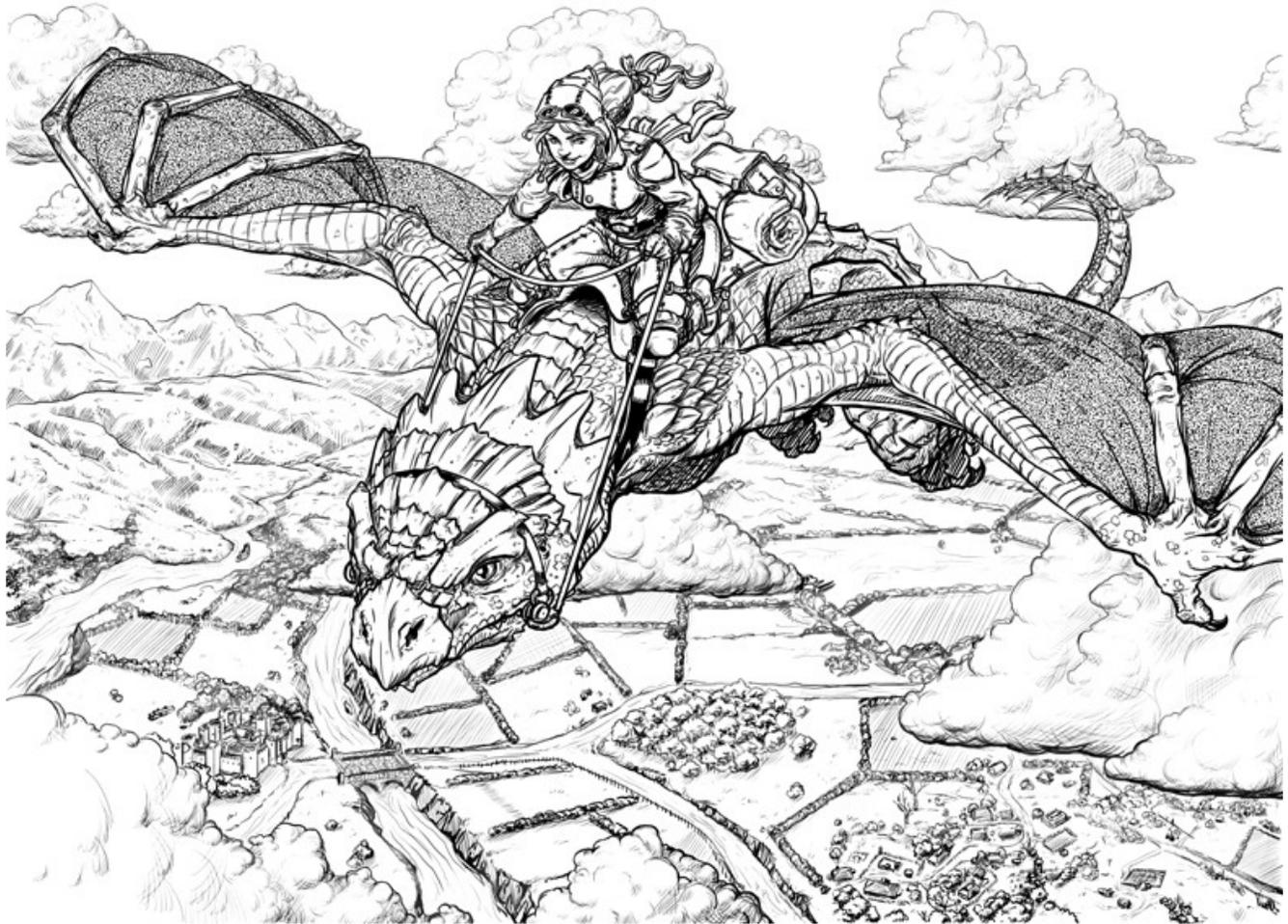


## Wyrm Rider (Cavalier Archetype) v 1.5



*Wyrms are domesticated dragons that have been bred to live and work with humanoid. The Wyrm Rider is a Cavalier that has been given the privilege to form a close relationship with a wyrm so that they can combine their formidable skills and act as one to peruse the ideals of the Cavalier's order.*

### **Armor Proficiency**

A wyrm rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

### **Wyrm Challenge (Ex)**

The wyrm rider and wyrm have learned to work together to focus on an opponent. Once per day, a wyrm rider can challenge a foe to combat. As a swift action, the wyrm rider chooses one target within sight to challenge. The wyrm rider and the wyrm gain a bonus to melee damage, CMB, and DCs of supernatural and spell-like abilities against the target of the challenge. This bonus is equal to the hit dice of the wyrm. The wyrm rider can use this ability once per day at 1st level, plus one additional time per day for every three

levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much concentration. The wyrm and wyrm rider take a -2 penalty to their Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each challenge also includes another effect which is listed in the section describing the wyrm rider's order.

