



THE DRAGOON

FIGHTER MARTIAL ARCHETYPE OPTION

Standing high atop a rugged cliff edge, an armored female dragonborn knight peers off into the distance. She has been traversing and scouting these stone peaks for days, searching for signs of a rogue warlord's forces that have been ransacking the tired hamlets in the valley below. All at once, she spies them: dark riders under a banner the color of blood, storming down the hillside to the east. Instantly, she readies her spear and lunges into a near-flying leap, storming down the cliffside, dropping onto the unsuspecting pillagers below.

A female half-elf, wearing light but sturdy lustrous scale mail and wielding a silver trident, stands at the gaping, smouldering mouth of a dragon's cave. The dragon lurking within has been terrorizing a nearby city, setting its towers alight and demanding tribute in gold and mortal lives from its terrified citizenry. Holding her trident by the haft, she beats the head of her weapon against a nearby stalagmite, hollering a challenge to the slumbering dragon in its own tongue. The city would see this beast slain, and she would be the one to achieve this deed.

An older, white-haired male human clad in a blue tabard, brilliant winged armor and a flowing purple cape peers out at his quarry, an enormous, ancient blue dragon cresting through the skies above the endless desert the human treks through. In but a moment, the human is amongst the clouds, soaring effortlessly with one mighty leap. Lining up his spear with his prey, he hurls his weapon and it disappears into a streak of golden energy, lancing through the dragon. With a pained roar, the dragon plummets to the sands below, as the human descends to meet his enemy in even combat.

In areas in which hostile dragons or other flying monsters are plentiful, orders of dragoons sometimes arise to defend the weak and vulnerable. Seasoned, knightly monster hunters, dragoons make it their mission to strike down creatures that would threaten mortal-kind, and train themselves to be capable of great leaps cussing on near-flight in order to pursue their foes into the skies. A dragoon could ultimately seek anything from peaceful coexistence to outright dominance over the monsters they hunt, just as they could find themselves hunting great beasts for sport and exhilaration just as easily as honest altruism towards mortal-kind. In any case, being a dragoon typically means a lifetime of service and combat against impossible odds, and few adventurers choose this path without a pressing, incredibly personal reason for doing so.

BONUS PROFICIENCIES

When you first take this option at 3rd level, you can speak, read, and write Draconic. If you already know this language, you instead learn one language of your choice. You also become proficient in your choice of one of the following skills: Acrobatics, Animal Handling, Athletics, History, or Perception.

DRAGONSLAYING

Also at 3rd level, you have learned a set of abilities that allow you to fight dragons on near-even footing. You gain four dragonslaying points, each of which may be expended to use one of the abilities listed here. This becomes five dragonslaying points at 7th level, and six points at 15th. You regain all expended dragonslaying points with a short or long rest.

Aspirant Step. On your turn you may use a bonus action and a dragonslaying point to make a long or high jump. Add 5 feet to the maximum distance of your long jump and 10 feet to the maximum distance of a high jump. Unlike a typical jump, this jump does not require a 10 foot running start to achieve its full distance, nor does it expend any of your available movement. This jump may extend further or higher than you have available movement, and movement from this jump also does not provoke attacks of opportunity.

At 10th level, you instead add 10 feet to a long jump and 20 feet to a high jump. At 18th level, instead add 15 feet to a long jump, and 30 feet to a high jump.

If you make an attack with a glaive, halberd, javelin, lance, pike, spear, or trident during this jump or immediately following landing (before using any additional movement), and the jump was at least 10 feet long or high, you gain advantage on that attack.

Avoidance. When you make a Dexterity saving throw against a damaging spell or effect, you may use a reaction and a dragonslaying point to gain advantage on the saving throw. You may only choose to use this ability before seeing the result of your roll. If you succeed on this saving throw and the effect would deal half damage on a success, ignore that damage. You may also use this ability to benefit a Constitution saving throw, if the effect that causes it is similar in nature to a dragon's breath weapon.

Wing Clip. When you hit a creature with an attack, you can choose to use a dragonslaying point. If you do, add 1d8 to the damage of the attack, and if the creature has a flying speed, force the creature to make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If the creature fails this saving throw, it loses any flying speed it has until the end of your next turn and immediately begins falling if it is in flight. This additional damage becomes 1d10 at 10th level, and 1d12 at 18th level.

ALWAYS READY

At 7th level, you've grown used to surprise attacks from larger creatures, and are on guard against any potential assault. If you roll initiative and you can see a hostile creature sized large or greater, you gain advantage on your initiative roll and regain one dragonslaying point, if any of your dragonslaying points are expended.

In addition, you gain resistance to any falling damage you would receive.

v0.4

JUMPING AND FALLING

While dragoons are renowned for their jumping, falling damage still remains a concern.

However, on August 25, 2015 the rules surrounding falling damage from jumping were clarified in a tweet by lead designer Jeremy Crawford, reading, in part, that: "...a fall [is] a drop that exceeds the distance of [a] jump."

This means that if a dragoon jumps 40 feet vertically to their jump's apex, then drops that 40 feet back down followed by an additional 80 feet from falling off a nearby cliff, the dragoon would only take falling damage from the 80 feet they fell after completing dropping from their jump.

STRIDENT SURGE

Beginning at 15th level, you may use your Aspirant Step without expending a dragonslaying point or using a bonus action when you use your Action Surge. You can use your Aspirant Step before or after the additional action.

NEEDLE OF HEAVEN

Starting at 18th level, you are able undertake a powerful attack that transforms your weapon into a lance of pure radiant light. As an action, you may throw a glaive, halberd, javelin, lance, pike, spear, or trident that you are wielding at a creature you can see within 400 feet, making an attack roll as if the weapon had the thrown property and were making a typical thrown weapon attack with that weapon against a target within its range. On a hit, this attack deals radiant damage equal to 10d12 plus your Strength modifier instead of the weapon's normal damage.

When you use this action, you may choose to expend one dragonslaying point and a bonus action. If you do, you gain the benefits of both your Aspirant Step and, if the attack hits, Wing Clip. Aspirant Step may grant advantage on the attack roll, as normal.

After using this ability, your weapon magically returns to your hand. Once you use this feature, you can't use it again until you finish a long rest.

CREDITS:

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Thanks to the kind folks of reddit, /tg/, and tumblr, to /u/Smyris for their resource pack, and to /u/skybug12 for their Photoshop guide!