

Drake Brother
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There are people in the world who, instead of seeing dragons as the bane of all and evil, or believing that they must be destroyed at all cost, are instead fascinated by dragons. They see dragons as majestic beings, deserving the same respect and honor that one would give to anyone else deserving of them. Some of these, especially the young, search out a dragon to learn about them. While many go on with life as normal, or become a defender of dragons, to a select few, something else can happen. If they are both about the same age, a ritual may take shape in the mind of both. If they chose to undergo this ritual, they bind their souls together in a bond that cannot be broken by any force. This starts them down the path of the drake brother.

Requirements

To qualify to become a drake brother you must meet the following requirements

Age: While not a requirement, those who are young are more likely to take this path, as their mind is still open, not tainted with the horror stories that people tell of dragons. Both participants must be about the same age (only a few years about).

Skills: Knowledge (dragon): 2 ranks (much like the special arcane requirement below, most who are chosen are taught this skill, often by the dragon him (or her) self).

Special: The prospective brother must meet with a dragon and convince him (or her) to undergo the bonding ritual. Both bondies must have been touched by magic at some point in their lives (most dragons will use a minor spell on one they wish to bond with to meet this requirement. You must also get the DM's permission to play this class.

DM note: This class is designed with role-play in mind; only give it to someone who will role-play the bond well. This class is also extremely rare; the party should rarely meet more than one drake brother in a campaign (unless he is a PC, in which case they meet him every time they turn around).

Hit Die:

D8

Class Skills

The class skills for the drake brother are: Animal Empathy (cha), Climb (str), Concentration (con), Handle Animal (cha), Heal (wis), Hide (dex), Intimidate (cha), Jump (str), Knowledge (dragons) (int), Listen (wis), Move Silently (dex), Ride Dragon (dex), Sense Motive (wis), Spot (wis), Swim (str), Wilderness Lore (wis).

The drake brother gets 4 + INT bonus skill points per level.

New Skill

Ride Dragon (dex, exclusive skill)

While similar to the ride skill, ride dragon is a skill in and of itself. Very few people are able to learn this skill and it is considered an exclusive skill. Use the rules for the Ride skill to determine checks made with this skill. The dragon to be rode must be at least one size category larger than the rider and is not likely to accept a saddle (though they sometimes might, if you can talk them into it).

Class level	Base attack Bonus	Fort ST	Ref ST	Will ST	Special
1 st	+0	+0	+2	+2	Dragon Bond, Nature of the Dragon
2 nd	+1	+0	+3	+3	Scaled Flesh, Dragonsense
3 rd	+2	+1	+3	+3	Alter Form
4 th	+3	+1	+4	+4	Eyes of the Dragon
5 th	+3	+1	+4	+4	Wings of the Dragon
6 th	+4	+2	+5	+5	Aura Resistance, Children of the Dragon
7 th	+5	+2	+5	+5	Senses of the dragon
8 th	+6	+2	+6	+6	Hover
9 th	+6	+3	+6	+6	Enhanced Scaled Flesh
10 th	+7	+3	+7	+7	Flight Stamina

Class Features

Weapon and Armour Proficiency: Drake brother gain no new weapon or armor proficiencies.

Dragon Bond: The dragon bond is not just that of friendship, it is a bond that connects the two soul to soul. The bond is formed by an ancient ritual that is known only when two have come close enough to form the bond, and forgotten almost immediately after. The ritual can be performed by anyone, and cannot be recorded in any way shape or form. It is speculated that the god of dragons set this ritual up in this way in centuries long past. Nothing, not even a god, can break the bond once the two become bonded.

When the dragon and the one who he is bonding with perform the ritual, both feel extreme pain and extreme joy as their souls are joined together. This joining has many effects. The first that is noticeable is that both participants can communicate with each other telepathically, over any distance, and through any barrier. The only thing that can stop this communication is if one of the pair travels to a different plane of existence. Even then, they can still sense each other's emotions via empathy, but no words can make it though.

The second is that both participants are fate linked, if one dies, the other immediately follows. The fate link also extends the lifespan of both to the longest living of the pair (usually the dragon). The other suffers from the effects of ageing as per his new lifespan. As may be obvious, few, if any, evil dragons will trust their life to anyone enough to accept the bond.

