

FIGHTER SUBCLASS: FLAME DANCER

Some warriors, through means often unknown to them, gain the ability to cover themselves and their weapons in flame. For some, this is through an esoteric breathing technique. For others, this is a strange magical gift. The performance art of fire-eating can lead some to develop these abilities in mundane ways. Many fire genasi and ember dwarves often embrace this archetype, honing their innate flame magic in battle.

FLAME STANCE

Starting at 3rd level, you can wreath your body, armor, and weapons in magical flames. You can use a bonus action on your turn to enter the flame stance and burst into flames for 1 minute. The flames do not harm you or anything you are holding or carrying, and they can't be extinguished.

While in this stance, you shed bright light in a 15-foot radius and dim light for an additional 15 feet, you have resistance to cold damage and fire damage, and when you hit a target with a ranged weapon attack using a thrown weapon or with a melee weapon attack, the attack deals 1d6 bonus fire damage. If you're wielding the weapon in two hands, roll the fire damage twice and use the higher result. You can't deal this bonus damage to each creature more than once per turn.

Also, while you are in this stance, you deal 1d6 fire damage at the start of each of your turns to any creature whose space you are fully within, to any creature that you are grappling, and to any creature that is grappling you. If you're fully within a creature's space and one of you is grappling the other one, you deal the creature maximum fire damage instead of rolling.

You can use this ability up to three times, and you regain all expended uses when you finish a long rest. When you reach 10th level, the number of times you can use it increases to four, and it increases again to five when you reach 18th level. The damage dice increase to d8s when you reach 7th level, and they increase again to d10s at 15th level.

ALIGHT IN FLAME

At 7th level, you learn a trick to sparkle with the glow of flame, helping you hold the attention of others.

You can use your action to make yourself glow with flame for 1 minute. You shed bright light in a 10-foot radius and dim light for an additional 10 feet, and you have advantage on Charisma (Intimidation), Charisma (Performance), and Dexterity (Sleight of Hand) checks when influencing those that can see you. However, you also have disadvantage on Dexterity (Stealth) checks.

You can only use this ability up to a number of times equal to your Constitution modifier (minimum of once), and you regain all expended usages when you finish a long rest.

FIRE-BREATHING

At 10th level, you learn how to turn your breath into fire as you exhale. You can cast the *produce flame* cantrip at-will, requiring only verbal components.

You can also cast *burning hands* at a spell slot level equal to your fighter level divided by 3, expending no spell slots and requiring only verbal components. Once you have done so, you cannot do so again until you finish a short or long rest.

Your attack bonus with these spells equals your Constitution modifier + your proficiency bonus, and your spellcasting DC for these spells equals 8 + your Constitution modifier + your proficiency bonus.

IGNITION STRIKE

When you reach 15th level, when you hit a creature with a melee weapon attack or deal a creature fire damage, you can choose to light it ablaze. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

You can use this ability twice, and you regain both uses when you finish a short or long rest.

GREAT COMBUSTION

At 18th level, you gain the ability to ignite living air and transmute the power within into heat. When you would roll fire damage, if one of the targets of that damage is an elemental of the air subtype, you can choose before you roll to maximize up to a number of those damage dice equal to your Constitution modifier (minimum of 1).

IGNITION MASTER

Starting at 18th level, if you roll initiative and you have no uses of your **Ignition Strike** feature remaining, you regain one usage. Also, your fighter class features that deal fire damage ignore resistance to fire damage.

(v1.0) FROM THE ELEMENTS AND BEYOND

ART CREDIT: UNKNOWN

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