

DRAGON SLAYER

Bearer of the Curse of an Elder Dragon, Dragon Slayers swears to always live a carefree and free life, devoting themselves to their ideals and beliefs. They'll always come up with new ideas and will always believe in their companion, providing they aren't disillusioned by them. A dragon Slayer is not easily influenced by other alignments and will generally live following their own, even though exception may exist. Channeling the power of the Dragon grants them an astounding fierceness and strength, sapping away their resistance in exchange.

Their worst opponent are transportation vehicles and constructions of any genre

THE DRAGON SLAYER

| Level | Proficiency Bonus | Dragon Attunement | Draconic Points | Features |
|-------|-------------------|-------------------|-----------------|--|
| 1st | +2 | 1d4 | — | Inherited Element,Dragon Power |
| 2nd | +2 | 1d4 | 2 | Draconic School, Draconic Souls |
| 3rd | +2 | 1d4 | 3 | Slayer Archetype |
| 4th | +2 | 1d6 | 4 | Ability Score Improvement,Dragon Roar |
| 5th | +3 | 1d6 | 5 | Extra Attack, Dragon Form |
| 6th | +3 | 1d6 | 6 | Ability Score Improvement |
| 7th | +3 | 1d6 | 7 | Imbued Element |
| 8th | +3 | 1d6 | 8 | Ability Score Improvement |
| 9th | +4 | 1d6 | 9 | — |
| 10th | +4 | 1d6 | 10 | Dragon Rage |
| 11th | +4 | 1d8 | 11 | — |
| 12th | +4 | 1d8 | 12 | Ability Score Improvement |
| 13th | +5 | 1d8 | 13 | — |
| 14th | +5 | 1d8 | 14 | Ability Score Improvement, |
| 15th | +5 | 1d8 | 15 | Dragon Skin |
| 16th | +5 | 1d8 | 16 | Ability Score Improvement |
| 17th | +6 | 1d10 | 17 | — |
| 18th | +6 | 1d10 | 18 | — |
| 19th | +5 | 1d10 | 19 | Dragon Embodiement |
| 20th | +6 | 1d12 | 20 | Ability Score Improvement,Will of the Dragon |

CLASS FEATURES

As a Dragon Slayer,you feel bad when traveling on a vehicle of any kind, getting disadvantage at any saving throws while you are on any kind of vehicle or moving construct. You gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Dragon Slayer level

Hit Points at First Level: 12+your constitution modifier

Hit Points at Higher Level: 1d8(or5)+ your Constitution Modifier per Dragon Slayer level after first

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PROFICIENCIES

Armor: Light, medium armor

Weapons: simple, martial weapons.

Tools: none

Saving Throws: Strength, Dexterity

Skills: Choose three from Athletics, Insight, Survival, Investigation, Nature, Perception, and Arcana

Languages: Draconic, common

As a Dragon Slayer, you have disadvantage on any kind of rolls while you are on any kind of vehicle or moving construct.

INHERITED ELEMENT

The secluded life you lived along with your Elder Dragon made you feel a deep attachment to the dragon-kin and forged something that could resemble a parental bond between the Dragon and you. Thus, when the Creature exhaled its last breath, an enormous amount of magical power pervaded you, leaving nothing but ashes of the old Dragon. Its magical affinity now flows into the reborn Dragon Slayer, reforging his or her very own body and soul.

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with Dragons, your proficiency bonus is doubled if it applies to the check.

DRAGON ANCESTORS

| Dragon Kind | Damage Type |
|-------------|-------------|
| Silver | Cold |
| Crimson | Fire |
| Emerald | Poison |
| Gold | Lightning |

COLD

Your blood is cold as the coldest Ice, unable to be frozen even in the coldest environments. Slayers of this element are usually cold, strong minded strategists with a frigid vision of life's values.

FIRE

The fierceness of Fire grows in you, increasing your resistance to flames and fire damage. Slayers of this element are usually reckless and brave heroes with a scorching hot temperament.

