

Dragonbound

Class Features

Hit Points

Hit Dice: 1d6 per Dragonbound level

Hit Points at 1st Level: 6 + Constitution modifier

Hit Points at Higher Levels: 1d6 + Constitution modifier per Dragonbound level after 1st

Proficiencies

Armor: Light Armour

Weapons: Simple Weapons

Tools: none

Saving Throws: Dexterity, Charisma

Skills: Choose 2 from Acrobatics, Animal Handling, Investigation, Arcana, Nature, Perception, Performance, or Survival

Equipment

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

- Leather armour
- Any simple melee weapon
- A light crossbow and 20 bolts
- (a) A dungeoneer's pack or (b) An explorer's pack

Table: The Dragon Warrior

Level	Proficiency Bonus	Features
1st	2	Dragonbound, Dragon Mark
2nd	2	—
3rd	2	—
4th	2	Ability Score Improvement
5th	3	Heart of the Dragon, Dragon Direction
6th	3	Dragon Sense
7th	3	Shared Lifeforce
8th	3	Ability Score Improvement, Dragon Rider
9th	4	—
10th	4	Dragon Assault

11th	4	Dragonforge, Guiding Eye
12th	4	Ability Score Improvement
13th	5	—
14th	5	—
15th	5	Dragon Assault (2)
16th	5	Ability Score Improvement
17th	6	Improved Heart of the Dragon
18th	6	—
19th	6	Ability Score Improvement, Dragon Assault (3)
20th	6	—

Playing as the Dragonbound and Dragon

Your Dragon listens to your commands as best as it can. It takes its turn on your initiative either before or after your turn. On its turn, the dragon moves separately from you (unless you are riding it) and may make an attack action and, if applicable, a bonus action. Like any creature, the dragon can spend hit dice during a short rest. If you are incapacitated, absent, or unable to give orders, the dragon acts on its own. It never requires your command to use its reactions, such as when making an opportunity attack. Additionally, due to the shared life-force between you, If the Dragonbound dies, the dragon immediately dies, and if the dragon dies, the Dragonbound immediately dies. If you and your dragon are further than 500 feet from each other and cannot see each other, you both suffer a -1 penalty to all ability checks, skill checks, saving throws, and attack rolls.

Dragonbound

At 1st level, you gain a dragon companion. You are bound to each other and share a symbiotic bond. Due to your symbiotic bond and bonded life-force with the dragon, your dragon ages magically in power and size much more quickly than would be generally deemed natural. When you gain this feature choose a dragon type based on your alignment, at least 1 axis of which you must share with the dragon. Your dragon speaks, reads, and writes draconic and common. You also learn Draconic; if you already know Draconic, you may instead teach a language you know to your dragon. In addition, you form a telepathic bond with your dragon. You may communicate with your dragon telepathically at any distance and your dragon may do the same with you. You also cannot be affected by any of your dragon's attacks while riding your dragon.

Type	Alignment	Breath Weapon	Saving Throw	Type	Alignment	Breath Weapon	Saving Throw
Black	Chaotic Evil	Acid (Cone)	Dex.	Brass	Chaotic Good	Fire (Line)	Dex.
Blue	Lawful Evil	Lightning (Line)	Dex.	Bronze	Lawful Neutral	Lightning (Line)	Dex.
Green	Lawful Evil	Poison (Cone)	Con.	Copper	Chaotic Good	Acid (Line)	Con.
Red	Chaotic Evil	Fire (Line)	Dex.	Gold	Lawful Good	Fire (Cone)	Dex.
Shadow	Neutral Evil	Necrotic (Cone)	Dex.	Platinum	True Neutral	Radiant (Cone)	Dex.
White	Chaotic Neutral	Cold (Cone)	Con.	Silver	Lawful Good	Cold (Cone)	Con.

The Save DC against your dragon's abilities is equal to 8 + your dragon's proficiency bonus + your dragon's Charisma modifier.

