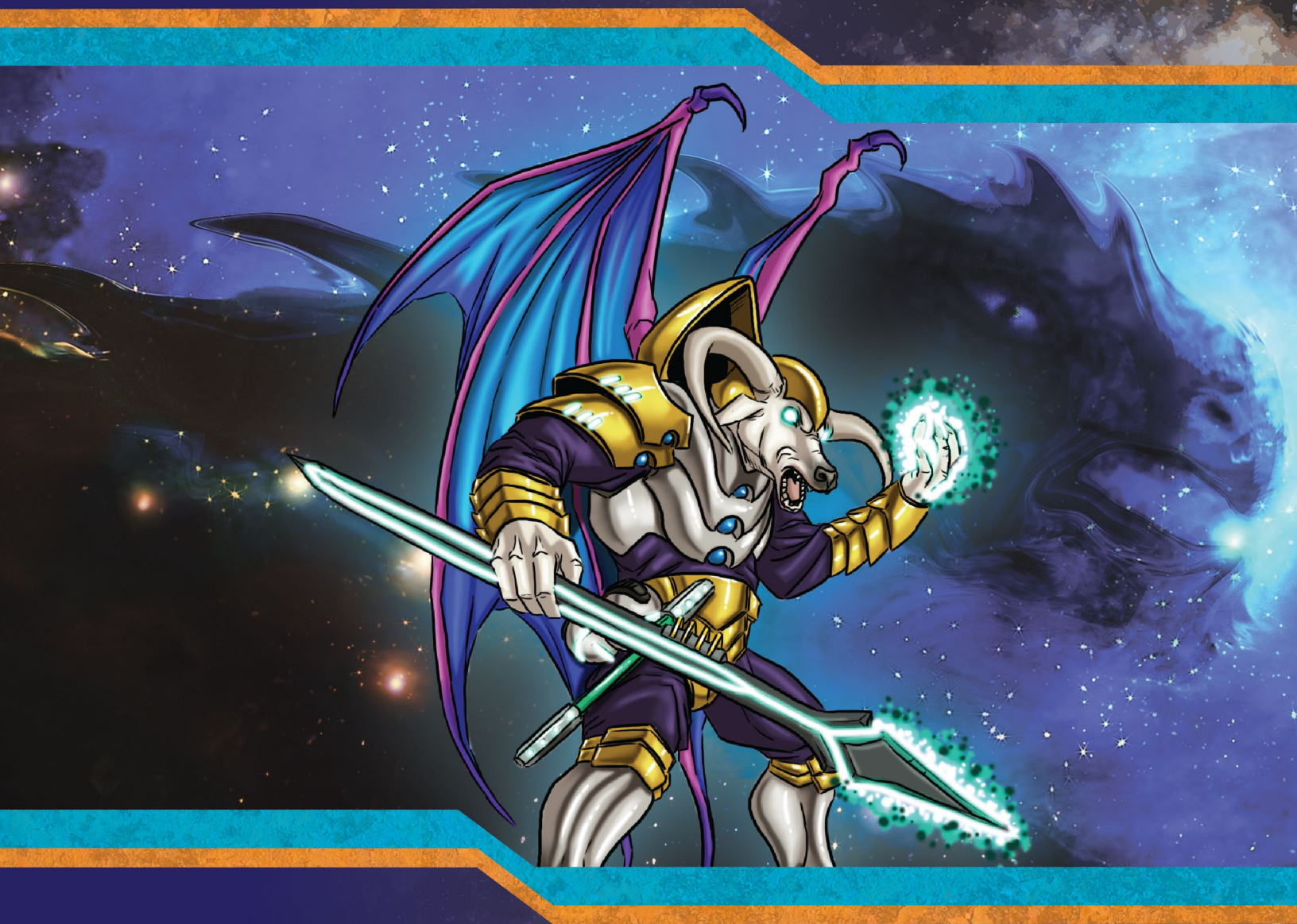


STAR LOG.EM-025

DRAGON DISCIPLE



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Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: DRAGON DISCIPLE

Hello, and thank you for purchasing *STAR LOG.EM025: DRAGON DISCIPLE!* Dragons have had a peculiar relationship with mortals for as long as stories have been shared between the two, often resulting in those gifted with the blood of dragons coursing through their veins. Exactly how mortals become so-called dragon disciples varies greatly; some gain their powers as a result of an encounter that one of their ancestors had with a particularly perverse dragon, while others gain these abilities through study, experimentation, or even as the result of a genetic mutation caused by overexposure to draconic magic. Regardless of cause, the end result is the same—dragon disciples possess many of the physical powers and abilities of their true-blooded kin, their bodies fortified by draconic tenacity and ferocity. Which powers manifest, however, depend largely on the individual—two dragon disciples of the same dragon septs can ultimately manifest vastly different abilities.

