

DRAGONSWORN

A FIGHTER SUBCLASS FOR 5E

Required race: Kobold

Occasionally, a kobold is swooped up from the dregs of its lowly caves and bickering clansbolds by the very dragons they hope to please through worship. Sometimes the Dragon is bored and plays with its minions like a cat would a mouse. Other times, the dragon needs task completed and looks through the least-pathetic Kobolds to create a knight for the purpose.

Perhaps you were the last survivor of your tribe, and a passing metallic dragon took pity. Perhaps a green dragon, its heart hot with vengeance, chose you to go kill a halfling that stole its favorite gem. The end result is the same, though; a powerful ceremony that takes a normal kobold and empowers it with the stuff of dragons. Dragonsworn are immediately identifiable by other kobolds, who will not willingly fight one, falsely believing that its patron dragon will know. In their tribes, they are respected. In life, they have first choice of meat and shinies. In death, they are eaten in a somber ceremony meant to give the dragon's power to the rest of the tribe.

DRAGON'S BLESSING

At third level, work with your DM to flesh out which dragon that chose you and why. The color of your dragon will impart you with special powers; you gain a Breath Weapon, as outlined in the PHB on page 34. If you already have a Breath Weapon for any reason, the number of breath attacks you can make does not increase, though you have the possibility of gaining an additional element of Breath Weapon, and if you do so, you may choose which you use

for any Breath Weapon attack. Additionally, you have resistance to the damage element of your Breath Weapon.

PLUCKY UNDERDOG

Starting at third level when you gain this feature, you have advantage on saves versus Fear and Charm effects, and when you pass such a save, any allies suffering these effects within 30 feet of you who can see you also immediately lose the Frightened and Charmed status condition.

DRAGON WARRIOR

Starting at seventh level, when you gain this feature, you begin mastering the use of your Breath Weapon in battle. You can use your Breath Weapon as a bonus action, and regain the use of it when you use the Action Surge feature.

Additionally, your scales harden and you gain a Natural Armor Class of 13 + your Dex Modifier.

DRACONIC SMITE

Starting at tenth level, when you gain this feature, you learn to use your Breath Weapon during attacks.

Your Breath Weapon's damage dice are now a pool. You can expend one of the damage die from this pool as part of the damage of a melee weapon attack. If you expend all of the damage dice in your Breath Weapon, the Breath Weapon is unavailable until you regain it. If you make a Breath Weapon attack after expending any dice as a part of this feature, subtract those dice from the attack's damage.

IMPROVED BREATH WEAPON

Starting at tenth level, your Breath Weapon gains a feature based on the elemental resistance granted by your draconic patron.

Acid: Creatures damaged by the acid of your draconic smite or breath weapon lose 2 points of armor class.

Lightning: Creatures with metal armor or who are made of metal automatically fail the saving throw from your Breath Weapon attack.

Fire: Your Breath Weapon and Draconic Smite damage dice increase to D10s.

Poison: Creatures damaged by your Draconic Smite or Breath Weapon attack are poisoned, and creatures that fail the save take one of your Breath Weapon's damage dice every turn until they are not poisoned. They can attempt a constitution save at the start of every turn to end the damage, but remain poisoned.

Cold: Creatures that fail the save from your Breath Weapon attack are restrained until they pass a strength saving throw to free themselves from the ice. The DC is 8 + your constitution modifier + your proficiency. Note: Cold & Lightning explicitly do not enhance the Draconic Smite feature.

AIRBORNE DRAGOON

Your connection to the magic binding you to your draconic patron strengthens. Starting at fifteenth level, when you gain this feature, you gain wings and a flying speed equal to your move speed.