Dragon Template

Your dragon levels with you, as though it has a class: it gains 1d8 + its Constitution modifier in hit points each time you level, and starts with 1d8 + its Constitution modifier hit points. It also gains 1d8 hit die per level. The dragon starts with ability scores of 15, 14, 13, 12, 10, and 8 (ordered however you choose). Your dragon cannot wield weapons or shields. It is considered proficient with its own attacks. Its AC = 12 + Dexterity Modifier + AC Bonus. The dragon may not wear armour. The dragon is proficient in Charisma and Strength saving throws as well as two skills of your choice. The dragon has a base walking speed of 20 feet which increases by 5 feet each time it grows in size, and resistance to its breath attack damage type. Your dragon improves as you level, as shown on the table below. The dragon has the same normal limit of 20 on any ability score as a player does and it can't trade ability score increases for feats. Your dragon's passive perception is equal to 10+its wisdom modifier.

Dragon bound Level	Age (size)	Proficiency Bonus	Attacks	AC Bonus	Features
1	Wyrmling (tiny)	2	Bite: 1d4	0	Major Trait, Minor Trait
2	Wyrmling (tiny)	2	Bite: 1d4+Str	0	Minor Trait
3	Wyrmling (tiny)	2	Bite: 2d4+Str	1	Major Trait, Breath Attack
4	Large Wyrmling (small)	2	Bite: 2d4+Str	1	Minor Trait, Ability score improvement
5	Large Wyrmling (small)	3	Bite: 1d6+1d4+Str	2	—

6	Large Wyrmling (small)	3	Bite: 1d6+1d4+Str	2	Flight
7	Large Wyrmling (small)	3	Bite: 2d6+Str, Tail: 2d4+Str	3	Major Trait, Shared Lifeforce
8	Baby (medium)	3	Bite: 2d6+Str, Tail: 2d4+Str	3	Minor Trait, Ability Score improvement
9	Baby (medium)	4	Bite: 1d8+1d6+Str, Tail: 1d6+1d4+Str	4	Major Trait
10	Baby (medium)	4	Bite: 1d8+1d6+Str, Tail: 1d6+1d4+Str	4	Minor Trait
11	Baby (medium)	4	Bite: 2d8+Str, Tail: 2d6+Str, Wings: 2d4+Str	5	Major Trait,
12	Baby (medium)	4	Bite: 2d8+Str, Tail: 2d6+Str, Wings: 2d4+Str	5	Ability Score improvement
13	Juvenile (Large)	5	Bite: 2d8+1d4+Str, Tail: 2d6+1d4+Str, Wings: 1d6+1d4+Str	6	Bite and tail ranges increase
14	Juvenile (Large)	5	Bite: 2d8+1d4+Str, Tail: 2d6+1d4+Str, Wings: 1d6+1d4+Str	6	Minor Trait
15	Juvenile (Large)	5	Bite: 2d8+1d6+Str, Tail: 3d6+Str, Wings: 2d6+Str	7	Major Trait, Wings range increase
16	Juvenile (Large)	5	Bite: 2d8+1d6+Str, Tail: 3d6+Str, Wings: 2d6+Str	7	Minor Trait, Ability score improvement
17	Juvenile (Large)	6	Bite: 3d8+Str, Tail: 3d6+1d4+Str, Wings: 2d6+1d4+Str	8	Improved Heart of the Dragon
18	Juvenile (Large)	6	Bite: 3d8+Str, Tail: 3d6+1d4+Str, Wings: 2d6+1d4+Str	8	Improved Breath Attack
19	Juvenile (Large)	6	Bite: 3d8+1d4+Str, Tail: 4d6+Str, Wings: 3d6+Str	9	Major Trait, Ability Score improvement, Extra Attack
20	Juvenile (Large)	6	Bite: 4d8+Str, Tail: 4d6+Str, Wings: 3d6+Str	9	Minor Trait

Attacks

- The bite attack deals piercing damage and has a reach of 5 feet, this range increases to 10 feet at 13th level.
- The tail attack deals slashing damage and has a reach of 10 feet, this range increases to 20 feet at 13th level.

