

Dragon Slayer/God Slayer – Legendary magic users that have some of the most powerful spells in the world.

Requirements: Dragon Slayer/ God Slayer Magic

Base Attack: +4

Skills: Concentration 50%

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	1	Eat Element Boost, Burst Mode
02	2	2	1	1	1	Stronger Bond
03	3	3	1	1	2	Dragon Hide
04	4	3	1	1	2	Dragon Knowledge +10
05	5	4	2	2	3	Eat Magic Any, Fury Mode
06	6	4	2	2	3	Greater Bond
07	7	5	2	2	4	Dragon Skin
08	8	5	3	3	4	Dragon Knowledge +20
09	9	6	3	3	5	Eat Lacrima
10	10	6	3	3	5	

Hit Dice: 1d10

Defect: Upon taking this class the player becomes weak to Motion Sickness [vehicle] (incurable)

Eat Element Boost - Gain double Mana from eating magic

Burst Mode – at the cost of ½ Mana pool Player is boosts a single stat by players level based on their element (IE wind would boost WIS or DEX, Fire STR or END 1d10+1/2 level active)

Stronger Bond - +1 per level of Dragon/ God slayer with the magic that is Dragon or God slayer

Dragon Hide – Players add ½ their dragon slayer levels into their Defense when their magic is active

Dragon Knowledge – Players gain one Knowledge Skill where they gain a bonus of +20 to that skill

Eat Magic – The player can now eat any magic, at ½ the gain eating their element but must make a Resist save DC 15

Fury Mode – At 5th level the player can perform Burst mode on two stats instead of one

Greater Bond – The bond the player gets from Stronger Bond is increased to +3

Dragon Skin – Dragon hide gets stronger and now does per level and not half level

Eat Lacrima – The player can eat lacrima to gain its mana provided they pass a Resist save DC 30 vs poison

Skills: (per level 30 + INT MOD)

Climb, Concentration, Demolitions, Intimidate, Jump, Navigate, Notice, Search, Survival, Stealth, Use Magic Device