

DRACONIC EMBRACER



draconic embracers realize that dragons are the most divine of beings. They wish to become more like dragons at any cost. They loathe druids because they wish to turn into no more than mere beasts.

CLASS FEATURES

As a Draconic, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per Draconic level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Draconic Embracer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Constitution

Skills: Choose two from Intimidation, Arcana, Investigation, Perception, Survival, History.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple or (b) two daggers
- (a) a shortsword or (b) any simple melee weapon

DM NOTES & PLAYER ADVISE

Take into account your player(s) who are playing Draconic Embracers. If a Draconic Embracer goes into town while in Draconic Form, the town's people will fear that player. In many places becoming a dragon is more taboo than dragonborns, and you should take this into account when interacting with other people. If the player is doing the bidding of a dragon, give them gifts from their lords. Note that depending on the dragon, they may not see physical possessions, while others may be addicted to gold or magic.

DM's can also use the player as a plot assist. Have the dragon god they worship give them advise or guide the players. Their connection to their lord should not be seen as a bad thing for DMs, it should be a thing DMs are happy to have.

DRACONIC EMBRACER

Level	Proficiency Bonus	Features
1st	+2	Blood of Magic
2nd	+2	Draconic Form, Ancestor's gift
3rd	+2	Elemental Attack
4th	+2	Ability Score Improvement
5th	+3	Claw Strike
6th	+3	Draconic Form Improvement
7th	+3	Elemental Attack Damage Improvement
8th	+3	Ability Score Improvement, Dragon's Breath
9th	+4	The King's Fine Eye
10th	+4	Draconic Form Improvement
11th	+4	Powerful Eye
12th	+4	Ability Score Improvement
13th	+5	Tail Attack
14th	+5	Improved Attacks, Improved Draconic form shifting
15th	+5	Brutal Monster
16th	+5	Ability Score Improvement, Dragon Wings
17th	+6	Draconic Form Physical Improvement
18th	+6	Improvement Multiattack
19th	+6	Ability Score Improvement
20th	+6	Draconic Embrace

DRAGONIC FORM

At 2nd Level, you can turn into your draconic form twice per day. If you have transformed twice in one day, you can turn into your draconic form, and gain 1 level of exhaustion (PHB 291).

At 14th Level, you can now turn into your draconic form 4 times per day. When you choose to turn into your draconic form and you have used your daily limit, instead of gaining 1 level of exhaustion you now can make a DC14 constitution saving throw, on a failed save you gain a level of exhaustion, on a completed save you suffer no exhaustion. Take note that this is your character's CON not your draconic form's.

Choose a draconic ancestry, this will affect your appearance and elemental damage. Your draconic form should resemble your dragon ancestor.

ANCESTOR'S GIFT

At 2nd Level you can choose one cantrip with the same damage as your ancestor, and add it to your spell list. The spell does not count towards your total spell limit. Your spell casting ability is charisma.

You also learn draconic, if you do not already know it.

If there is no cantrip with the damage type, you can pick a spell that fits your character and change the damage type to your ancestor's damage type. When changing the spell, you should also change how the spell physically appears too. Work with your DM to plan this out.

ELEMENTAL ATTACK

At 3rd Level you now add 1d6 of your dragon ancestor's damage type to all attacks.

ABILITY SCORE IMPROVEMENT

At 4th, 8th, 12th, 16th, and 19th level, you gain an ability score improvement.

CLAW STRIKE

At 5th Level, you now can preform a claw attack: Hit: + (Strength Modifier + proficiency). Damage: 6(2d6 + Strength Modifier) slashing damage. The range is 5ft.

You can also now preform a multiattack consisting of 1 bite attack and 1 claw attack.

DRAGONIC FORM IMPROVEMENT

At 6th Level, pick of the following traits and add it to your draconic form.

- **Claw Strike improvement:** When you make a claw attack, deal an additional 1d6 of your draconic ancestor's damage type, and add your wisdom modifier.
- **Physical Endurance:** Increase your draconic form's Strength or Constitution score by 2.
- **Godspeed:** You gain advantage on initiative rolls, and your speed is increased by 15ft.
- **Grand Eye:** You gain advantage on all perception checks. Add double your proficiency bonus to passive perception.

DRAGON ANCESTRY OPTIONS

Your alignment should, but does not have to, be based upon your dragon ancestor.

Chromatic Dragons (Evil Alignment)

- Red= Fire damage
- Blue= Lightning damage
- Green= Poison damage
- Black= Necrotic damage
- Brown= Piercing damage(sand)

Metallic Dragons (Good Alignment)

- Brass= Fire damage
- Bronze= Lightning damage
- Copper= Acid damage
- Gold= Fire damage
- Silver= Cold damage

Gem Dragons (Neutral Alignment)

- Amethyst= Force damage
- Crystal= Radiant damage
- Emerald= Thunder damage(sound)
- Sapphire= Psychic damage
- Topaz= Necrotic damage(dehydration)
- Obsidian= Fire damage(Combustion)

Lung Dragons (Any Alignment) Lung dragons are oriental dragons. Look to asian dragons as inspiration.