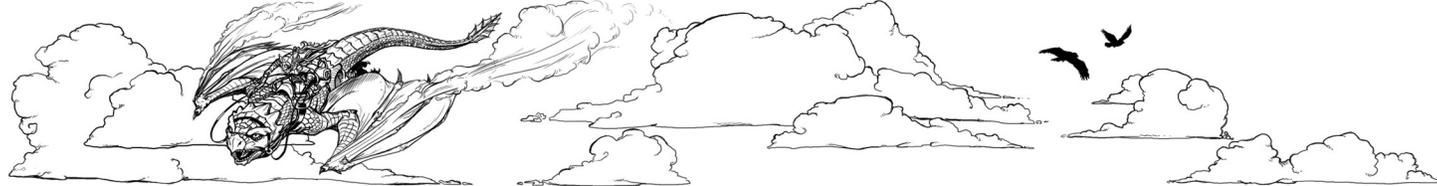
Wyrm Challenge replaces the challenge ability.

### **Wyrm (Ex)**

At 1st level, a wyrm rider forms a bond with a strong, loyal wyrm. The wyrm rider must be one size category smaller than the wyrm for it to be used as a mount. Medium sized wyrm riders must wait for the wyrm to mature to large size before riding it as a mount.

The wyrm rider does not take an armor check penalty on Ride checks while riding his mount.





A wyrm may carry during flight an item or creature weighing up to the wyrm's heavy load with its fore legs. Creatures carried in this manner are considered squeezed.

A wyrm can not fly if it is wearing medium or heavy barding. A wyrm does not begin with light armor proficiency.

Unlike a true dragon, a wyrm's Hit Dice, abilities, skills, and other features advance as the wyrm rider advances in level. A wyrm rider's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a wyrm rider's wyrm die, the wyrm rider may find another wyrm to serve him after 1 week of mourning and paying 100gp per character level.

Wyrm's are neither animal companions or eidolons and class levels that provide these creatures do not stack with wyrm levels.

Wyrm replaces the standard cavalier's mount, tactician, expert trainer, greater tactician, and master tactician abilities.

## Wyrm

Wyrm's are a form of domesticated dragon. They have been bred to live, work and interact with humanoids. Where true dragons are a wild blend of freedom and magic, who would never consider to consent to being a mount for the peoples of the world, wyrm's are quite comfortable with the idea and become deeply bonded to those who they carry.

## Wyrm Base Form

Wyrm's come in a wide range of colors, patterns and shapes. Because of their domestication, wyrm's generally smaller, more short lived, and docile to humanoids they trust. They are also much less intelligent than true dragons. As a wyrm matures it does surpass animal intelligence and can understand the language of their wyrm rider, a few have been known to converse with their riders. In general they are very concrete thinkers, only dabbling in the abstract on an unconscious level when their ancestral arcane heritage emerges from within.

The body of the typical wyrm is somewhat different to a true dragon. Reptilian-like with four limbs, the front two who's digits form the wings and when on the ground are used to walk on all fours. The neck of a wyrm is often shorter than true dragons, however some breeds of wyrm's do have the elongated serpentine necks of their ancestors. A tail balances out the body.

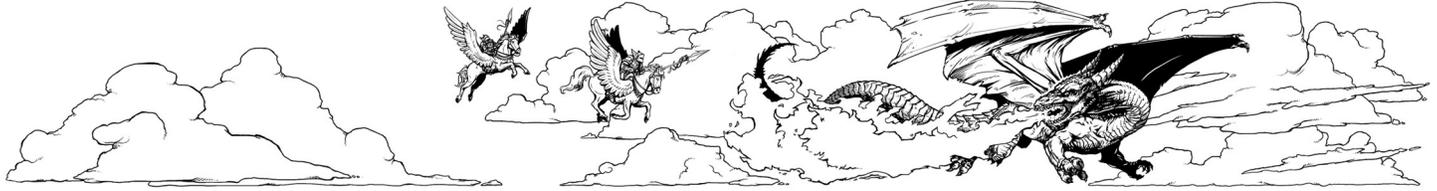
**Starting Statistics:** Size Medium; Speed 20 ft., fly 80 ft. (poor); Attack 2 claws (1d4), bite (1d6); Ability Scores Str 13, Dex 17, Con 10, Int 3, Wis 11, Cha 13; Languages the wyrm rider's main language (understood but not spoken).

A wyrm's abilities are determined by the wyrm rider's level and by the choices made through selecting draconic talents. *Table 1-1: Wyrm Base Statistics* determines many of the base statistics of the wyrm. The wyrm possesses a base form that the table's statistics build off of. Wyrm's are type *dragon* for the purpose of determining which spells and effects affect them.

