**Dragoon**  
  
**1st Mighty Leap EX**-  
You gain bonus equal to the circles you have to this track to athletics checks.  
As a move action you may make a jump check using the results of the table below you may choose which benefits you receive if your check exceeds their requirements.  
Mighty Leap provokes attacks of opportunity, and cannot be used if you are [flying].  
**10 or higher**- You gain [flying] for one [round], move up to your land speed  
**15 or higher** - +2 damage on attacks this [round] for every 5 over 10 you make on this jump check.  
 **2nd Deadly Decline EX**- You are immune to fall damage.  
Add the following to your Mighty Leap table.  
**15 or higher**- +1 to attack rolls this [round] for every 5 over 10 you make on this jump check.  
**20 or higher**- You may make the charge maneuver.  
  
**3rd Sudden Rise/Drop EX**- As an [immediate] action you may gain or lose [flying], additionally add the following to you Mighty Leap Table. [Flying] gained from Sudden Rise lasts for one [round].  
**15 or higher**- Gain +5 ft to your movement speed until the end of the [round] for every 5 above 10 you make on this jump check.  
  
**4th Deep Decent EX** - As a standard action if you are [flying] you may move to any position in your [close] range and land losing [flying] and causing all adjacent enemies to lose [flying] and be rendered [prone] and all enemies within [melee] range [blown away]. All affected opponents take damage equal to your KOM + two times your character level.   
Reflex save (10+KOM+Level/2) halves damage and Negates [Blown Away] and [Prone].  
  
**5th Audacious Ascension EX**- Whenever you use Mighty Leap you no longer provoke attacks of opportunity, and all opponents within [melee] range take damage equal to your KOM. Additionally as part of a move action you may gain +5 to your next jump check.

**6th Grand Skyfall EX**- Once per encounter if you are [flying] you may lose [flying] and fall to the ground with the force of a comet. All opponents within [close] range are [knocked down] and take 1d8 damage per level. Reflex save (10+KOM+Level/2) halves damage and negates [knocked down]. All squares within [close] range becomes [Difficult Terrain] until end of [encounter] and deals [Fire] damage equal to your level to all creatures who enter, or start their turns in the affected squares. This ability ends your turn.

**7th To Roost Upon The Heavens EX**- Your mastery of jumping allows you to reach even the heavens.

Add the following to your Mighty Leap Table.

**45 or higher**- You are considered [flying] and [beyond]. While [beyond] you are out of range of everything but [extreme] range. You can only affect things within [Extreme] range with [extreme] ranged attacks/abilities. At the beginning of every [round] you must make a new jump check of 45+ to stay [beyond], if you fail you lose [beyond] and trigger a Grand Skyfall and you take 1d6 damage per level. If you succeed your jump check to stay [beyond] you may move anywhere within [medium] range and lose [beyond] triggering a Grand Skyfall without taking damage. If you are unable to make a jump check while [beyond] you lose [beyond] and trigger a Grand Skyfall taking 1d8 per level.