

Archive of Forgotten Lore:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature. The Dragon Scion

Dragon Scion

Your soul has been bound with draconic essence. Either through having draconic essence infused into you by consuming a dragon heart or by being a descendant of a dragon. Either way you hold great draconic power within you. A Dragon Scion is a fighter that combines their physical might with draconic aspects summoned from their inner dragon. The very first dragon scions were half-dragons that were taught how to hone their dragon soul by their draconic parent. Many scions describe their inner dragon as a whirlwind of strong emotions while others describe it as having a voice in their head. The most powerful dragon scion are known as Dragonriders.

Dragon Communion

3rd-level Dragon Scion feature

When you reach 3rd level, you have learned how to connect with the dragon essence within you. You learn to speak, read, and write Draconic. Choose one dragon soul type to determine the nature of the draconic essence bound to your soul. The damage types associated with each dragon type are used by features you gain later.

Dragon Soul Type

Dragon Type	Damage Types
Chromatic	Acid, Cold, Fire, Lightning, Poison
Gem	Force, Necrotic, Psychic, Radiant, Thunder
Metallic	Acid, Cold, Fire, Lightning

Draconic Aspects

3rd-level Dragon Scion feature

Once you have communed with your inner dragon, you can use the connection to channel draconic emotions into energy. This energy is called Zeal and it can be used to activate draconic aspects. You have a number of zeal points equal to your proficiency bonus + 1 and you regain all expended points when you finish a short or long rest.

The draconic aspects below use your Zeal points.

Claw. As an action you can expend 1 zeal point to summon a massive dragon claw for a few brief moments. Each creature in a 15-foot cone must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). A creature is knocked prone and takes 1d10 + your Constitution modifier slashing damage on a failed save, or half as much damage and isn't knocked prone on a successful one. The damage increase by 1d10 at the following levels: 5th level (2d10), 11th level (3d10), 17th level (4d10).

Tongue. As an action you can expend 1 zeal point to amplify your presence. For the next 10 minutes, whenever you make a Charisma check, you gain a bonus to the check equal to your Constitution modifier (minimum of +1).

Draconic Infusion. As a bonus action, you can expend 1 zeal point to infuse a weapon you are holding with draconic essence. The effect lasts for 1 minute and that weapon deals extra damage equal to 1d4 of a damage type of your choice from the dragon type you chose in the Draconic Communion feature. The damage increase by 1d4 at the following levels: 5th level (2d4), 11th level (3d4), 17th level (4d4).

Additional Draconic Aspects

7th-level Dragon Scion feature

Through more time spent communing you have found new ways to call upon different aspects.

Roar. As an action you can expend 2 zeal points to release a terrifying roar. Each creature of your choice that can hear you within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, a target is frightened of you for 1 minute and it can make another saving throw at the end of each of its turns. On a successful save the effect ends.

Scales. As an action you can expend 2 zeal points to have your body cover in a thin layer of protective scales. For 1 hour, you gain resistance to a damage type of your choice from the dragon type you chose in the Draconic Communion feature.

Breath. As an action you can expend 2 zeal points to unleash a 15-foot cone or a 5-foot-wide by 30-foot line breath weapon. Each creature in the area of the cone or line must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or take 3d10 + your Constitution modifier of a damage type of your choice from the dragon type you chose in the Draconic Communion feature. The damage increase by 1d10 at the following levels: 11th level (4d10), 17th level (5d10).

Additional Draconic Aspects

10th-level Dragon Scion feature

At 10th level, you gain access to more draconic aspects.

Eyes. As an action you can expend 1 zeal points to have your eyes become those of a dragon. For 1 hour, you gain darkvision of 120 feet, a bonus to your passive perception equal to your Constitution modifier, and blindsight of 10 feet.

Horns. As an action you can expend 2 zeal points to have horns sprout from your head and your body. For 1 minute, you gain an AC bonus equal to your Constitution modifier.

Maw. As an action you can expend 3 zeal points to summon a huge dragon maw for a few moments. Make an attack with a reach of 10 feet against a target (1d20 + your proficiency bonus + your Constitution modifier). On a hit, the target takes 5d10 + your Constitution modifier piercing damage. The damage increase by 1d10 at the following levels: 11th level (6d10), 17th level (7d10).

Additional Draconic Aspects

15th-level Dragon Scion feature

At 15th level, you gain access to the last draconic aspects.

Tail. As an action you can expend 1 zeal points to summon a draconic tail for a few seconds. The tail has a reach of 15 feet and deals double damage to structures and objects. You can make an attack against a target (1d20 + your proficiency bonus + your Constitution modifier). On a hit, the target takes 2d10 + your Constitution modifier bludgeoning damage. If that target is a creature of huge size or smaller, it must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is pushed 10 feet away from you. The damage increase by 1d10 at 17th level (3d10).

Heart. When you activate one of the following draconic aspects you can expend an additional zeal point to amplify that aspect.

- **Breath.** The range of the cone increases to 30 feet and the range of the 5-foot-wide line increases to 60 feet.
- **Claw.** The range of the cone increases to 30 feet.
- **Eyes.** The blindsight range increases to 30 feet.
- **Roar.** The range of the roar increases to 60 feet.
- **Scales.** You become immune to the damage type chose instead of gaining resistance.

Wings. As an action you can expend 1 zeal point to have wings grow from your back. For 1 hour, you gain a flying speed of 60 feet.

Dragonrider

18th-level Dragon Scion feature

At 18th level, you can summon a dragon from the powerful draconic essence in your soul. As an action you can summon a young dragon.

The type of dragon it is based on the dragon type you chose in the Draconic Communion feature. (Example: if you choose metallic the dragon can be Brass, Bronze, Copper, Gold, or Silver)

The dragon appears in an unoccupied space of your choice that you can see within 30 feet of you. The dragon is friendly to you and your companions and obeys your mental commands. In combat, it has its own initiative.

The dragon manifests for 1 hour, until it is reduced to 0 hit points, until you are incapacitated, or until you die. Once you use this feature you can't use it again until you finish a long rest.