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CLASSES OF NEOEXODUS: FIST OF THE DRAGON



WRITTEN BY LELAND SCHÄIDLE

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The Fist of the Dragon is a powerful mystical warrior who is able to channel the very fury of a dragon into his blows. In the Janus Horde, might makes right, and the strong rule; this has led a group of warriors to emulate one of the most mighty creatures of the world, Dragons. Blending the warrior lifestyle of their people with the consumption of dragon blood has led the Fists of the Dragon to embody the very nature of the Janus Horde with their raw magic and brutal strength.

There are five different and distinct groups within the Fists of the Dragons. Each one of these factions is dedicated to a different color of the chromatic dragons. They do share one grander purpose, to become more like their mighty namesakes, the most powerful of single combatants.

The Fists of the Dragon are seen by many within the Horde as spiritual leaders or as favored individuals, for they are able to emulate a dragon's powerful fighting style, utilizing strength, magic, and raw supernatural abilities. Fists of the Dragon wield one-handed weapons, most of the time in pairs, emulating the deadly claws of the dragon. They wear little or no armor as this impedes their magical abilities, instead trusting on their own abilities or magical defenses. Training for this brutal combat technique is augmented by the consumption of dragon's blood.

The Fists of the Dragon are looked upon by the other factions within the Janus Horde with a bit of uncertain respect. Though the average member of the Horde respects the Fists for their great strength and prowess, they are looked upon by some as pretenders, for they try to be something they are not. These dissenters will challenge members of the Fists of the Dragon to fights of honor and leadership, only to find that Fists are capable of putting down most who stand against them.

COMBAT

Fists of the Dragon know full and well they will wander far from the Horde, seeking power, magic, and knowledge. One of the most important tenants in their order is that they must accumulate more and more of these valued commodities. Though the Fists are mighty as individuals, they are but a small fraction of the power of the Horde. If faced with truly overwhelming odds, a Fist of the Dragon will withdraw from combat, having long-ago learned that vengeance will grace them.

A Fist of the Dragon is often educated and independent, ready to attack his foes with the unbridled ferocity. Every advantage is taken in combat and victory will be assured. Though they trained by a quasi-religious order, a Fist will often find himself adventuring in hopes of increasing his own personal power or knowledge. This normally leads to success, if the Fist does not meet some gruesome end by some unnamed monster.

With their mixture of attacks, spell-casting, and supernatural abilities, a Fist of the Dragon can assist with almost any role in a battle. They make up for their lack of armor and toughness, compared to the barbarian and fighter, with the massive damage of their attacks and varying array of abilities they can perform.

Fists of the Dragon work well with any group that is constantly garnishing power or magic. Outside the Horde, a Fist of the Dragon will often work with a group of mercenaries or wanderers if their price of knowledge, magic, or power can be met. Though they respect and idolize the dragons' abilities, they are more than willing to remove one of the wyrms when given the opportunity. After all, if a dragon cannot protect it's power, what business does it have in keeping it. Though they respect material wealth as a form of power, the very mobile nature of the horde prevents them from keeping more than they can carry.

TRAINING

A Fist of the Dragon trains from their tenth year onward in the martial and magical way of their order. The academies of the Horde move with the great traveling nation, training their novices on the move.

When they are ready to become a true Fist of the Dragon, a potential Fist of the Dragon is dispatched on a quest after their sixteenth year to return with the life's blood of a dragon. A Fist of the Dragon is then given a strange potion imbued with the very blood of a dragon and other strange magical ingredients. This potion normally manifests itself by granting the Fist in training the ability to emulate a fraction of a dragon's power.

A Fist does not seek death or glory like many others, instead he craves power, for himself and his own order. The ideology of the Fists of the Dragon is clouded heavily by the chromatic dragons from whom they draw their names. Most Fists of the Dragon start out from non-evil alignments, but as they accumulate

FIST OF THE DRAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Dragon's Claw Damage	Special	Spellcasting
1	+1	+1	+1	+1	--	Legacy of the dragon I, draconic nature	
2	+2	+1	+1	+1	1d4	Dragon's claw	
3	+3	+2	+2	+2	1d4	Damage reduction 1/magic	+1 level of existing class
4	+4	+2	+2	+2	1d6	Legacy of the dragon II	
5	+5	+3	+3	+3	1d6	Dragon's claws	
6	+6/+1	+3	+3	+3	1d8	Damage reduction 2/magic	+1 level of existing class
7	+7/+2	+4	+4	+4	1d8	Legacy of the dragon III	
8	+8/+3	+4	+4	+4	1d10	Dragon's wrath	
9	+9/+4	+5	+5	+5	1d10	Damage deduction 3/Magic	+1 level of existing class
10	+10/+5	+5	+5	+5	1d12	Legacy of the wragon IV	

more personal power and magic, they many become more selfish and greedy, willing to do whatever is needed to continue their own advancement and enrich their own power.

