

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	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Dragon Power, Elemental Resistance	—	—	—	—	—	—	—	—	—	—	—
2nd	+2	Extra Attack, Fighting Style	2	—	—	—	—	—	—	—	—	—	—
3rd	+2	Slayer Archetype	3	—	—	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Dragon Roar	3	—	—	—	—	—	—	—	—	—	—
5th	+3	Extra Attack, Dragon Form	3	—	—	—	—	—	—	—	—	—	—
6th	+3	Ability Score Improvement, Spellcasting	3	2	—	—	—	—	—	—	—	—	—
7th	+3	Imbued Element	3	2	—	—	—	—	—	—	—	—	—
8th	+3	Ability Score Improvement, Dragon God Flame	3	2	1	—	—	—	—	—	—	—	—
9th	+4	—	3	2	1	—	—	—	—	—	—	—	—
10th	+4	Dragon Rage	4	3	2	1	—	—	—	—	—	—	—
11th	+4	—	4	3	2	1	—	—	—	—	—	—	—
12th	+4	Ability Score Improvement	4	3	2	1	—	—	—	—	—	—	—
13th	+5	—	4	3	2	1	—	—	—	—	—	—	—
14th	+5	Ability Score Improvement, Enhanced Recovery	5	3	2	1	—	—	—	—	—	—	—
15th	+5	Dragon Skin	5	6	3	3	—	—	—	—	—	—	—
16th	+5	Ability Score Improvement	5	6	3	3	3	—	—	—	—	—	—
17th	+6	Dragon Mark	5	6	3	3	3	—	—	—	—	—	—
18th	+6	—	5	6	3	3	3	3	1	—	—	—	—
19th	+5	Dragon Embodiement	6	8	3	3	3	—	—	—	—	—	—
20th	+6	Will of the Dragon	8	10	4	3	3	3	3	—	—	—	1

CLASS FEATURES

As a Dragon Slaveryou feel bad when traveling on a vehicle of any kind, getting disadvantage at any saving throws during these situations and 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

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

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) and deal damage of that element when you are not holding any weapon. You can choose your damage modifier between Str or Dex and gain advantage on Saving throws of the chosen one while attacking. Your fists are considered simple weapons that deals 1d6 +2+ your damage modifier(Str/Dex) of the Inherited element you chose and you can attack once with both fists.

ELEMENTAL RESISTANCE

Beginning at 1st Level, you gain resistance against direct and environmental damage from your Inherited element (see Inherited Element), getting a +1 bonus to AC when the weather fits your element.

EXTRA ATTACK

Beginning at 2nd Level, you can attack once more with your favored hand (the effect stacks for up to 4 actions per turn)

FIGHTING STYLE

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

ARCHERY

You gain a +2 bonus to Attack rolls you make with Ranged Weapons.

DEFENSE

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

BRAWLING

When you are attacking with your fists and not holding any other weapon, you can add your ability modifier to the damage of the second Attack.

SHIELD OF MAGIC

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), increasing the AC of the protected creature by 1 for that attack only. Can be used only once per turn as a Reaction.

SLAYER ARCHETYPE

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 to the point where you are able to channel a great amount of magic through your palms and fire an elemental bolt to any hostile creature you can see. That bolt deals 5d6 elemental damage on the first creature it hits and half as much on any creature near it

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. While not in combat, your hit points regenerate for 1d4 each 30 min and you gain Enhanced Darkvision (120ft).

SPELLCASTING

The encounter with your elder Dragon and the time spent with it left an indelible mark on you, infusing you with Arcane Magic. This font of magic, whatever its Origin, fuels your Spells. See chapter 10 for the general rules of Spellcasting and chapter 11 for the sorcerer spell list. You can use any Magic that reflects your Inherited element of choice (see Inherited Element).

CANTRIPS

At 1st level, you know four Cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 4th level and another at 10th level. You can use any cantrip that reflects your Inherited element of choice (see Inherited Element)

IMBUED ELEMENT

Beginning at 7th Level, you can use the ability Devour Element to assimilate another element you are attacked with, just once, and gain proficiency in that element. Doing that allows you to channel to that element as a second element and makes you able to learn spells related to it, at a weaker level (one level less) than your main element.

DEVOUR ELEMENT

As a reaction, when targeted by an elemental magic of **any** kind, you can physically devour the spell and gain a permanent proficiency in the same element as the spell you devoured. To do so, you have to succeed on a Constitution saving Throw or 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) in your fists, making you able to channel different magic in each fist. Your enhanced fists are now considered a magical weapon that deals 1d8+2+ Dex modifier.

DRAGON RAGE

Whenever you land a critical hit, you can use one bonus extra action to cast a damaging spell without expending any spell slot.

