 05 indicates a soul bound (cant be sold) gem (roll on the gem chart at pg 57 of the DM's guide) appease for your use, and a 06 summons a random Outsider that you can control and command for 1d8 rounds.

Unmake-able you have to find or buy it.

Price: 10,000 gp