**Table 1-1: Wyrm Base Statistics**

| Class Level | HD | BAB | Fort | Ref | Will | Skills | Armor | Str/Dex/Con/Int | Special                                       |
|-------------|----|-----|------|-----|------|--------|-------|-----------------|---|
| 1           | 1  | +1  | +3   | +3  | +3   | 2      | 5     | 0/0/0/0         | Low-Light Vision, Darkvision, Draconic Talent |
| 2           | 1  | +1  | +3   | +3  | +3   | 3      | 5     | 0/0/0/1         | Draconic Talent                               |
| 3           | 2  | +2  | +3   | +3  | +3   | 3      | 7     | 1/1/0/2         | Draconic Talent                               |
| 4           | 2  | +2  | +4   | +4  | +4   | 4      | 7     | 1/1/0/2         | Ability Score Increase, Draconic Talent       |
| 5           | 2  | +2  | +4   | +4  | +4   | 5      | 7     | 1/1/0/3         | Draconic Talent                               |
| 6           | 3  | +3  | +5   | +5  | +5   | 6      | 9     | 2/2/0/3         | Devotion                                      |
| 7           | 3  | +3  | +5   | +5  | +5   | 6      | 12    | 10/0/4/4        | Draconic Talent, Large                        |
| 8           | 4  | +4  | +5   | +5  | +5   | 7      | 12    | 10/0/4/4        |   |
| 9           | 4  | +4  | +6   | +6  | +6   | 8      | 14    | 11/1/4/4        | Ability Score Increase, Draconic Talent       |
| 10          | 5  | +5  | +6   | +6  | +6   | 9      | 14    | 11/1/4/4        |   |
| 11          | 5  | +5  | +6   | +6  | +6   | 9      | 14    | 11/1/4/4        | Draconic Talent                               |
| 12          | 6  | +6  | +7   | +7  | +7   | 10     | 16    | 12/2/4/4        |   |
| 13          | 6  | +6  | +7   | +7  | +7   | 11     | 16    | 12/2/4/4        | Draconic Talent                               |
| 14          | 7  | +7  | +8   | +8  | +8   | 12     | 16    | 12/2/4/4        | Ability Score Increase, Multiattack           |
| 15          | 7  | +7  | +8   | +8  | +8   | 12     | 18    | 13/3/4/4        | Draconic Talent                               |
| 16          | 8  | +8  | +8   | +8  | +8   | 13     | 18    | 13/3/4/4        |   |
| 17          | 8  | +8  | +9   | +9  | +9   | 14     | 18    | 13/3/4/4        | Draconic Talent                               |
| 18          | 9  | +9  | +9   | +9  | +9   | 15     | 20    | 14/4/4/4        |   |
| 19          | 9  | +9  | +9   | +9  | +9   | 15     | 20    | 14/4/4/4        | Draconic Talent                               |
| 20          | 10 | +10 | +10  | +10 | +10  | 16     | 20    | 14/4/4/4        | Ability Score Increase                        |





## Class Level

This is the character's wyrm rider level.

## HD

This is the total number of 12-sided (d10) Hit Dice the wyrm possesses, each of which gains a Constitution modifier, as normal.

## BAB

This is the wyrm's base attack bonus. Wyrms do not gain additional attacks using their natural weapons for a high base attack bonus.

## Fort, Ref, and Will

These are the wyrm's base saving throw bonuses. A wyrm has good Fortitude and Reflex and Will saves.

## Skills

This lists wyrm's total skill ranks. A wyrm cannot have more ranks in a skill than it has Hit Dice. The following skills are class skills for a wyrm:

Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Dex).

Wyrms skill points are not affected by a negative Intelligence modifier, but a positive modifier would add +1 skill point per HD.

## Armor

This number noted here is the wyrm's natural armor bonus. A wyrm may wear barding but does not begin proficient in any form of armor. A wyrm wearing medium or heavy barding has a speed of 15 feet on the ground, and a fly speed of 55 feet. A barded wyrm can only carry up to a medium load. A wyrm is considered a quadruped for the purposes of encumbrance.

## Str/Dex/Con/Int

Add these values to the wyrm's Strength, Dexterity, Constitution and Intelligence scores in that order. At 7<sup>th</sup> level the wyrm loses 2 points of Dexterity, as noted by the 0 in that entry, see the *Large* entry for more details.

## Special

This includes a number of abilities gained by the wyrm as it increase in power. Each of these bonuses is described below.

### Darkvision (Ex)

The wyrm has darkvision out of a range of 60 feet.

### Low-Light Vision (Ex)

The wyrm has low-light vision.

### Ability Score Increase (Ex)

The wyrm adds +1 to one of its ability scores.

### Devotion (Ex)

The wyrm gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Multiattack

The wyrm gains Multiattack as a bonus feat.

### Large

At 7<sup>th</sup> level the wyrm grows to large size. The wyrm's natural attacks increase their damage die, the 2 claws increase to 1d6, and the bite increases to 1d8. The wyrm is considered large (long) for purposes of reach, save where modified by Draconic Talents. The wyrm gains +3 natural armor, and ability scores are adjusted by the following: Strength +8, Dexterity -2, Constitution +4. These values are already reflected in the wyrm table.

## Draconic Talents

The wyrm is a diminished form of true dragons. Due to their domestication, wyrms do not manifest all of the features of their pure blooded ancestors, instead only certain traits emerge as the wyrm develops.

