

WARRIOR ARCHETYPE

At 3rd level, an [Alternate Fighter](#) adopts a Warrior Archetype that best represents their skills and training. The following Patreon Exclusive Warrior Archetypes are available to the fighter along with those in the base class: The 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.

DRAKESWORN FEATURES

Fighter Level Feature

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

DRACONIC ELEMENT

When you adopt this Archetype at 3rd level, whether through loyal service, trickery, or deadly bargain, you are imbued with a spark of draconic power. Choose the color of dragon from which you gained your power from the table below. You gain resistance to the damage type associated with it's Element.

Moreover, when you use an Exploit that deals damage, you can choose for its damage to match your Draconic 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

DRAKESWORN EXPLOITS

You learn certain Exploits at the fighter levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Fighter Level Exploit

3rd	<i>commander's presence, menacing shout</i>
5th	<i>heroic will, intimidating command</i>
9th	<i>war cry</i>

IMPOSING PRESENCE

Also at 3rd level, your draconic magic increases your force of personality. Whenever you make a Charisma (Intimidation) check, you gain a bonus to the roll equal to your Exploit Die.

You also learn to speak, read, and write Draconic, and you have advantage on Charisma checks to interact with dragons.

FURIOUS RUSH

Beginning at 7th level, you can draw on your draconic power to temporarily move like a dragon. As a bonus action, you can expend an Exploit Die to gain a flying speed equal to your walking speed, which lasts until the end of your current turn.

AEGIS OF SCALES

Starting at 10th level, you can wield your draconic power to shield you from harm. As a reaction when you take damage of your Draconic Element, you can expend an Exploit Die to gain temporary immunity to that instance of damage.

After using this reaction, you are charged with elemental power. The next weapon attack you make deals additional damage of your Draconic Element equal to your Exploit Die.

FURIOUS FLIGHT

At 15th level, when you use Furious Rush, your flying speed lasts for 10 minutes. At the end of this 10 minutes you can expend an Exploit Die to extend the duration of your flight.

LEGENDARY DRAKESWORN

You have achieved the absolute pinnacle of your draconic power. At 18th level 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 Draconic 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 Draconic Element.



LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