POISON

Lurking in the shadows and hard to handle, Poison Slayers are a rare kind, usually difficult to approach and to trust, given their enjoyment in plotting and mischievous.

LIGHTNING

Roaring as Thunders, Lightning Slayers of this element are usually prideful and loyal to themselves and never wavers, always trying to elevate themselves further beyond, often even higher than human beings limitations.

DRAGON POWER

Beginning at 1st Level, you gain the full control on the element that your Elder Dragon imbued you with. Thus, you have the ability to soak your fists with your Inherited element (see Inherited Element section) and deal damage of that element. You gain those benefits only while you are unarmed and you aren't wielding a Shield.

- You can use Dexterity instead of Strength for the Attack and Damage Rolls of your unarmed strikes.

- Your fists are considered simple weapons, you can roll a d4 in place of the normal damage of your Unarmed Strike. This die changes according to your Slayer level, as shown in the Dragon Attunement column of the Slayer table.

- When you use the Attack action with an Unarmed Strike on Your Turn, you can make one Unarmed Strike as a Bonus Action. For example, if you take the Attack action and attack with an Unarmed Strike, you can also make another Unarmed Strike as a Bonus Action, assuming you haven't already taken a Bonus Action this turn.

DRACONIC SCHOOL

Beginning at 2nd Level, you adopt a particular style of fighting as your specialty. Choose a style from the list of optional features. You can't take the same Style option more than once, even if you get to choose again.

BRAVERY EXPLOIT

You are trained in making ranged attack at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Additionally, you have a +1 bonus to attack rolls on ranged attacks.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

BRAWLING

When you are you are unarmed and engaging in combat, you can add your ability modifier to the damage of the second Attack.

HIGH TENSION

When the situation gets hard and you feel in danger, such as in narrow places, doorways or when your Hit Points drop below 20%, your Draconic senses are sharpened. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

DRACONIC SOULS

You Gain 2 Draconic points, and you gain one additional point every time you level up, to a maximum of 20 at level 20. Refer to the Dragon Slayer chart to check draconic points for each level. You can never have more Draconic points than shown on the table for your level. You regain all spent Draconic points when you finish a Long Rest, or half after a short rest. You can expend Draconic points to channel with your inner dragon and obtain new powers.

SLAYER ARCHETYPES

Beginning at 3rd Level, you choose an archetype that you strive to emulate in your Combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level. All archetypes are detailed at the end of the class description.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DRAGON ROAR

Beginning at 5th Level, your capacity to handle your Inherited element grows even further. As an action on your turn, expending 2 Draconic Souls, you are able to channel a great amount of magic through your palms and fire an elemental bolt to any ostile creature you can see. That bolt deals 3d6 elemental damage on the first creature it hits and half as much on any creature in a 5feet radius from the target.

EXTRA ATTACK

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

DRAGON FORM

Your element begins to infuse with your physical being. You begin to appear more dragonlike, with sharp teeth, a pointed nose, and small scale-like marks on your skin. At 5th level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class, additionally, you gain Enhanced Darkvision (120ft).

IMBUED ELEMENT

Beginning at 7th Level, you can use the ability Devour Element. Beginning at 8th level, you can use the ability Dragon God Flame. Both abilities are detailed below.

DEVOUR ELEMENT

Beginning at 7th Level, as a reaction, when targetted by a spell of 3rd level or higher, you can phisically devour the spell and permanent gain the same element as the spell you devoured. For example, a Dragon Slayer with a Silver Dragon ancestor can use Devour Element as a reaction when when he/she is the main target of a Fireball Spell, to try and gain the Fire element. To do so, you must succeed on a Constitution saving Throw or get get hit by double the spell damage on a failed save. The ability Devour Element can only be used to gain a second element and doesn't work on getting any other element after that. If used again, gives you a permanent debuff against any third element you tried to devour.