Dragon disciples can be found anywhere dragons dwell, but in the Xa-Osoro system they tend to be most common on Eozzata-Ozari, specifically on magically-enriched Ozari, because the Lovers possess the highest dragon populations in the system. On Ozari, traditions of devoted dragon disciples going back hundreds of generations exist, although in the aftermath of the Nova Age the majority of the records and rites of these famed dragon cults have vanished. The Dragon Cults of Ozari now work closely with the Reclamation in an attempt to rediscover their missing heritage.



DRAGON DISCIPLE ARCHETYPE

Dragons are eternally a source of wonder and amazement, even in the far-flung future. Their mythos captivates the young and old alike, and all quiver before the primal power of these mighty beings. The influence of dragons is far-reaching, sometimes so much so that certain humanoids happen upon the ability to harness the might of dragons for themselves. Known as dragon disciples, theirs is less of a tradition and more of a state of being—the legacy of a draconic ancestor is their birthright, a power they harness as simply as others breathe.

In the ancient past, the presence of dragon blood in a humanoid's veins was the most common way that dragon disciples came into being—an understandably rare trait when one considers that few dragons are willing to stoop so low as to consort with “lesser beings.” Yet in the present, the road to becoming a dragon disciple is just several quick sessions of genetic therapy or organ implementation away. Many who experiment with biotech augmentations related to dragons, such as dragon glands, find their bodies changed on a molecular level by the augmentation, and sometimes become dragon disciples as a result. Dragons sometimes fund such experimentations themselves, eager for an army of draconically augmented soldiers and operatives perfectly suited for carrying out tasks that are beneath a true dragon.

Special: You cannot add this archetype to a class if you are a dragon with a dragon template graft or a construct. If you gain levels in any class that possess the bloodline class feature or a similar heritage-related class feature (not just the added class), you must choose a dragon themed option.

ALTERNATE CLASS FEATURES

The dragon disciple grants alternate class features at

DRACONIC FORM (SU); 2ND-LEVEL

Choose one dragon template graft, such as those found in the dragon section of Starfinder Alien Archive. Once chosen, this cannot be changed. Whether by right of birth, genetic engineering, or something stranger, you possess the blood of the type of dragon associated with your graft. Once per day, you can manifest your draconic form as a swift action—when doing so, you take on physical traits associated with dragons, though your body's general shape remains the same. Scales erupt from your skin, your spine elongates into a draconic tail, your hands and feet become clawed, your face extends into a draconic snout filled with razor sharp teeth, and so on. While manifesting this form, you gain the benefits of any draconic manifestations you possess (see below). You learn one draconic manifestation when you gain this ability, and may learn additional manifestations by taking the Expanded Draconic Form feat (see below). Once manifested, you remain in your draconic form for a number of rounds equal to your key ability score + 1/2 your level. Returning to your true form is a swift action.

Possessing this alternate class feature allows you to gain the Expanded Draconic Form feat (see below) as an alternate class feature at 4th, 9th, 12th, and 18th levels, as if the bonus feat were granted by this archetype.

RESOLUTE MANIFESTATION (SU); 6TH LEVEL

Whenever you have already used your daily use of a draconic form alternate class feature, you can spend 1 Resolve Point to use it again without having to rest first.

NEW FEAT

The following feat complements the dragon disciple archetype.

EXPANDED DRACONIC FORM

You gain additional powers and abilities when assuming your draconic form.

Prerequisites: Draconic form alternate class feature, character level 2nd.

Benefit: Choose one of the expanded draconic manifestations listed below. You must meet the manifestation's prerequisite. Whenever you use your draconic form alternate class feature, you gain the chosen manifestation in addition to the usual benefits granted by your draconic form. Unless noted otherwise, these benefits last for the duration of your draconic form ability.

Special: If you've added the dragon disciple archetype to your class, you can gain this feat as an alternate class feature at 6th, 9th, 12th, and 18th levels.

DRACONIC MANIFESTATIONS

The following abilities represent additional powers that you can gain when assuming your draconic form (see the dragon disciple archetype). To access these manifestations, you must gain the Expanded Draconic Form feat. You must meet the manifestation's prerequisites. Draconic manifestations are organized by the minimum level in the added class that is needed to learn them. For instance, if you add the dragon disciple archetype to the mystic class, you must be a 2nd-level mystic before you can learn any of the 2nd-level manifestations. If a draconic manifestation allows a saving throw, the DC is equal to $10 + 1/2$ your character level + your ability score modifier in the added class's key ability score.

2ND-LEVEL

You must be at least 2nd-level to learn the following draconic manifestations.

Breath Weapon (Su): You gain the ability to unleash a powerful breath weapon while your draconic form is manifested. The size, shape, and damage type of your breath weapon is determined by your chosen dragon template graft, using half your level as your CR. For example, if you chose the blue dragon graft, your breath weapon would be a line of electricity damage that was 30 feet long + 10 feet per 4 CR.