- The wings attack sweeps around the dragon in a circle. All creatures 5 feet of the dragon are subject to the attack and additionally, if hit by the attack, must make a DC 8+the dragon's proficiency bonus+the Dragon's strength modifier dexterity saving throw save or also be knocked prone, this range increases to 10 feet at 15th level.

Minor Traits

When your dragon gains access to a minor trait it may choose one of the following. The first number in parentheses is the level requirements for the dragon to take the trait and the second number is the amount of times you may take the trait:

- Echoing Voice: The dragon's voice bellows out and can be heard up to a mile away. Your dragon gains proficiency in the intimidation skill. You also gain proficiency in the intimidation skill as long as your dragon is visible to the target(lv.8)(1)
- Ability Score increase: Your dragon may increase one ability score by one point (lv.4)(∞)
- Proficient: You may choose a skill of your choice for you and your dragon to gain proficiency in (lv.1)(1)
- Language: You and your dragon learn a new language (lv.1)(1)
- Sight: The first time your dragon chooses this it gains darkvision out to 60 feet, the second time they gain blindsight out to 30 feet (lv.1)(2)
- Amphibious: Your dragon can breathe in water and its swimming speed is equal to it's walking speed (lv.1)(1)
- Resistance: Choose between charmed, poison, stunned, frightened, or paralyzed: When your dragon makes a save to avoid the condition you have picked, it gains advantage (lv.1)(1)
- Finesse: Your dragon's attacks become *finesse* weapons.(lv.4)(1)
- Quick: Your dragon's walking speed increases by 10 feet (lv.1)(2)
- Traverser: Your dragon ignores difficult terrain (lv.1)(1)

Major Traits

When your dragon gains access to a major trait it may choose one of the following. The first number in parentheses is the level requirements for the dragon to take the trait and the second number is the amount of times you may take the trait:

- Resist: Your dragon gains proficiency in 1 Saving Throw (lv.1)(1)
- Elemental Bite: Your dragon's Bite Attack gains a damage bonus equal to its Proficiency Bonus, in the damage type of its Breath Weapon (lv.3)(1)
- Overcome Resistance: Your dragons attacks ignore resistances (lv.13)(1)
- Movement: Your dragon's speed while flying, swimming, burrowing, or climbing is now doubled. (lv.1)(1)
- Magic caster: You and your dragon learn one cantrip and two spells upon this trait's selection from the sorcerer spell list. The spell level you may

select is determined by your dragon's size - Tiny=lv.1, Small=lv.2, Medium=lv.3, Large=lv.4. You gain a single spell slot when you take this trait at the level of the size of your dragon, as listed previously. This spell slot is restored on a long rest. You or your dragon may cast the spell, but you share the spell slot pool. If the spell or cantrip is an attack, your dragon may not cast it. This spell slot upgrades as your dragon increases in size, again, as listed previously. Once selected, you may exchange one cantrip for a different one from the sorcerer's spell list or exchange one spell for one of a level for which you have spell slots from the sorcerer's spell list at even numbered levels. You and your dragon use Charisma+proficiency as the spell casting modifier and your dragon mark as a focus and your spell save dc = 8+proficiency+Charisma modifier(lv.1)(3)

- **Change Shape:** The dragon gains the ability to magically polymorph into a humanoid or beast that has a CR no higher than 1/4 its level, or back into its true form. It reverts to its true form if it dies or willingly uses an action to go back. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, armor class, ability to speak, proficiencies, resistances, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form. (lv.1)(1)
- **Greater Capacity:** Your dragon gains one more use of its breath attack before needing to recharge. It cannot recharge while it has uses remaining unless it is out of combat. (lv.7)(1)
- **Special Breath:** Your dragon gains the ability to use a special breath from the list below (its effects are explained in the breath attack section):
 - Sleep
 - Repulsion
 - Slowing
 - Weakening

Using this breath expends your dragon's breath just as regular breath attack does and you must choose the pattern (line or cone) of the special attack when you take this trait. You must select a different breath type each time you take this trait (lv.9)(2)

Dragon Mark

At 1st level you have a mark of a dragon on a part of your body as a symbol of your bond the very first moment you both meet and become partners. As your dragon's or your bonus action, your dragon can magically go into the mark if it is

within 150 feet of you and stay there until you use another bonus action to release it. You retain your telepathic bond with your dragon while it is inside your mark and can talk with your dragon telepathically.