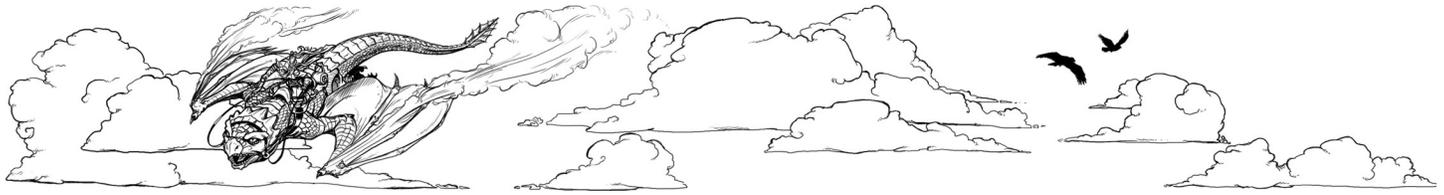
Starting at 1st level, a wyrm gains one Draconic talent. It gains an additional Draconic talent at 2<sup>nd</sup>, 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup>, 13<sup>th</sup>, 16<sup>th</sup>, 19<sup>th</sup>, and 20<sup>th</sup> levels. Unless otherwise specified in the talent, a wyrm cannot select an individual talent more than once.

A few of the talents grant the wyrm additional natural attacks. Natural attacks listed as secondary are made using the wyrm's base attack bonus - 5 and add 1/2 the wyrm's Strength modifier on damage rolls (if positive).

**Ability Increase (Ex):** The wyrm grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the wyrm's ability scores by +1. This talent can be selected more than once. It can only be applied to an individual ability score a number of times equal to the wyrm's current HD.

**Arcane Memories:** The wyrm gains +1 skill point per HD it possesses. The wyrm gains an additional +1 skill point whenever it gains a HD. Further, Appraise and all Knowledge skills become class skills.





**Blindsense (Ex):** The wyrms' senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the wyrms to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the wyrms. Visibility still affects the wyrms' movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The wyrms must possess the *Improved Darkvision* talent to take this talent. The wyrms must be at least 9th level before selecting this talent.

**Bonus Feat:** The wyrms may select any feat that it meets the prerequisites for. Due to the anatomy of the wyrms, weapon proficiencies or shield proficiencies can not be selected.

**Breath Weapon, Lesser (Su):** The wyrms learn to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The wyrms can breathe a 15-foot cone (or 30-foot line) that deals 1d4 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the wyrms' HD + the wyrms' Constitution modifier. The wyrms can use this ability one time per day per HD.

**Breath Weapon (Su):** The wyrms' breath weapon becomes more potent. The wyrms can breathe a 20-foot cone (or 40-foot line). The damage from the breath weapon increases to 1d6 points per HD it possesses. The wyrms must possess the *Lesser Breath Weapon* talent to take this talent. The wyrms must be at least 7th level to take this talent.

**Breath Weapon, Greater (Su):** The wyrms' breath weapon fully matures. The wyrms can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage per HD it possesses. The DC to save against the breath weapon is equal to 10 + the wyrms' HD + the wyrms' Constitution modifier. The wyrms must possess the *Breath Weapon* talent to take this talent. The wyrms must be at least 9th level to take this talent.

**Damage Reduction (Ex):** The wyrms gain damage reduction equal to the wyrms' HD, to a maximum of DR 2/-. This feat may be taken multiple times. Each time it is taken increase the maximum HD rating by 2.

**Draconic Magic (Sp):** The wyrms learn to cast a minor spell as a spell-like ability. Select one spell from the wyrms' chosen heritage:

*Chromatic Heritage:* disguise self, endure elements, entangle, flare burst\*, obscuring mist

*Metallic Heritage:* bless, endure elements, feather fall, grease, touch of the sea\*

*Primal Heritage:* burning hands, chill touch, color spray, hydraulic push\*, obscuring mist

This spell can be cast twice per day as a spell-like ability. The caster level for this talent is equal to the wyrms' Hit Dice. The save DC for this spell is 10 + 1/2 the wyrms' HD + the wyrms' Charisma modifier. This talent can be selected more than once. Each time the wyrms selects this talent, it applies to a new spell. The wyrms must possess

the *Wyrmling Magic* talent to take this talent.

**Dragon Blood (Ex):** The ancient blood of dragons runs strong in this wyrms. The wyrms is immune to sleep and paralysis.

**Dragon Form (Ex):** The wyrms' body takes on a closer appearance to a true dragon. It has six limbs, with four legs in addition to a set of wings emerging from the shoulder area. The wyrms' land speed increases to 40 feet.

**Dragon Tongue (Ex):** The wyrms has the capacity for verbal speech and is fluent in the main language of the rider. With an intelligence score of 6 or below the wyrms' speech will use short and simple sentences, and what they are willing to talk about will be concrete and focus on basic emotions and needs.

**Enchanted Attacks (Su):** The wyrms is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the wyrms is 10th level or higher, all of its weapons are treated as the alignment of the wyrms for the purpose of overcoming damage reduction.

**Frightful Presence, Greater (Ex):** The wyrms presence becomes more fearsome. The wyrms can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the wyrms must make a Will save or become shaken for 2d4 rounds. The DC of this save is equal to 10 + the wyrms' HD + the wyrms' Charisma modifier. If the wyrms has at least 2 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the wyrms are immune to this effect. The wyrms must be at least 11th level before selecting this talent and must possess the *Frightful Presence, Lesser* talent.

