

# DRAGOON KNIGHT

A Fighter Subclass

By James John



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Dragoon Knight 1

# BECOMING A DRAGOON

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A Dragoon is an elite soldier used as part of the frontline in any combat. These Soldiers have earned their superior fighting status as warriors from their specialized weapon fighting and mobility in combat.

As a Dragoon, you are to be an example to other fighters and soldiers under your command, there is no obstacle you cannot pass, and no foe you cannot fell. Either lightly armored, or heavily armored, you command the battlefield with your martial prowess.

Take your lance, spear, or polearm and join the fight soldier. Your battle awaits you and only when you are defeated will you be able to rest. We do not retire, but seek only the final rest a warrior will ever earn, death.

“If you want to take on the mantle of Dragoon, you must train your body to be stronger than your foe, and focus on the objective at hand. There are few schools to learning how to become a Dragoon. Your school is the battlefield and your teachers are your comrades. Are you ready?”

-Sir Arjhon, Dragoon Knight.



Credit: Wizards of the Coast

# DRAGOON KNIGHT

## Dragons Leap

Starting at 3rd-level, you have developed a specialized jump that allows you to move around the battlefield. When you make a standing leap or a running jump you can use half your movement to perform The Dragon leap (Leap distance = strength stat + your strength modifier + your proficiency), round to the closest 5 feet of movement. You can perform this jump once per movement, or when you use the Dash action on your turn.

When you perform this action you can additionally make one attack action in mid air, at higher levels you can use this action to propel yourself into the air and

## Cavalry Charge

Starting at 3rd-level, when you run straight at a creature you can add 1d4, for every 10 feet of distance, to your next attack against a creature, object or construct before the end of your turn. If you end your turn charging you lose this feature and must charge again to gain the benefits of this class feature.

When you reach 10th-level in this class, your Cavalry charge increases to 1d6 per 10 feet, and increases to 1d8 at 18th-level.

## Pole Vaulting strike

At 7th-level, when you hit with a melee attack, you can use your bonus action to jump over your target and land in an unoccupied space around the target. The distance you can land from your target is equal to your weapons reach.

This action allows you to propel yourself into the air as well, as this counts as an unoccupied space above the target.

If you attack with a sword, your reach is 5 feet and can land in an unoccupied space adjacent to the target creature (within 5 feet of the creature).

If you attack with a polearm, your reach is 10 feet and can land up to 10 feet away from your target creature.



## Heroic Landing

At 7th-level, you can use your reaction when falling to give yourself the features of the spell *feather fall*.

## Improved Dragon's Leap

At 10th-level you now multiply your strength modifier by 2 when calculating your jump distance (Strength stat + proficiency + 2 x strength modifier), round to the closest 5 feet of movement. This feature increases again at 18th-level to 3 times your strength modifier + your proficiency.

At 10th-level If your strength is 16, then your Dragons leap is 26(16+4+6), or 25 feet since that would be the closest 5 feet of movement.

At 18th-level, if your strength is 16, then your Dragons Leap is 28(16+6+6), or 30 feet since that would be the closest 5 feet of movement.

## DRAGONS LANDING

At 10th-level, while falling you can perform a specialized landing maneuver on top of a creature or in a group of creatures. This action counts as one of your attack rolls, on a hit the creature must make a Strength saving throw against your strength save DC (8 + your Strength + your Proficiency) and all creatures in a 5 foot radius of you must make this save as well, on a failure each creature is knocked prone and takes 1d6 force damage, on a successful save they are unaffected.

The damage for this attack increases to 1d8 at 18th level.



## DRAGONS CLAW

At 15th-level, you can add your Cavalry Charge damage to falling and leaping strikes. This feature cannot be used with the Dragons Landing feature.

## DRAGONS WIND

At 15th-level, you have learned how to do a sweeping maneuver all creatures within your weapons reach around you must make a Strength or Dexterity Saving throw against your Strength Save DC, On a failure all creatures are pushed outside your weapons range and knocked prone.

## DRAGONS MIGHT

At 18th-level, your Strength and Constitution increase by 2. Your maximum for those scores is now 22.

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# DRAGOON NPCs

Here are two ample Dragoon NPCs that you can place in your home games, one shots or as random NPCs

## DRAGOON SQUIRE

*Medium humanoid (any), Lawful good*

**Armor Class** 14 (Studded Leather)

**Hit Points** 44(4d10+20)

**Speed** 30 ft., Leap 20 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	15(+2)	12(+1)	10(+0)	10(+0)

**Saving Throws** Strength +6

**Skills** Athletics +6

**Senses** Passive perception 10

**Languages** Common, and any one language

**Challenge** 1

**1/day Action Surge** A Dragoon can take an additional action on top of their regular action, including a potential bonus action.

**1/day Second Wind** as a bonus action a Dragoon can heal 11(1d10+5) points of damage.

**Charge** When the Dragoon moves 10ft. in a straight line toward a target, it deals an extra +1d4 damage per 10 ft. it ran toward a target.

**Leap** A Dragoon can use half its movement to make a standing leap of 20 feet. While jumping a Dragoon can make one of their attack actions.

### Actions

**Spear.** *Melee Weapon Attack: +6 to hit, 5 ft. reach if thrown(20/60), one target. 7(1d6+3) piercing damage.*

**Pike.** *Melee Weapon Attack: +6 to hit, 10ft. reach, one target. 8(1d8+3) piercing damage. On a roll of 1 or 2, on the damage roll, a Dragoon can re-roll their damage dice and use the new roll.*

## Double Jump

If your players want to perform a double jump function by leaping off a surface, to a wall then again then they can by using the dash action to gain movement, or by using their action surge.

Being that this class is built to jump, the DC for this check would be lower than for other classes (DC 10-13 Athletics check).

## DRAGOON SQUIRE

*Medium humanoid (any), Lawful good*

**Armor Class** 14 (Breast plate)

**Hit Points** 112(11d10+46)

**Speed** 30 ft., Leap 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	14(+2)	13(+1)	12(+1)

**Saving Throws** Strength +8, Constitution +7

**Skills** Athletics +8, Acrobatics +6, Perception +5

**Senses** Passive perception 15

**Languages** Common, and any one language

**Challenge** 5

**1/day Action Surge** A Dragoon can take an additional action on top of their regular action, including a potential bonus action.

**1/day Second Wind** as a bonus action a Dragoon can heal 18(1d10+12) points of damage.

**1/day Indomitable** A Dragoon can reroll a failed saving throw and must use the new roll.

**Charge** When the Dragoon moves 10ft. in a straight line toward a target, it deals an extra +1d6 damage per 10 ft. it ran toward a target.

**Improved Leap** A Dragoon can use half its movement to make a standing leap of 30 feet. While jumping a Dragoon can make one of their attack actions.

**Heroic Landing** As a reaction a Dragoon has the ability to cast *Feather Fall* in itself.

### Actions

**Spear.** *Melee Weapon Attack: +6 to hit, 5 ft. reach if thrown(20/60), one target. 7(1d6+3) piercing damage.*

**Pike.** *Melee Weapon Attack: +6 to hit, 10ft. reach, one target. 8(1d8+3) piercing damage. On a roll of 1 or 2, on the damage roll, a Dragoon can re-roll their damage dice and use the new roll.*

**Dragon Landing** after making a leap, a Dragoon can make an attack roll to land on a creature, the creature and all other creatures within 5 ft. of the dragoon must make a DC 16 Strength check, on a failure the creatures fall prone and take an additional 3(1d6) force damage, on a successful save the creatures stay standing and take no damage.