Breath Attack

Beginning at level 3, as an action, your dragon may use its breath attack. Each creature in the path of the breath attack must make a save (8+dragon's proficiency+dragon's charisma modifier) on a failed save, the target takes full damage from the attack, or half that much on a successful save. After having used its breath weapon, at the start of each of your turns, roll 1d10, on an 10 it can use its breath weapon again. The breath recharges once per minute outside of combat. The breath is either a cone or a line when using a breath attack depending on the dragons color.

Dragon level	Damage	Area
3	1d6+Cha	Cone:10/Line:15x5
4-7	2d6+Cha	Cone:20/Line:30x5
8-12	3d6+Cha	Cone:40/Line:60x5
13-17	4d6+Cha	Cone:60/Line:80x10
18-20	6d6+Cha	Cone:80/Line:100x10

Special Breath Attacks

Some dragons have specialized breath attacks, these attacks do not deal damage, but cause different effects, which only take hold on a failed save (same as your dragons regular breath save). The specifics for time spent under a condition, or how far an enemy moves from Repulsion, is listed below.

- Sleep: Causes a creature to fall unconscious, this effect ends if the creature takes damage or a creature uses an action to wake it up.
- Repulsion: Pushes the target 15 feet directly away from the dragon (this distance increases by 10 feet when the dragon becomes large in size.
- Slowing: The creature can't use reactions, its speed is halved and can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turn, ending the effect on itself with a successful save.
- Weakening: Creature has disadvantage on Strength based attack rolls, Strength checks, and Strength saving throws. The creature can repeat the save at the end of its turns, ending the effect on itself on a successful save.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you and your dragon can each increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1 (may choose different abilities for you and your dragon). As normal, you can't increase an ability score above 20 when using this feature.

Heart Of The Dragon

Starting at level 5, you gain your dragon's breath damage type as a resistance. At 17th level you and your dragon gain immunity to your dragon's breath damage type.

Dragon Direction

At level 5 you may, as a bonus action, direct your dragon to make a single attack (bite, tail, wings) against a target (or targets) within its range. Additionally, while not riding your dragon, if your dragon is within 5 feet of you and is attacked, you may use your reaction to either immediately make an attack against that creature or impose disadvantage against the attack.

Dragon Sense

At level 6, your symbiosis increases with your dragon and you now have advantage on any saving throws against your dragon's attacks. Additionally, when you are caught in an attack of your dragon's, your armour class gains a bonus of +3 against that attack.

Flight

At level 6, your dragon learns to fly and gains a flying speed equal to its walking speed.

Shared Lifeforce

When you reach level 7, when you or your dragon takes damage, you may choose to either each suffer half or have the other suffer all of the damage.

Dragon Rider

At level 8, your dragon is now large enough for you, and you alone to ride. While riding your dragon, you are considered to have the mounted combatant feat.

Dragon Assault

Beginning at level 10, you can, as a bonus action, allow your dragon to either make two attacks or make one attack and move up to its speed; In addition, until the end of your next turn, it can move without provoking attacks of opportunity. You may use this feature one time per long rest. At level 15 and again at level 19 you gain one additional use of this ability per long rest.

Dragonforge

Starting at 11th level, You imbue a weapon of your choice with the elemental power of your dragon: when you deal damage with your weapon add extra damage of your dragon's elemental power equal to your proficiency score to that attack. If you choose to imbue a new weapon this ability, you must spend an hour doing so and your previously imbued weapon loses this power.

Guiding Eye

Starting at 11th Level, while riding your dragon, you may use your action to select a target that you can see, on your dragon's next attack against that target, it has advantage on the attack.

Improved Breath Attack

at the beginning of level 18, You can choose any breath a different dragon knows; your dragon can now use it instead of its own breathing attack when making a breath attack. Additionally, you now get +1 on die rolls to recharge your dragons breath.