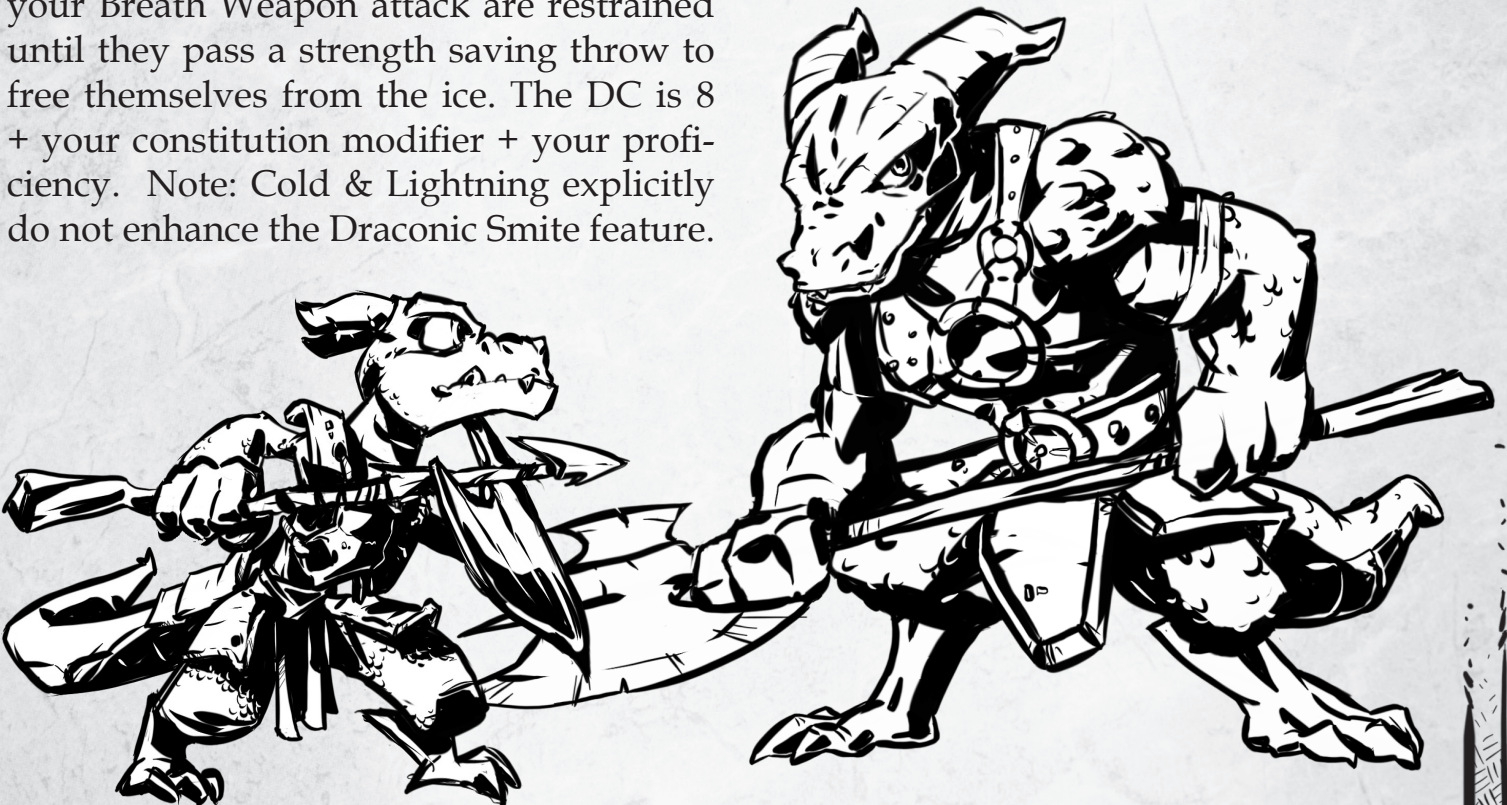
Your breath attack range increases by 10 feet while you are flying, and you can now use your draconic smite as a part of a ranged weapon attack.

Once per long rest, you may choose to pass a saving throw instead of roll to pass or fail.

DRAGON KNIGHT

Starting at eighteenth level, when you gain this feature, you can use two Breath Weapon attacks instead of one before needing to rest to regain the use of the feature, and can expend two of their damage dice on a Draconic Smite instead of one.

Your breath attack gains two additional damage dice.



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*Note: The official 5e Kobold race is found
in Volo's Guide to Monsters.*