ENHANCED RECOVERY

Beginning at 14th Level, 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 potions effects is doubled on you.

DRAGON SKIN

Beginning at 15th Level, your skin starts hardening when hit and gets way more hard to cut and damage, granting you a +1 bonus to AC. In addition, you can instantly harden your scales twice a day, gaining complete immunity to attacks of your Inherited element.

DRAGON MARK

Beginning at 17th Level, you can summon forth your inner magical energy to inflict a 1d6 magic damage over time on one creature in sight. Depending on your Inherited Element, the creature must succeed a saving throw, as illustrated in the Inherited element section at the end of the document.

DRAGON EMBODIEMENT

Dragon wings sprout on your back, giving you the ability to fly at a speed of 30 ft. These wings can be summoned or dismissed as an action. You can carry up to 3/4 your weight while flying but while carrying something your flying speed is reduced by half and you cannot perform any attack unless you drop your cargo.

WILL OF THE DRAGON

Reaching level 20, once a day, you gain absolute control over your inner dragon, making you able to fully transform into a massive creature for 1d4+2 turns. You can do that only as first action of the turn and can attack twice per turn in this form (only once in the turn you transformed). Transforming grants you an additional Hit Points pool, equal to your current HP+ your maximum HP. In this form, your spells lower than level 5 (not included) won't consume spell slots and will gain a 1d6 damage bonus, while melee attacks will deal a bonus of 2d8 damage on creature smaller than large

INHERITED ELEMENT

The secluded life you had to live 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, reforming his or her very own body and soul.

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. Dragon Mark status: DC15 Strength or Prone for 2 turns

ICE

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. Dragon Mark status: DC15 Strength or Frozen for 2 turns

WIND

The turbulent Wind calls you, increasing your resistance to air damage and turbulences. Slayers of this element are usually one with the air and strive to achieve real freedom. Dragon Mark status: DC15 Constitution or Stun for 2 turns

EARTH

Sturdy as a stone, Earth silently gazes on anything that is brave enough to challenge it. Slayers of this element are usually prideful and loyal to themselves and never wavers. Dragon Mark status: DC15 Constitution or Petrified for 2 turns

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.

SOOTH STYLE

Slayers of the Sooth Style excels in rapid combat based mainly on kicks and swift footplay

RESURGING DRAGON POWER

Beginning at 3rd Level, your fighting style adapts better to your kicking moves, making you able to soak your feet instead then your fists with your Inherited element (see Inherited Element) and deal damage of that element when you are not holding any weapon. Your fists are considered simple weapons that deals 1d8 +2+ your damage modifier (Str/Dex) of the Inherited element you chose and you can attack once with both legs.

VOID DEVOURER

Beginning at 7th Level, you can regain one spell slot (up to one per turn) expending one action for devouring magic of your Inherited Element

CHAIN MARK OF SUFFERING

Beginning at 11th Level, when you use dragon mark, you can use a spell slot to expand the mark to up to 3 creatures near the target you can see. The cratures gets the same mark and suffer from 1d6 damage

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 lenght of your life is tenfold longer than normal while time travel magic doesn't alter your conscence. In addition, you no longer need food or water and are immune to poison.

FIGHT OR FLY

Slayers of the Fight or Fly excels in mixed melee and ranged combat based mainly on quick but deadly attacks from the distance and up close

ELEMENTAL AWARENESS

Beginning at 3th Level, as a bonus action, you can channel your energy into making a magical arrow of pure elemental power. That's considered as a ranged weapon and doesn't need any charge time. On hit, deals 1d6 magical damage with a range of 120ft

REPOSTE

Beginning at 7rd Level, your fighting style makes you able to rapidly gain your ground from an opponenet with an element fueled backflip. To do so, you have to spend one extra action but are immune to reactions from your or any other enemies. The element enhanced backflip let you distance yourself from the enemy (30 ft) while firing your Elemental Spear.

CHAIN MARK OF VAMPIRISM

Beginning at 11th Level, when you use dragon mark, you can use a spell slot to expand the mark to up to 3 creatures near the target you can see. The creatures will have their Hit Points sapped away by you, and you'll regain 1d4 HP each time a marked creature is attacked.

PERPETUAL FLOW OF LIFE

Beginning at 15th Level, your inner dragon reclaims its offerings. When you reduce a creature within 30 feet of you to 0 hit points, you gain temporary hit points equal to your Strenght modifier + your Dragon Slayer level (minimum of 1 temporary hit point). Furthermore, when you are hit by an attack that would bring you to 0 HP, you remain with 1HP instead (once per encounter).



SPECIAL THANKS TO THE HOMEBREWERY

I wouldn't have been able to create this class without you!