Your breath weapon deals 1d6 points of damage, increasing to 2d6 damage at 10th level, 3d6 damage at 15th level, and 4d6 damage at 20th level. At 3rd level, you add $1\frac{1}{2} \times$ your level to the damage done. A successful Reflex save reduces the damage by half. You can't use this ability again until you have taken a 10-minute rest to recover Stamina Points.

Blindsense (Ex): You gain blindsense (vibration) 30 feet while your draconic form is manifested.

Change Shape (Su): Once per day, you can assume the appearance of a single specific dragonkin whose age and sex matches your own, and whose appearance resembles that of your chosen dragon template. You always take this specific form when using this ability. You gain a +10 racial bonus to Disguise checks to appear as a dragonkin, your size changes to Large, and you reach changes to 10 feet. This ability otherwise functions as per *disguise self* and lasts indefinitely. Changing shape and returning to your true form is a standard action.

Draconic Eyes (Ex): You gain darkvision 60 feet while your draconic form is manifested. If you already possess darkvision, this manifestation increases the range of your existing darkvision by 60 feet instead.

Draconic Resistances (Ex): Whenever your draconic form is manifested, you gain a +2 racial bonus to saving throws against paralysis and sleep effect, as well as resistance equal to half your character level against any one type of energy that your chosen dragon template graft grants resistance or immunity against. If your draconic form doesn't grant any resistances or immunities, you may choose one energy type to gain when you first learn this manifestation. Once chosen, this cannot be changed.

Flight (Ex): You gain an extraordinary flight speed of 30 feet with average maneuverability while your draconic form is manifested. Until 5th level, you must end your movement on the ground at the end of each turn or fall.

Natural Weapons (Ex): You're always considered armed while your draconic form is manifested. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your natural weapons at 3rd level, allowing you to add $1\frac{1}{2} \times$ your character level to your damage rolls for your natural weapons (instead of just adding your character level, as usual). If you gain a unique weapon specialization with your natural weapons from another ability (such as a vesk's natural weapons racial trait), you instead gain a +1 insight bonus on attacks made with your natural weapons.

Scaled Body (Ex): You gain a +1 insight bonus to AC while your draconic form is manifested.

9TH-LEVEL

You must be at least 9th-level to learn the following draconic manifestations.

Draconic Movement: You gain one movement speed type from the following list that your chosen dragon template graft possesses while your draconic form is manifested: burrow, climb, or swim. Your speed for this movement type is equal to

30 feet. If your chosen dragon template graft possesses multiple movement speed types, you must choose one movement type to gain each time you manifest your draconic form. If your template graft does not possess a burrow speed, a climb speed, or a swim speed, you cannot learn this manifestation.

Draconic Resiliency (Su): You gain DR 10/magic while your draconic form is manifested. This damage reduction can prevent a total amount of damage equal to twice your character level. Once this amount of damage has been prevented, your damage reduction stops functioning until you have taken a 10-minute rest to recover Stamina Points. You must have the scaled body manifestation to learn this manifestation.

Icewalking (Ex): You gain the icewalking extraordinary ability while your draconic form is manifested, as detailed in your chosen dragon template graft. If your template graft does not possess the icewalking ability, you cannot learn this manifestation.

Improved Draconic Resistances (Ex): Whenever your draconic form is manifested, you are immune to sleep effects. In addition, when you fail a saving throw against an effect that causes the asleep or paralyzed condition or that has a descriptor that matches your chosen dragon template's resistance (acid, cold, fire, and so on), you can spend 2 Resolve Points as a reaction to gain immunity to that effect until the end of your turn, after which the effect resumes for its normal duration (instantaneous effects end normally and do not continue to affect you, however).

You must have the draconic resistances manifestation to learn this manifestation.

Sense Through (Ex): You gain the sense through universal creature rule while your draconic form is manifested, as described in Appendix 4 of *STARFINDER ALIEN ARCHIVE*. You can sense through the same obstacle or obstacles described by your chosen dragon template graft. If your template graft does not possess the sense through ability, you cannot learn this manifestation.

Spell Resistance (Su): You gain spell resistance equal to $6 +$ your level while your draconic form is manifested. You choose whether or not to gain this spell resistance each time you manifest your draconic form, and you can active or suppress your spell resistance as a standard action.

Sound Imitation (Ex): You gain the sound imitation extraordinary ability while your draconic form is manifested, as detailed in your chosen dragon template graft. If your template graft does not possess the sound imitation ability, you cannot learn this manifestation.

Swamp Stride (Ex): You gain the swamp stride extraordinary ability while your draconic form is manifested, as detailed in your chosen dragon template graft. If your template graft does not possess the swamp stride ability, you cannot learn this manifestation.

Woodland Stride (Ex): You gain the woodland stride extraordinary ability while your draconic form is manifested, as detailed in your chosen dragon template graft. If your template graft does not possess the woodland stride ability, you cannot learn this manifestation.

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