**Dragoon**  
  
**1st Mighty Leap EX**-  
As a [Move action] you may gain [Flying] for one round, and move up to your speed without provoking an attack of opportunity.  
You gain a bonus equal to your circles in this track to athletics checks.  
 **2nd Aspect of the Lizard EX**- You are immune to fall damage, choose one of the following this choice is permanent.  
**Dragon’s Breath SU:** At will as a [move] action or as part of a move action you may deal [Fire] damage equal to your KOM in a 5ft per circle cone. **Dragon’s Crest SU:** At will as [move] action your [melee] range increases by 5ft until end of round and your next successful melee attack this turn deals additional damage equal to your level.  
  
**3rd Sudden Rise/Drop EX**- As an [immediate] action you may gain [flying] for one round or lose [flying].  
You may use Mighty Leap as a [swift] action.  
  
**4th Dragon’s Wrath** - Choose one of the following, this choice is permanent.  
**Wyrm’s Lance SU:** You gain [Temporary Hit-Points] equal to the amount of damage you deal with your melee attacks up to your KOM per attack. This ability caps at maximum of ½ your current hit points. **Draconic Decent SU:** 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 your next attack this round ignores [Resistance], additionally chose one of the following, this choice is permanent.  
**Reis’s Wind SU:** All allies within [close] range gain [Fast Healing] equal to your KDM. Additionally once per encounter as a [swift] action you may increase all healing to your allies by your KDM for one round. **White Draw SU:** Once per encounter as a [swift] action you may have all other allies (Excluding you) make a swift action.

**6th Will of the Ancients Ex-** You gain access to one of the following, you may change this choice every [Encounter].  
**Luna SU**: All allies within [medium] range gain the effects of Haste, and gain a +4 initiative, you may deactivate/activate this ability as a [free] action at will.

**Six Dragons SU**: Once per encounter as a [Standard] Action all allies within [medium] range heal for 6 hp per level.

**Cherry Blossom SU**: At will, as a [standard] action deal 4 points of damage per level to all enemies in [medium] range. No Save

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

Once per encounter as a Standard action you may jump with divine force even if you are suffering from a condition that would normally prevent you from doing so. You are considered [flying] and [beyond] for 1d4+1 rounds. 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. Whenever you lose [beyond] you may land anywhere within [Long] range with a great impact that deals 1d8 damage per level to all creatures within [close] range. For the rest of the encounter this area is difficult terrain and deals [Fire] damage equal to your level to all creatures who begin their turn in it. Reflex save (10+CL/2+KOM) Halves damage from the impact. On your turn you may lose [beyond] and [flying] prematurely .