**Frightful Presence, lesser (Ex):** The wyrms becomes unsettling to its foes, gaining the frightful presence ability. The wyrms can activate this ability as part of an offensive action, such as a charge or attack. The target of the attack must make a Will save or become shaken for 2d4 rounds. The DC of this save is equal to 10 + 1/2 the wyrms' HD + the wyrms' Charisma modifier. Foes with more HD than the wyrms are immune to this effect. The wyrms must be at least 7th level before selecting this talent. The wyrms must either have the *Enchanted Attacks* talent to take this talent.

**Gifted Flier (Ex):** The wyrms displays incredible skill maneuvering in the air. The wyrms' flying maneuverability increases from poor to average.

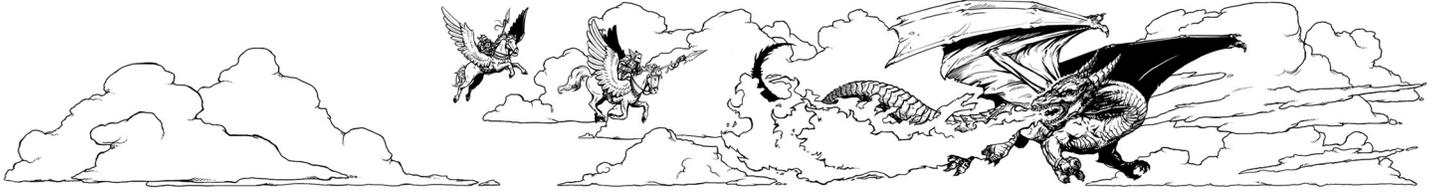
**Great Wyrm Magic (Sp):** The wyrms learn to cast a powerful spell as a spell-like ability. Select one spell from the wyrms' chosen heritage:

*Chromatic Heritage:* beast shape I, draconic reservoir\*, invisibility sphere, plant growth, sleet storm\*

*Metallic Heritage:* create food and water, daylight, heroism, shifting sands\*, slow

*Primal Heritage:* displacement, fireball, gaseous form\*, water breathing, vampiric touch,





This spell can be cast once per day as a spell-like ability. The caster level for this talent is equal to the wyrm's Hit Dice. The save DC for this spell is 10 + the wyrm's HD + the wyrm's Charisma modifier. This talent can be selected more than once. Each time the wyrm selects this talent, it applies to a new spell. The wyrm must possess the *Wyrmling Magic* talent to take this talent.

**Immunity (Ex):** The wyrm becomes extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The wyrm gains immunity to that energy type. The wyrm must possess the *Resistance* talent of the same energy type to take this talent.

**Improved Damage (Ex):** One of the wyrm's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This talent can be selected more than once. Its effects do not stack. Each time an wyrm selects this talent, it applies to a different natural attack.

**Improved Darkvision:** The wyrm increases its darkvision to 120'.

**Improved Natural Armor (Ex):** The wyrm's hide grows thicker, giving it a +2 bonus to its natural armor. This talent can be taken once for every three hit dice the wyrm possesses.

**Powerful Tail:** The wyrm can use its tail to bash nearby foes, granting it a tail slap attack. A tail slap is a secondary attack that deals 1d6 points of damage (1d8 if Large) plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules). The wyrm must be at least 4<sup>th</sup> level to select this talent.

**Resistance (Ex):** The wyrm takes on a resiliency to one particular energy type. Pick one energy type (acid, cold, electricity, fire, or sonic). The wyrm gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the wyrm rider possesses, to a maximum of 15 at 10th level. This talent can be selected more than once. Its effects do not stack. Each time an wyrm selects this talent, it applies to a different energy type.

**Serpentine Neck:** The wyrm's reach with its bite attack increases by 5 feet.

**Strong Wings:** The wyrm learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large). The wyrm must be at least 9<sup>th</sup> level to select this talent.

**Wyrmling Magic (Sp):** The wyrm learns to cast a major spell as a spell-like ability. Select one spell from the wyrm's chosen heritage:

*Chromatic Heritage:* darkness, greensight\*, ice shape\*, minor image, pyrotechnics,

*Metallic Heritage:* aid, alter self, fog cloud, gust of wind, hideous laughter

*Primal Heritage:* darkness, fog cloud, glitterdust, scorching ray, slipstream\*

This spell can be cast twice per day as a spell-like ability. The caster level for this talent is equal to the wyrm's Hit Dice. The save DC for this spell is 10 + 1/2 the wyrm's HD + the wyrm's Charisma modifier. This talent can be selected more than once. Each time the wyrm selects this talent, it applies to a new spell. The wyrm must possess the *Draconic Magic* talent to take this talent.

**Wyrmling Magic (Sp):** The wyrm manifests some of its arcane heritage from the dragons and learns to cast a basic spell as a spell-like ability. Select one heritage, once chosen only magic selection from this or further talents may come from that heritage. Then select one spell from the list:

*Chromatic Heritage:* acid splash, detect magic, flare, ghost sound, ray of frost, touch of fatigue.

