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.

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<td>Claw Strike</td>
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<td>6th</td>
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<td>9th</td>
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<td>17th</td>
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<td>Draconic Form Physical Improvement</td>
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<td>18th</td>
<td>+6</td>
<td>Improvement Multiattack</td>
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<td>19th</td>
<td>+6</td>
<td>Ability Score Improvement</td>
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<tr>
<td>20th</td>
<td>+6</td>
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**Draconic 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 you 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.

**Draconic 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(Cumbustion)

**Lung Dragons (Any Alignment)**

- 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)
- Tungston= 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.
**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.

**Draconic 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 succeed on a failed saving throw.

- 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

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**Draconic Form**

*Same size as your race, Your Alignment*

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<tr>
<th>Armor Class</th>
<th>13 + Dex Mod</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>15 + Druid Level + Con Stat(max is 18) x Druid Level</td>
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<tr>
<td>Speed</td>
<td>30ft.</td>
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**Str | DEX | CON | Int | Wis | Cha**
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<td>16 (+3)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>X</td>
<td>X</td>
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**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.
**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.