DRAGON GOD FLAME

Beginning at 8th Level, your understanding of the elements increases even further, granting you the ability to channel both of the elements you have (if you have more than one), making you able to channel the two different magics from within. When performin an unarmed strike, you can apply magic damage according to one of the two element you have, at your discretion. Your unarmed strikes count as magical for the purpose of overcoming Resistance and immunity to nonmagical attacks and damage (this applies even if you didn't gain a second element).

DRAGON RAGE

Beginning at 10th Level, whenever you land a critical hit, you can use one bonus extra action to either make another unarmed strike or to cast a spell of level 3rd or lower without expending any spell slot. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, Magic Missile and Scorching Ray aren't eligible, but Ray of Frost is.

DRAGON SKIN

Beginning at 15th Level, while not wearing an armor, your skin starts hardening when hit and gets way harder to cut and damage. With this feature, your AC equals 13 + your Dexterity modifier. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales of the color of your Dragon ancestor, granting you a +1 bonus to AC either if you are wearing armor or if you aren't. In addition, you gain resistance against damage of your Inherited Element (see Inherited Element section).

DRAGON EMBODIEMENT

Beginning at 19th Level, Dragon wings sprout on your back, giving you the ability to fly at a speed of 60 ft. You can create these wings as a Bonus Action on Your Turn. They last until you dismiss them as a Bonus Action on Your Turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

WILL OF THE DRAGON

Reaching level 20, you gain absolute control over your inner dragon, making you able to fully transform into your Dragon Ancestor (gargantuan Dragon) for 1d4+2 turns. You can do that only as first action of the turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die. You regain expended uses when you finish a short or Long Rest. *While you are transformed, the following rules apply:*

You retain your Alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining complete damage immunity to the element of your Dragon. The creature has a Legendary Action:

Legendary resistance: If you fail a saving throw when transformed, you can choose to succeed instead. Only once per long rest.

When you transform, you assume a number of Hit Points equal to your current HP+ your maximum HP . When you revert to your normal form, you return to the number of Hit Points you had before you transformed. However, if you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. For example, if you take 10 damage in dragon form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious.

You retain the benefit of any features from your class, race, or other source and can use them if it's physically possible.

You can cast any spell you know and, while in this form, you may cast 1-3rd level spells without using spell slots. Damaging Spells casted while in this form gain an additional 1d6 bonus damage . You maintain your conciousness and are able to speak all the languages you know. Transforming doesn't break your Concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as Call Lightning, that you've already cast.

Your Equipment merges into your new form. Equipment that merges with the form has no effect until you leave the form. The DM decides whether it is practical for particular magic items to apply their effects even in this form.

Your unarmed melee attacks against creature Large or smaller deal a of 2d6 bonus damage and count as magical for the purpose of overcoming Resistance and immunity to nonmagical attacks and damage.

SLAYER ARCHETYPES

With the knowledge in combat gained with years of training, the slayers excels in two different styles of combat, form which each Slayer Archetype is inspired.

CHANNELER STYLE

Your understanding of magic rise to an higher level, granting you the ability to cast magic, as illustred in the spellcasting section and grants you additional features again at 7th, 10th, 15th, and 18th level.

SPELLCASTING

When you reach 3rd level, the magic power collected by the encounter with your elder Dragon and the time spent with it awakens, pervading you with Magic. This font of magic fuels your Spells as it does with sorcerers. See chapter 10 for the general rules of Spellcasting and the end of this document for the Dragon Slayer spell list. The limitations of the magic that flows in your body makes impossible for you to fully utilize every spell of the sorcerers, reducing the pools of possible spells to a limited number, fully detailed at the end of this document.

SPELLCASTING ABILITY

Charisma is your Spellcasting ability for your sorcerer Spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your Spellcasting ability. In addition, you use your Charisma modifier when Setting the saving throw DC for a sorcerer spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

CANTRIPS

At 3rd level, you know two Cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 6th level and another at 13th level.

SPELL SLOTS

The Dragon Slayer Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest or half after a short rest.