REQUIREMENTS

To qualify to become a Fist of the Dragon, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Feats: Two-Weapon Fighting

Knowledge (*arcana*): 5 ranks.

Concentration: 5 ranks.

Spellcasting: To become a Fist of the Dragon, a character must be able to cast 1st level arcane spells without preparation.

Special: A potential Fist of the Dragon must have the life's blood of a dragon for consumption.

HIT DICE

A Fist of the Dragon gains 1d8 plus Constitution modifier hit points per level.

CLASS SKILLS

The Fist of the Dragon's class skills (*and the key ability for each skill*) are Climb (*Str*), Concentration (*Con*), Diplomacy (*Cha*), Intimidate (*Chr*), Jump (*Str*),

Knowledge (*any*) (*taken individually*) (*Int*), Listen (*Wis*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), and Use Magic Device (*Chr*). At 1st level a Fist of the Dragon gains three more class skills determined by his draconic nature.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Fists of the Dragon.

Weapon and Armor Proficiency: A Fist of the Dragon is proficient with all simple and martial weapons. Fists of the Dragon gains no additional proficiency armor or shields.

SPELLS PER DAY

A Fist of the Dragon continues to gain access to more powerful arcane magic while gaining levels in this prestige class. At 3rd , 6th , and 9th level, the Fist of the Dragon gains new spells per day as if he had also increased a level in the arcane spellcasting class he belonged to before he added this prestige class. He does not, however, benefit from any other advantages a character of that class would have gained (*such as improved saves and hit dice*).

DRACONIC NATURE-EX

At 1st level, a Fist of the Dragon must choose one of the following dragon types to base his abilities off of.

DRACONIC NATURE

Draconic Nature	Elemental Resistance	Elemental Damage Type	Additional Skills
Black	Acid	Acid	Hide (<i>Dex</i>), Move Silently (<i>Dex</i>), and Swim (<i>Str</i>)
Blue	Electricity	Electricity	Bluff (<i>Chr</i>), Hide (<i>Dex</i>), and Spellcraft (<i>Int</i>)
Green	Acid	Acid	Bluff (<i>Chr</i>), Hide (<i>Dex</i>), and Move Silently (<i>Dex</i>)
Red	Fire	Fire	Appraise (<i>Int</i>), Bluff (<i>Chr</i>), and Jump (<i>Str</i>)
White	Cold	Cold	Hide (<i>Dex</i>), Move Silently (<i>Dex</i>), and Swim (<i>Str</i>)

This choice determines the type of energy that can be manipulated by the Fist of the Dragon. Additionally, the Fist of the Dragon gains several class skills from this ability as well.

LEGACY OF THE DRAGON I

At 1st level, a Fist of the Dragon chooses which of the chromatic dragons to emulate in ability and mind. A Fist of the Dragon may choose between an energy attack or energy resistance granted from his ingestion of draconic blood during his initiation ceremony.

- **Dragon Ire (Su):** Once per day, the Fist of the Dragon may channel a bolt of energy capable of damaging opponents. This attack does 1d6 points of damage per Fist of the Dragon level. The Fist of the Dragon must make a ranged touch attack against the target, who is entitled to a Reflex save for half damage. The Reflex save is equal to 10 + Fist of the Dragon's level + Charisma modifier. The type of energy is based upon the Fist of the Dragon's chosen draconic nature.
- **Dragon Skin (Ex):** A Fist of the Dragon gains minor resistance against the energy type of his draconic nature. This energy resistance increases by 1 at 3rd level and two levels after.

DRAGON'S CLAW-SU

At 2nd level, the Fist of the Dragon is able to lace one of his weapons with energy. The weapon does an additional 1d4 points of damage upon the first successful hit in each round. This damage increases as the Fist of the Dragon increases in level. The type of energy is based upon the Fist of the Dragon's chosen dragon type.

DAMAGE REDUCTION-EX

At 3rd level, some of the great defensive prowess of the dragon infuses the Fist of the Dragon. The Fist of the Dragon gains Damage Reduction 1/magic. This

increases to 2/magic at 6th level and 3/magic at 9th level.

LEGACY OF THE DRAGON II

At 4th level, a Fist of the Dragon may choose between an increased armor class or improved energy resistance granted from the growing power of the draconic blood in his veins.