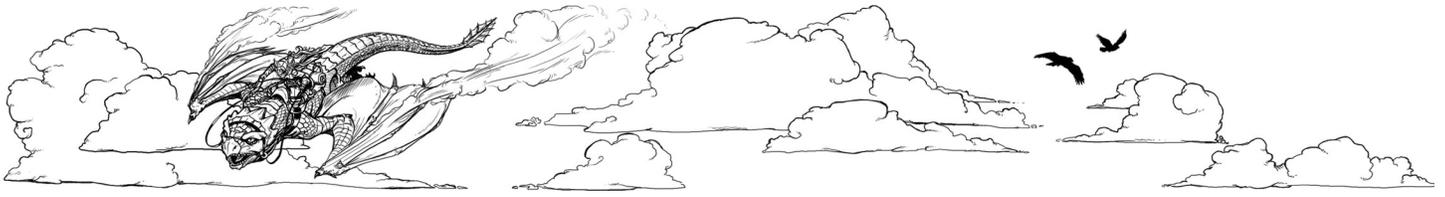
*Metallic Heritage:* dancing lights, detect magic, light, lullaby, prestidigitation, stabilize

*Primal Heritage:* bleed, create water, detect magic, know direction, resistance, spark\*

This spell can be cast three times per day as a spell-like ability. The caster level for this talent is equal to the wyrm's Hit Dice. The save DC for this spell is 10 + the wyrm's Charisma modifier. The wyrm also gains Spellcraft as a class skill. This talent can be selected more than once. Each time the wyrm selects this talent, it applies to a new spell.

\* these spells come from outside the core rules.