You know three 1st-level Spells of your choice from the sorcerer spell list. You learn an additional 1st-level spell of your choice at level 6th, 15th. You learn one 2nd-level spell of your choice at level 7th, 14th, 17th, one 3rd-level spell of your choice at level 13th, 17th and one 4th-level spell at level 19th.

DRAGON SLAYER SPELLCASTING

| Slayer level | Cantrips | Spells Known | 1st | 2nd | 3rd | 4th |
|--------------|----------|--------------|-----|-----|-----|-----|
| 3rd | 2 | 3 | 2 | — | — | — |
| 6th | 3 | 3 | 3 | — | — | — |
| 7th | 3 | 4 | 3 | 1 | — | — |
| 13th | 4 | 5 | 3 | 1 | 1 | — |
| 14th | 4 | 6 | 3 | 2 | 1 | — |
| 15th | 5 | 8 | 4 | 2 | 1 | — |
| 17th | 6 | 9 | 4 | 3 | 2 | — |
| 19th | 7 | 9 | 4 | 3 | 2 | 1 |
| 20th | 7 | 10 | 5 | 3 | 2 | 1 |

ASSIMILATION OF MAGIC

Beginning at 7th Level, You can transform part of your Draconic Points into one spell slot as a Bonus Action on Your Turn. The created Spell Slots vanish at the end of a Long Rest. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create Spell Slots no higher in level than 5th.

CREATING SPELL SLOTS

| Spell Slot level | Draconic point cost |
|------------------|---------------------|
| 1st | 2 |
| 2nd | 3 |
| 3rd | 5 |
| 4th | 6 |

Additionally, as a Bonus Action on Your Turn, you can expend one spell slot to gain a number of sorcery points equal to the slot's level.



SHIELD OF MAGIC

Beginning at 10th Level, when you or any creature in a 60-ft radius is being targeted for an attack, you can create a shield of your Inherited element (see Inherited Element) as a reaction, increasing the AC of the protected creature by 1 for that attack only. Can be used only once per turn, expending 3 draconic Points.

RESURGING DRAGON POWER

Beginning at 15th Level, when you Cast a Spell that Targets only one creature and doesn't have a range of self, you can spend a number of Draconic points equal to the spell's level to target a second creature in range with the same spell (1 point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, Magic Missile and Scorching Ray aren't eligible, but Ray of Frost is.

DRAGON MARK

Beginning at 18th Level, you can summon forth your inner magical energy to mark a target. To do so, as an action on your turn, you can expend 5 Draconic Points to deal 1d6 magic damage over time on one creature in sight. Depending on your Damage Type from your dragon ancestor, the creature must succeed a saving throw against your spell save DC, as such:

COLD

Dragon Mark status: on a failed save, Incapacitated for 2 turns

FIRE

Dragon Mark status: on a failed save, Prone for 2 turns

POISON

Dragon Mark status: on a failed save, Poisoned for 2 turns

LIGHTNING

Dragon Mark status: on a failed save, Stun for 2 turns

On a failed save, the creature takes 1d6 magic damage at the start of its turn for 3 turns and the relative status infliction. On a successful save instead, the creature takes only 1d6+your spell attack modifier when hit and the secondary effects (DoT and Status condition) don't apply.

In the eventuality you have two elements, you can choose which one you want to use when using this ability.

ATARAXIS STYLE

Slayers of the Ataraxy Style have reached an enlightened state of mind surpassing their physical and mental capabilities, becoming deadly slayers able to perform multiple chain attacks from up close.

ENHANCED EXTRA ATTACK

Beginning at 3th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn. This effect is cumulative and can stack with the Extra Attack effect you gain at 5th level, up to a total of 4 attacks per turn.

DRAGONDIVE JUMP

Beginning at 7rd Level, your awareness of the surroundings makes you able to rapidly gain your ground towards an opponenet using an element fueled jump, that can be even used to distance yourself from the enemy. As an action on your turn, using 2 Draconic Points, you may move up to 35ft in a straight line away or towards a target. This movement does not provoke any attack of opportunity. When you are jumping towards your target, you can expend another Draconic Point (up to a total of 3 points used) to forcefully blast away it, dealing 2d6 magic damage. Additionally, if the target is creature of medium or smaller size, it must succeed on a Strentht Saving throw or be pushed 10feet away from you and knocked prone.