- **Dragon Hide (Ex):** A Fist of the Dragon gains energy resistance equal to his Fist of the Dragon level against the energy type granted by his draconic nature. If the Fist of the Dragon already had energy resistance from another class ability, this ability stacks.
- **Dragon Scales (Ex):** A Fist of the Dragon gains a natural Armor Class bonus equal 2. This bonus improves by one every 2 levels: +3 at 6th, +4 at 8th, and +5 at 10th level.

DRAGON'S CLAWS-SU

At 5th level, the Fist of the Dragon is able to lace his weapons with energy. The weapons do an additional 1d6 points of damage upon the first successful hit in each round per weapon. This damage increases as the Fist of the Dragon increases in level. The type of energy is based upon the Fist of the Dragon's chosen dragon type.

LEGACY OF THE DRAGON III

At 7th level, a Fist of the Dragon the dragon's blood within him has grown very strong. He may choose between a shield of energy that surrounds him for a short period or a wave of energy that pulses outward from him, damaging all nearby creatures with elemental energy.

- **Dragon Rage (Ex):** Once per day, a Fist of the Dragon is able to generate a powerful blast of energy that bursts outward from him in a 10-foot radius. This blast does 1d6 points of damage per Fist of the Dragon level. Anyone caught

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in the blast is entitled to a Reflex save for half damage. The Reflex save is equal to 10 + Fist of the Dragon's level + Charisma modifier. The type of energy is based upon the Fist of the Dragon's draconic nature.

- **Dragon Wrath (Ex):** This ability wreathes you in flame and causes damage to each creature that attacks you in melee. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per Fist of the Dragon level. This damage is acid damage, cold damage, electricity damage, or fire damage based off the Fist of the Dragon's draconic nature. If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you. When using this ability, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (*10 feet*). The color of the flames is determined randomly (*50% chance of either color*)—green if acid damage is inflicted, blue if a cold damage is inflicted, purple if electricity damage is inflicted, or red if fire damage is inflicted.

DRAGON'S WRATH

At 8th level, the Fist of the Dragon is able to lace his weapons with energy that never dissipates. The weapons do an additional 1d10 points of damage with every successful hit. This damage increases to 1d12 points of damage at 10th level. The type of energy is based upon the Fist of the Dragon's chosen dragon type.

LEGACY OF THE DRAGON IV

At 10th level, the dragon's blood within the Fist of the Dragon has reached its full potential with the choice of a powerful breath attack or the ability to sling three bolts of magical energy.

- **Dragon Breath (Su):** Once per day, the Fist of the Dragon may belch forth a breath weapon similar to that of a dragon. The breath attack does 1d8 points of damage per Fist of the Dragon level. Anyone caught in the effect is entitled to a Reflex save for half damage. The Reflex save is equal to 10 + Fist of the Dragon's level + Charisma modifier. The type of energy and shape of the breath is based upon the Fist of the Dragon's draconic nature.

Draconic Nature

Black

Blue

Green

Red

White

Breath Weapon

60-foot line of acid

60-foot line of lightning

30-foot cone of corrosive (*acid*) gas

30-foot cone of fire

30-foot cone of cold

- **Dragon Fury (Su):** Three times per day, the Fist of the Dragon may channel a bolt of energy capable of damaging opponents. This attack does 1d6 points of damage per Fist of the Dragon level. The type of energy is based upon the Fist of the Dragon's chosen draconic nature.

FEATS

DRACONIC INHERITOR - GENERAL

By tapping into the very blood coursing through his veins, a character gains the preternatural ability to ignore a single energy attack that he would otherwise be able to resist.

Prerequisite: Energy resistance, knowledge (*arcana*) 13 ranks, able to cast arcane spells without preparation.

Benefit: Once per day, instead of using normal energy resistance to resist an attack, a character may choose to call upon his blood to grant temporary immunity to an attack. Using this ability must be declared before damage is rolled. The energy type must be chosen when this feat is taken.

Special: This feat may be taken more than once allowing a character absorb a different energy type they are resistant to or allowing the character to absorb multiple attacks.

DRACONIC VITALITY - GENERAL

The ancient power of the dragons is still very much alive and well within your mind or your blood. You have learned to shrug off debilitating paralysis and your immunity to sleep magic much like the ancient wyrms.

Prerequisite: Knowledge (*arcana*) 8 ranks able to cast 2nd level arcane spells without preparation.

Benefit: The character gains an immunity to sleep and paralysis effects.

ENERGY ABSORPTION - GENERAL

A character has learned the secrets of harnessing the various energies of the world, able to heal his wounds with destructive energies.

Prerequisite: Energy resistance or energy immunity.

Benefit: Once per day per point of Charisma modifier, a character may heal a number of hit points equal to the damage that was resisted.

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