A third ability by the bond is that they both gain each other's immunities and resistances. The non-dragon brother gains the immunity to sleep and paralysis affects. Any resistances or immunities owned by the non-dragon brother, is given to the dragon (a dwarven brother would give the dragon a +2 save vs. Poison and magic).

The bond has one last effect on the two bonded. When calculating experience, count both bonded as one person. Take the amount of experience they get and subtract 5% off it. Then split what is left in half, half for the dragon, half for the non-dragon. This is the price of the bond.

The two will be closer to each other than any lover could be, their souls have been united as one. They will aid the other in nearly any endeavor, help each other, even give the other a lift (though few, if any, dragons will wear a saddle). Some bonded pairs have been known to start families of their own, raising half-dragon children. While the dragon is most likely played as an NPC and may not be around the party a whole lot, try to role-play the affection of this soul bond.

Read Anne McCaffery's Dragonriders of Pern series for a perfect example of good ways to play this bond.

Nature of the Dragon: Two other abilities provided by the bond. First, the non-dragon brother is now considered to have the dragon sub-type and is effected by things that effect dragons. The second ability is the effect of how one's soul, touched with the unique magic of his dragon's soul. This is left up to the DM but a few recommendations are enhanced spellcasting levels, higher levels for psionic powers, bonus skills, bonus feats, innate magical effect, or another, not so obvious effect. The DM is encouraged to use his imagination for this to make it more imaginable for the player.

Scaled Flesh: The drake brother grows small scales over his body. This gives him an elemental resistance of 5 to the element of his bonded dragon. Fire for Brass, Gold and Red; cold for Bronze, Silver and White; electricity for Bronze and Blue; acid for Copper, Black and Green. The scales are not readily apparent and require a spot check with a DC of 10 to notice them. This is an extraordinary ability.

Dragonsense: The drake brother has gained the ability to use the bond to sense other dragons, or creatures with the dragon sub-type. Treat this as a detect evil, but with dragons or creatures with the dragon sub-type.

Alter Form: Because dragons of any color are often hated and hunted in many lands, regardless of intent, those who bond with dragons take precautions so that they may move about without being hunted themselves. Before they develop many of their other gifts, they learn how to hide themselves with a form of minor shapechanging. Drake brother may change form to how they looked before becoming a drake brother as per the alter self spell for as long as they wish at will. This is done only when they must hide their nature and is rarely done at any other time. The drake brother does not gain the use of the scaled flesh, eyes of the dragon, senses of the dragon, or wings of the dragon abilities while under the effect of this power. This is a supernatural ability.

Eyes of the Dragon: The drake brother's eyes become obviously reptilian, slanted down the middle. Anyone who looks the drake brother in the eyes notices this feature. This also grants the drake brother low light and darkvision up to their normal range of vision.

Wings of the Dragon: The drake brother grows a large pair of wings on his back. These provide him with flight. Base flight movement is 50 ft with average maneuverability.

Aura Resistance: After such a long time of being exposed to the frightful presence aura of a dragon, the drake brother gains complete immunity to the frightful presence of dragons, but not other fear effects (other stuff still scares him, but dragons don't).

Children of the Dragon: Having explored his own bond, the drake brother and the dragon he is bonded to can recognize on sight, any who would be likely to follow the path of the drake brother. The character may then guide the person in some way to following this path. Who is and who isn't noticed by this site is up to the DM as is how they are noticed, but remember, there are few children who would even consider this path, much less take it, and even fewer adults.

Senses of the Dragon: The drake brother's eyes have developed the eagle like vision of his companion. His range of vision is doubled.

Hover: The drake brother has spent enough time practicing flying with his wings that he gains the hover feat as on page 62 of the monsters manual. The drake brother must be able to fly to use this feat.

Enhanced Scaled Flesh: The bonded scales have grown even more. This gives him a resistance of 10 to the element. This also makes the scales more noticeable. Anyone who looks at the bonded notices the scales (no spot check is needed under normal light).

Flight Stamina: After so much time flying with his friend, the drake brother has developed the flight rhythms similar to full dragons. He can move using the dragon overland movement table as described on page 63 of the monsters manual. The drake brother must be able to fly to use this ability.