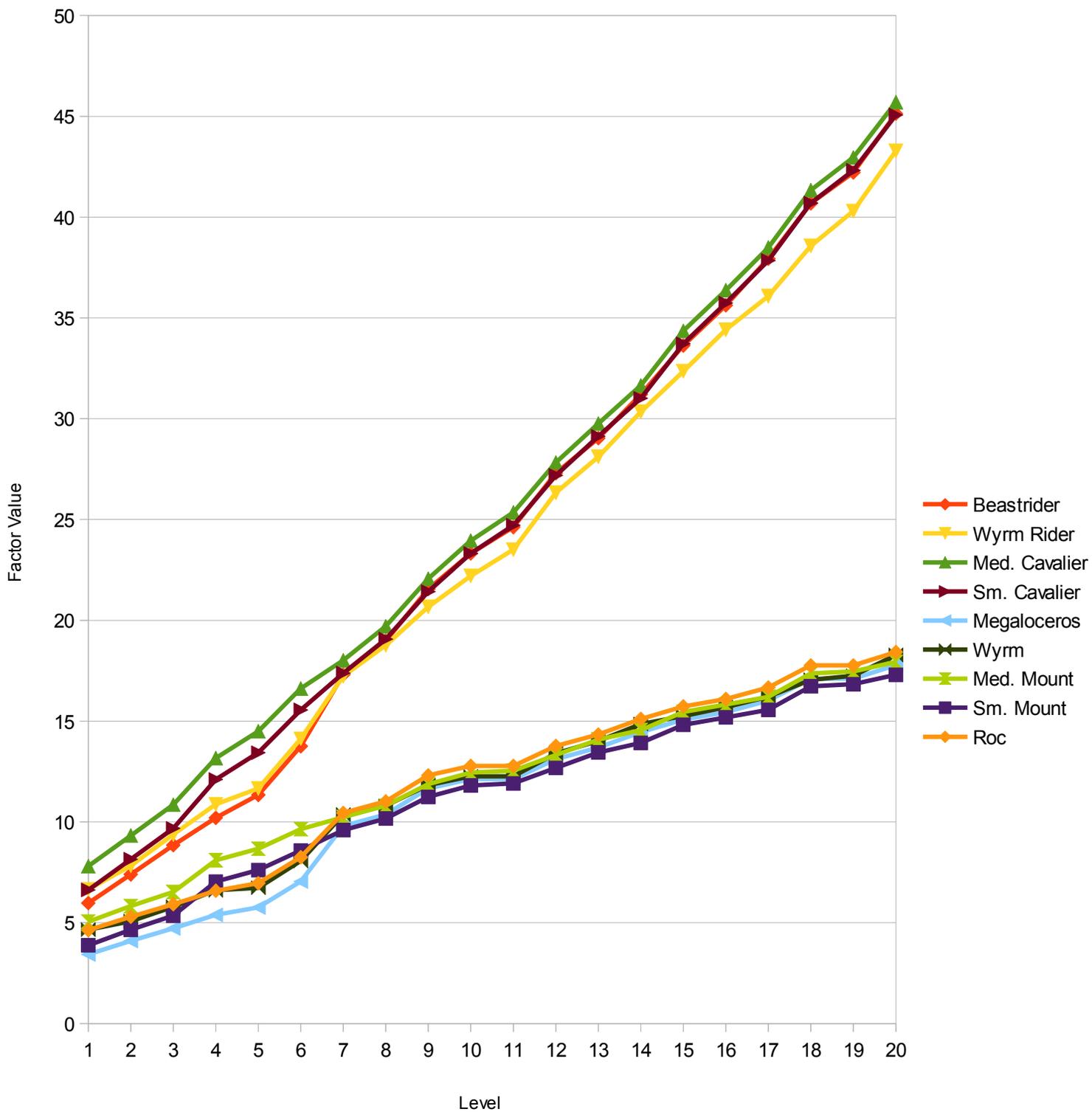


**Table 1-2: Wyrmling Talents**

| Draconic Talent             | Prerequisites/Scale Limitations                   |
|-----------------------------|---|
| Ability Increase            | +1 to specific ability score per HD               |
| Arcane Memories             | +1 skill point per HD                             |
| Bonus Feat                  | Must meet prerequisites of feat                   |
| Breath Weapon, Lesser       |   |
| Breath Weapon               | 7 <sup>th</sup> level, Lesser Breath Weapon       |
| Breath Weapon, Greater      | 9 <sup>th</sup> level, Breath Weapon              |
| Damage Reduction            | DR can not exceed HD                              |
| Dragon Blood                |   |
| Dragon Form                 |   |
| Dragon Tongue               |   |
| Enchanted Attacks           |   |
| Frightful Presence, lesser  | 7 <sup>th</sup> level, Enchanted Attacks          |
| Frightful Presence, Greater | 11 <sup>th</sup> level, Lesser Frightful Presence |
| Gifted Flier                |   |
| Improved Damage             |   |
| Improved Darkvision         |   |
| Blindsense                  | 9 <sup>th</sup> level, Improved Darkvision        |
| Improved Natural Armor      | +2 NA per three HD                                |
| Powerful Tail               | 4 <sup>th</sup> level                             |
| Resistance                  |   |
| Immunity                    | Resistance  |
| Serpentine Neck             |   |
| Strong Wings                | 9 <sup>th</sup> level                             |
| Wyrmling Magic              |   |
| Draconic Magic              | Wyrmling Magic                                    |
| Wyrmling Magic              | 7 <sup>th</sup> level, Draconic Magic             |
| Great Wyrmling Magic        | 10 <sup>th</sup> level,                           |



## Appendix: Wurm Rider Comparisons and Design Notes



## Design Notes:

In making the Wyrms Rider archetype my main goal was to find a way to create a classic "Dragon Rider" option in the system. Long before I started work on the Wyrms Rider I had already been spending a great deal of time breaking classes down into their constituent parts, here referred to as "factors." The methodology I used for the breakdown was a system devised by Craig Cochrane so that he could sort out the 3.5 system at a hyper detailed level for his own OGL material.

Cochrane's system basically transforms the 3.x system into a point-buy system. It provides benchmarks which you can then use to compare the relative strengths of different features in the game. His herculean effort of going through all of the various bits of the game allowed me to tediously go through the different *Pathfinder Roleplaying Game* classes to measure out how they compare to one another.

After breaking out all of the factors for Cavalier's and the multitude of the Animal Companions, and the numerous elements that make up Eidolons, I finally had a box of "factor blocks" that I could start to play with, removing some elements, while adding new ones into a design.

Looking at the preceding table, it can be seen how through that effort I have been able to keep the various elements within their "stress tolerances." That is, by knowing the makeup and power level of the Cavalier base class, along with the Beastmaster archetype from *Ultimate Combat*, I've been able to stay within the same range of powers and features with the Wyrms Rider design. This is important because far too often one can find third party material for the OGL system that flies way past the power level of the official design rules. Paizo design philosophy so far has been fairly conservative, aiming to stay below the potency of the options found in the Core Rule Book. They want to avoid power creep, which was becoming a real problem in the 3.5 edition of the system.

If you follow the lines for the Wyrms Rider (yellow) and the Wyrms (dark green), it can be seen that both track below the highest valued options. I am pleased so far with the yellow line as it shows the class as a whole tracks with a decent margin below your standard medium sized Cavalier in overall potency. That gives a bit of breathing room for the design methodology, which is good since although it uses a very granular approach, it isn't so precise that it can avoid incorrect factor values.

As a further breakdown of the chart:

**Beastmaster:** This archetype is found in *Ultimate Combat* and basically allows the Cavalier to ride a more exotic mount, most of which are various dinosaurs. This one being tracked in the chart is riding the Megaloceros.

**Wyrms Rider:** In order to compensate for an overall more varied and flexible mount, and one that can fly (something that is not available for the Beastmaster archetype) I had to strip away several different features, the most noticeable being the tactician features.

The Wyrms Rider also loses heavy armor proficiency and expert trainer.

**Med. Cavalier:** This track is following the average value between the horse and the camel, which are the only two official mounts for a medium cavalier. If you were to follow just the horse then it would be slightly higher in value.

**Sm. Cavalier:** This track follows the average of all of the small mount options, which are more varied than for medium characters. Overall these mounts are slightly behind the medium mounts due to the fact that they do not get to large size.

**Megaloceros:** This animal companion can be found in the Bestiary 1 and is a pre-historical version of the Elk. It is one of the more potent animal companions that the Beastmaster can select, either as small or medium character.

**Wyrms:** The Wyrms was a bit of a challenge to create. It uses the Roc animal companion as the core basis for its structure. Many of the extra features of the core animal companion statistics were stripped away, such as evasion, improved evasion, link, etc.

