

MARTIAL ARCHETYPE

At 3rd level, a Fighter gains the Martial Archetype feature. The following Patron-exclusive option can be made available in addition to the Archetypes available in official content:

Drakesworn

DRAKESWORN

Of all the creatures that serve great dragons, only their most loyal and skilled lieutenants are granted a portion of draconic power. Known as Drakesworn, these elite Fighters wield the elemental power of their draconic lords to great effect on the field of battle. These most trusted agents of elder wyrms are second in might and authority only to the dragon they serve.

Fighter Level Feature

3rd	Draconic Element, Elemental Strike, Imposing Presence
7th	Furious Rush
10th	Aegis of Scales
15th	Furious Flight
18th	Legendary Drakesworn

DRAGONIC ELEMENT

3rd-level Drakesworn feature

Whether through loyal service, trickery, or a deadly bargain, you have been imbued with a minor spark of draconic power. Choose the scale color of dragon from which you gained your power from the options on table below. You gain resistance to the damage type associated with that dragon's Element.

Color	Element	Color	Element
Amethyst	Force	Gold	Fire
Black	Acid	Green	Poison
Blue	Lightning	Red	Fire
Brass	Fire	Sapphire	Thunder
Bronze	Lightning	Silver	Cold
Copper	Acid	Steel	Acid
Crystal	Radiant	Topaz	Necrotic
Emerald	Psychic	White	Cold

ELEMENTAL STRIKE

3rd-level Drakesworn feature

When you hit a creature with a melee weapon attack, you can empower your strike and cause it to deal an additional 1d6 damage of your dragon's Element type.

You can empower an attack in this way a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

As you gain Fighter levels the damage of your Elemental Strike increases: at 5th (2d6), 11th (3d6), and 17th level (4d6).

IMPOSING PRESENCE

3rd-level Drakesworn feature

Your minor spark of draconic magic increases your force of personality. Whenever you make a Charisma (Intimidation) check, you can treat a d20 roll of 7 or lower as an 8.

You also learn to speak, read, and write Draconic.

FURIOUS RUSH

7th-level Drakesworn feature

You can draw on your draconic power to temporarily move like a dragon. Whenever you use your Second Wind feature, you gain a flying speed equal to your walking speed, which lasts until the end of your current turn.

AEGIS OF SCALES

10th-level Drakesworn feature

You can draw upon your draconic power to shield you from harm. When you take damage of your Element, you can use your reaction to temporarily shield yourself with draconic magic. You gain immunity to the Element damage from that instance of damage, and you regain one expended charge of your Elemental Strike feature.

You can use this reaction a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

FURIOUS FLIGHT

15th-level Drakesworn feature

When you use Furious Rush, your flying speed lasts for 10 minutes. At the end of this 10 minutes you can expend a Hit die to extend the duration of your flight by 10 minutes.

LEGENDARY DRAKESWORN

18th-level Drakesworn feature

You have achieved the absolute pinnacle of your draconic power. You gain the benefits listed below:

- When you hit with a weapon attack, you can choose for it to deal the damage type of your Element.
- You gain a flying speed equal to your walking speed.
- You can use your Aegis of Scales reaction to grant a creature within 30 feet temporary resistance to one instance of damage of your Element.



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