

ARTIFICER SUB-CLASS: THE DRAGOON

You have rocket boots. Yeah, I said ROCKET BOOTS! The concept of this character is based on the final fantasy dragoon class. Their defining feature is the Jump ability, that launches them into the air and when they come down they deal devastating damage.

TOOL PROFICIENCY:

When you adopt this specialization at 3rd level, you gain proficiency with cobbler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

DRAGOON SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Dragoon Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spell
3rd	Thunderous Smite, Zephyr strike ^{XGE}
5th	Earthbind ^{XGE} , Shatter
9th	Pulse Wave ^{EGW} , Thunder Step ^{XGE}
13th	Gravity Sinkhole ^{EGW} , Storm Sphere ^{XGE}
17th	Far Step ^{XGE} , Destructive Wave

MOBILE LANCER:

When you reach 3rd level, your dedication to flying through the air to stab things with long pointy objects has given you the following benefits:

- You gain proficiency with the halberd, glaive, lance, trident, pike, and other polearms.
- You gain proficiency with heavy armor.
- You gain proficiency in athletics.
- Reduce the effective height you have fallen for the purposes of calculating fall damage by 5 times your artificer level.
- You learn the *thunderclap* cantrip.

JUMP ATTACK:

As an action, you may make a rocket propelled jump attack. You may move horizontally up to 10 times your intelligence modifier and half that distance vertically. At the end of this movement, you may make a melee weapon attack. This attack deals 1d8 bonus damage. This damage is increased to 2d8 at level 9 and to 4d8 at level 15.

LEAPING DODGE:

At 5th level, you can use your rocket boots to hurl you out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SPELL EMPOWERED LANCE:

Also at 5th level, after you finish a long rest, you may imbue your weapon with stored magical power that can be unleashed after an attack. The weapon gains a number of charges equal to your intelligence modifier. After you make a melee weapon attack with the empowered weapon you may use your bonus action to expend charges to cast the following spells, centered on the target.

Level	Spell	Charges Used
5	thunderous smite	1
9	shatter	2
15	pulse wave	3

You are excluded from any area effects that the spell may have.

JUMP ATTACK:

At 9th level, the bonus damage of your jump attack is increased to 2d8.

When you make a jump attack, the attack is considered to be a critical hit if you exceed the target's armor class by 10.

FORCE EMPOWERMENT:

Also at 9th level whenever you deal force or thunder damage to a target, it must succeed at a strength saving throw against your spell save DC or be knocked prone. If the spell already requires a strength saving throw, that save is made with disadvantage.

JUMP ATTACK:

At 15th level, the distance and height of your rocket powered jump is doubled.

When you use **Jump Attack**, you may cast the *thunderclap* cantrip as part of the movement, targeting either the point you begin or end your movement.

The bonus damage of your jump attack is increased to 4d8.