To make it more like a dragon the animal companion statistics table was modified so that all three saves are good and the Hit Die was changed from a d8 to a d12, however the number of hit dice was reduced. The end result was that the number of hit points over 20 levels remains very similar. The reduced number of hit dice also made for some room to scale other dragon features, as the reduced number allowed for some dragon-like effects to very slowly emerge in the Wyrms.

In terms of dragon-like attributes, the design takes many features from the Eidolon, but translates them into feats. The end result is something similar to what one could get as an Eidolon emulation of a dragon, but I broke some elements down further so that more flavorful features, such as breath weapon, could be accessible in smaller doses. All of this is possibly because the Wyrms, while it can take feats, has to trade off slots for dragon-effects.

**Med. Mount:** As mentioned before, this is an average of the camel and the horse.

**Sm. Mount:** This is an averaging of boar, dog, pony and wolf animal companions.

**Roc:** Just as a reference to the Wyrms's original "skeleton." Technically, with GM approval, a cavalier can have a roc as a mount.

## Design Intent

How is this archetype envisioned? When working on the Wyrms Rider at first I aimed to create a complete alternate class of the cavalier, much as the samurai is an alternate class and not just an archetype. However, once I was finished with the Wyrms I saw that the overall design goals might be accomplished as an archetype.

As an alternate class I was going to develop two main combat

approaches to the wyrm rider. One would be the classic cavalier, who would fly about on the wyrm with a lance and basically doing flying charges into things from the sky. The second approach would be to have a mobile archer, flying atop the wyrm as strafing the area with arrows.

Not much as to be changed for the "lancer" approach, but prior to Ultimate Combat there was no model for an archer based fighting style. Now however we have the luring cavalier archetype. The luring cavalier tries to emulate the tactics of the Huns, Mongols and the like, who would not "fight fair" and just keep shooting arrows at enemy formations until they chased after the horsemen, breaking apart their formations, and making it easy to pick them off individually.

However in playtesting it was found that the advantages of flying and ranged combat were already a potent combination. Combining the luring cavalier archetype with the wyrm rider archetype went past reasonable performance thresholds. Thus the wyrm rider design was updated with a new challenge to make sure that these two archetypes could not be used at once.

## Criticism

I eagerly look forward to any input people can provide for this archetype. As lengthy as these design notes are, I am actually restraining myself in explaining all of the decisions I made with this archetype. If you end up actually using the rules then I would be quite happy to get any playtest data you might collect. While I am building upon previous rule elements that have already been vetted by playtests, it has not all been put into this specific form, so understanding how it performs would be helpful.

Thank you and enjoy!

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# Level 7 Wyrms Playtest Sheet v2

| Name | Speed                     | Senses                |
|------|---------------------------|-----------------------|
|      | 20 ft., fly 80 ft. (poor) | Low-light, Darkvision |

|                         | Str | Dex | Con | Int | Wis | Cha |
|-------------------------|-----|-----|-----|-----|-----|-----|
| <b>Base</b>             | 21  | 17  | 14  | 7   | 11  | 13  |
| +1 to one ability score |     |     |     |     |     |     |
| <b>Misc</b>             |     |     |     |     |     |     |
| <b>Total</b>            |     |     |     |     |     |     |
| <b>Modifier</b>         |     |     |     |     |     |     |

|              | Fort | Ref | Will               |
|--------------|------|-----|--------------------|
| <b>Base</b>  | +5   | +5  | +5                 |
| <b>Misc</b>  |      |     | +4 vs. enchantment |
| <b>Total</b> |      |     |                    |

| Total AC | Natural Armor | Dex | Armor | Misc |
|----------|---------------|-----|-------|------|
|          | 12            |     |       |      |

| Total Hit Points | Base | Con Bonus x 3 |
|------------------|------|---------------|
|                  | 26   |               |

| Attack         | BAB | Str | Misc | Total to hit | Damage | Str (x 1.5) | Misc | Total Dmg | Type   |
|----------------|-----|-----|------|--------------|--------|-------------|------|-----------|--------|
| 2 claws        | +3  |     |      |              | 1d6    |             |      |           | Slash  |
| Bite           | +3  |     |      |              | 1d8    |             |      |           | S/P/B  |
| Powerful Tail* | +3  |     |      |              | 1d8    |             |      |           | Bludge |

|            | Total | Base | Str | Dex | Size | Misc |
|------------|-------|------|-----|-----|------|------|
| <b>CMB</b> |       | +3   |     | NA  | +1   |      |
| <b>CMD</b> |       | +13  |     |     | +1   |      |

## Draconic Talents (Pick 5)

| Name | Notes |
|------|-------|
|      |       |
|      |       |
|      |       |
|      |       |
|      |       |

## Skills (6 Skill Points to Spend)

| Skill            | Total | Skill Points | Class Skill | Ability | Misc | Armor Check |
|------------------|-------|--------------|-------------|---------|------|-------------|
| Acrobatics (Dex) |       |              | 0           |         |      |             |
| Fly (Dex)        |       |              | +3          |         | -4   |             |
| Perception (Wis) |       |              | +3          |         |      |             |
| Stealth (Dex)    |       |              | +3          |         |      |             |
|                  |       |              |             |         |      |             |
|                  |       |              |             |         |      |             |