

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

DRAGOON

Masters of spears, lances, and polearms and adorned in uniquely crafted armor, dragoon's have become legendary for their grace and power. Their intense training, said to have been passed down by the dragon riders of old, allows these warriors to leap unnaturally high into the air and strike their foes with deadly force from above. Sometimes the enemy is unaware of the dragoon's presence until they see the shadow around them growing larger.

LANCE SPECIALTY

Beginning when you select this archetype at 3rd level, when you wield a lance, you do not suffer disadvantage when attacking creatures within 5 feet of you. However, you must still wield a lance two handed when not mounted.

VELOCITY

At 3rd level, you can leap to incredible heights. When you make a high jump, the following rules apply to you:

- You can leap a number of feet into the air equal to 5 times your Strength modifier, plus an additional 5 feet. This additional height increases by 5 feet at 5th level (10 feet), 10th level (15 feet), 15th level (20 feet), and 20th level (25 feet).
- You need not move 10 feet immediately before making a high jump.
- Regardless of how high you jump, performing a high jump costs only 15 feet of your movement.
- When you take the Attack action when falling from a jump or a great height, you can use your bonus action to perform a velocity attack. The first attack you make deals an additional 1d6 damage for every 10 feet you fell, up to a maximum of 10d6.
- If your target is in the air, you can complete your Attack action before falling.

Additionally, as long as you are conscious and wielding a melee weapon, you take no damage from falling from a high jump and half damage from falling when you did not first jump. You always land on your feet.

LANCET

Starting at 7th level, you gain the ability to drain a creature's energy with your strike. As a bonus action, when

you hit a creature with a melee weapon attack, you can choose to gain temporary hit points equal to half the damage dealt. Once you use this feature, you can't use it again until you finish a short or long rest.

TACTICAL JUMPS

At 10th level, you have learned how to augment your jumps. You can use each of the following abilities once and regain all expended uses when you finish a short or long rest.

Double Jump. When you perform a velocity attack and miss, you can repeat your jump and perform a second velocity attack against another target within 15 feet.

Earthshaker. You can use your action when falling from a jump or a great height to strike the earth with immense force. Each creature in contact with the ground within 15 feet of where you land must succeed a Dexterity saving throw (DC equals 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier.) On a failed save, a creature takes 4d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half this damage and is not knocked prone.

Passenger. When you make a high jump, you can carry one willing passenger of your size or smaller to your destination.

TERMINAL VELOCITY

Starting at 15th level, as long as you are conscious and wielding a melee weapon, you are immune to damage as a result of falling.

METEOR JUMP

Beginning at 18th level, you can use your action to leap hundreds of feet into the air, disappearing from sight, only to strike moments later with the force of a meteor. Until the start of your next turn, you are at such an altitude that you can't be seen with the naked eye or targeted by attacks or spells. On your next turn, choose a creature within 60 feet of the space from which you jumped to make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier.) You can't target a creature which has total cover from above. If there is no suitable target, you fall back to your original spot. On a failed save, the creature takes 12d10 + your Strength modifier damage of the same type as your weapon, or half as much on a successful one. You then land in a space adjacent to the target.

You can't use this ability if there is not sufficient clearance to leap high into the air. Once you use this ability, you can't use it again until you finish a short or long rest.