ENDLESS FLOW OF LIFE

Beginning at 15th Level, your inner dragon sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. In reality, your aging is extremely slowed down and the length of your life is tenfold longer than normal and any effect that alter the normal course of time don't affect you. Additionally, you no longer need food or water and are immune to poison. The flow of dragon blood in your veins enhances your natural recovery making you immune to diseases, grants you advantage on saving throws that rely on smell and you add a 1d4 (1d6 at lv20th) when restoring your Hit Points pool using potions. Lastly, when you reduce a creature within 30 feet of you to 0 hit points, you gain temporary hit points equal to your Strentht modifier + your Dragon Slayer level and when you are hit by an attack that would bring you to 0 HP, you remain with 1HP instead (once per long rest)

ETERNAL STAR

Beginning at 18th Level, your inner dragon reclaims its offerings. As an action on your turn, you can expend 4 Draconic points to completely envelope a part of your body with a glowing aura of elemental magic. For 3 turns, your unarmed strikes gain an extra 1d6 magic damage and any creature you hit must succeed a saving throw depending on the element you are using, as such:

COLD

Dragon Mark status: DC 15 Strentht, on a failed save Incapacitated for 2 turns

FIRE

Dragon Mark status: DC 15 Strentht, on a failed save Prone for 2 turns

POISON

Dragon Mark status: DC 15 Constitution, on a failed save Poisoned for 2 turns

LIGHTNING

Dragon Mark status: DC 15 Strentht, on a failed save Stun for 2 turns

In the eventuality you have two elements, you can choose which one you want to use when using this ability.

SPELL LIST

COLD

CANTRIPS

Frostbite (EE); Shape Water (EE); Ray of Frost; Ray of Frost

Lv1

Armor of Agathys; Ice Knife; Cure Wounds; Create or Destroy Water; Magic Missile

Lv2

Calm Emotions; Blur, Mirror Image; Snilloc's snowball Swarm, Maximilian's Earthen Grasp

Lv3

Glyph of Warding, Revivify; Tidal wave; Hunger of Hadar, Feign Death; Wall of Water

Lv4

Control Water, Ice Storm, Elemental Bane (only Cold)

FIRE

CANTRIPS

Sacred Flame, Produce Flame, Create bonfire, Control Flames

Lv1

Magic Missile, Burning Hands, Chromatic Orb, Hellish Rebuke, Purify Food and Drink,

Lv2

Aganazzar's Scorcher; Continual Flame, Flame Blade, Heat Metal, Flaming Sphere

Lv3

Fireball, Melf's minute meteors, Daylight, Elemental weapon (only fire), Sending, Mass Healing Word

Lv4

Fire Shield, Wall of Fire, Dimension Door

POISON

CANTRIPS

Poison Spray, Mold Earth, Acid Spray, DruidCraft

Lv1

Magic Missile, Bane, Detect Poison and disease, Hex, Ray of sickness

Lv2

Crown of Madness, Darkness, Earthbind, Melf's Acid Arrow, Spike Growth

Lv3

Glyph of Warding, Stinking Cloud, Vampiric Touch, Hunger of Hadar, Slow, Remove Curse

Lv4

Blight, Elemental Bane (only Poison), Vitriolic Sphere

LIGHTNING

CANTRIPS

Sacred Flame, Thunder Clap, Shocking Grasp, Light

Lv1

Magic Missile, Chromatic Orb, Guiding Bolt, Witch Bolt, Thunderwave

Lv2

Blur, Shatter, Moonbeam, Prayer of Healing, Zone of Truth

Lv3

Call Lightning, Lightning bolt; Daylight, Elemental weapon (only Lightning), Haste, Crusader's Mantle

Lv4

Storm Sphere, Banishment, Leomund Secret Chest

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