- Li lung of Earth= Bludgeoning damage(Rocks)
- Lung Wang of the Sea= Bludgeoning damage(Water)
- Pen Lung of the Coiled= Slashing damage
- Shen Lung of the Spirit= Psychic damage
- T'ien lung of the Stars= Radiant damage
- Yu Lung of the Carp= Poison damage(Swamp water)

Ferrous Dragons (Lawful Alignment)

- Chromium= Cold damage(Ice)
- Cobalt= Force damage(Magnetic)
- Iron= Lightning damage(Electric)
- Nickel= Acid damage(Corrosive gas)
- Tungsten= Fire damage(Hot sand)

Expansion

You can talk with your DM if you want to play a different type of dragon, such as the planar dragons. This is recommended if you are playing a spelljammer.

DRAGONIC FORM

Same size as your race, Your Alginment

Armor Class 13 + Dex Mod

Hit Points 3 x Druid Level + Con Stat(max is 18) x
Druid Level

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	X	X	X

Immunities Your Ancestor's Damage Type

Skills You keep all skills and saving throws from
your actual character.

Languages Same as your actual character.

Senses 60ft Darkvision

Mind of the Soul. Your CHA, WIS, and INT stats are
the same as your normal character.

Actions

Bite Melee Weapon Attack: +(strength mod +
proficiency) to hit, reach 5ft., one target. *Hit* 1d10
+ strength mod piercing damage.

ELEMENTAL ATTACK DAMAGE IMPROVEMENT

at 7th Level your elemental attack damage is increased to
3d6. You add 3d6 of your ancestor's damage type to all attack
damage.

DRAGON'S BREATH

At 8th Level, you gain the ability to blast your foes with a
breath weapon. You can use Dragon's Breath as an action.
The breath is a 15ft cone of your ancestor's damage type.
Each creature can make a dexterity saving throw, on a failed
save they take 4d8 damage, or half as much on a completed
save. The saving throw is equal to **8 + charisma modifier +
proficiency bonus** At the beginning of each round during
combat, roll 1d6, if you roll a 1 or a 6 you breath weapon
recharges. You can only use your breath weapon 3 times per
long rest.

THE KING'S FINE EYE

At 9th Level You gain 60ft blindsight.

DRAGONIC FORM IMPROVEMENT

At 10th Level, you can pick one of the following traits and
apply it to your draconic form.

- **Advanced Draconic Endurance:** Increase your CON or
STR stat by 2.
- **Blasting Breath:** Add 2d8 damage to your breath weapon,
and add your wisdom modifier.
- **Altered Scales:** Gain +2 to AC. Your scales are able to
camouflage you. You can turn invisible for 2 minutes, once
per long rest. Your invisibility is stopped if you take
damage or if you are frightened. You must use an action to
turn invisible.
- **Breathing Endurance:** You can use your breath weapon 5
times per long rest. Your breath weapon now recharges on
a 1, 3, 6.

POWERFUL EYE

at 11th Level you gain 120ft truesight, darkvision, blindsight

TAIL ATTACK

At 13th Level you gain the ability to make a tail attack in
draconic form. Your tail attack is 2d8 + strength modifier
bludgeoning damage and has a range of 15ft. You add your
strength modifier + proficiency bonus to attack rolls.

Your bite attack is now 2d10 piercing damage + 2d6 of your
ancestor's damage type. It also now has a range of 10ft.

With your multiattack, you can now make 3 attacks
consisting of 1 bite attack, and any combination of tail and
claw attacks.

IMPROVED ATTACKS

At 14th Level your breath weapon now deals 8d8 damage by
default, and you can add you wisdom + charisma modifier to
the damage.

Your bite attack now deals 4d10 piercing damage.

Your claw attack now deals 5d6 slashing damage.

BRUTAL MONSTER

At 15th Level you gain 1 legendary resistance per long rest.
With this, you can choose to to succedd on a failed saving
throw.

You also gain 2 legandary actions per long rest. with these
actions you can do the following.

- Make a breath attack
- Make a bite attack
- You can move your full movement speed without
provoking opportunity attacks
- You can move up to double your movement speed
- You can gather all the visual, verbal, audible, and sensible
information in your environment

DRAGON WINGS

At 16th Level you gain the wings of your mighty lord. In draconic form, you grow wings and gain a fly speed of 60ft. You do not have to be in your draconic form to use this feature. The wings have grown out of your back in your non draconic form.

You can use your wings to make a gust attack. Every creature within 30ft of you must make a DC18 dexterity, on a failed save they take 4d8 force damage, are knocked prone, and are pushed back 20ft. On a completed save, they take half damage and remain standing. You can do this once per long rest.

DRACONIC FORM PHYSICAL IMPROVEMENT

At 17th Level Your dexterity, strength, and constitution scores all increase by 2. Your speed increases by 15ft.

IMPROVED MULTIATTACK

At 18th Level you can now make a multiattack consisting of two bite attacks, and a) a mixture of bite and tail attacks, b) a breath attack, or c) a wing attack.

DRACONIC EMBRACE

At 20th Level, your draconic form's constitution, strength, and dexterity scores all increase by 4. This increase can take your scores above 20.

Your size is now large, and you can choose to become ginormous when you turn into your draconic form.

At the beginning of combat, each creature must make a DC19 wisdom saving throw, on a failed save they become frightened of you for two rounds of combat.

You can also now turn in and out of your draconic form as much as you want.

DM NOTE

Take into account the draconic form does not use normal weapons, so you may have to make custom magic weapons for the person who is playing this class. I would not give very powerful weapons for this class since it is on the stronger side when alone, but I do suggest giving the character magical items that are useful outside of combat.