DUALINK

Dreadnought

Fighter Subclass



Runeterra Edition

Dreadnought

Some warriors replace failing flesh with reinforced plating and embedded weapons, becoming walking engines of war. A Dreadnought dominates the battlefield through sheer presence, punishing movement and dragging enemies into lethal positions. Where others advance, a Dreadnought **presses forward**.

Shockframe

At 3rd level, your body incorporates embedded weapons that automatically strike creatures who come too close.

You threaten creatures within **10 feet** of you.

Shock Burst

Once per turn per creature, when a creature:

- enters your reach
- leaves your reach
- starts its turn within 10 feet of you

it takes **1d8 force or thunder damage** (chosen when you finish a long rest).

At 10th level, this damage increases to **2d8**.

At 18th level, this damage increases to **3d8**.

This damage is magical and a creature can only take this damage once per turn.

Repositioning Slam

When you hit a creature with a melee weapon attack, you may force it to make a Strength saving throw: DC = 8 + your proficiency bonus + your Strength modifier

- **Failure:** You wrench the creature

through your guard and throw it behind you. The creature is moved to a space on the opposite side of you from where it started, then pushed an additional **5 feet** in that same direction. The creature falls prone. You may immediately move up to 10 feet toward the creature.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Reinforced Frame

At 7th level, your augmented body advances with unstoppable weight.

- your speed increases by 10 feet
- you have advantage on saving throws against being pushed, pulled, or knocked prone
- your speed cannot be reduced below 15 feet
- opportunity attacks against you are made at disadvantage

Corrosive Line

At 10th level, you unleash a pressurized line of alchemical acid from integrated weaponry.

As an action, you create a **20-foot line** that is **5 feet wide**, originating from you.

Creatures in the area must make a Dexterity saving throw:

DC = 8 + your proficiency bonus + your Strength modifier

- **Failure:** 6d6 acid damage. Speed reduced by 10 feet until the start of your next turn.
- **Success:** Half damage.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Execution Harness

At 15th level, you can embed your weapon into a weakened enemy, binding them to your advance.
When you hit a creature with a melee weapon attack, you may embed your weapon into the target, tethering it to you for 1 minute.
While tethered:

- the creature's speed is reduced by 10 feet
- the creature cannot willingly move further away from you

At the start of each of your turns:
If the tethered creature has hit points equal to or less than **5 × your fighter level**, it must succeed on a Constitution saving throw:
DC = 8 + your proficiency bonus + your Strength modifier

- **Failure:** The creature is reduced to 0 hit points.
- **Success:** The creature takes force damage equal to **twice your proficiency bonus**.

Once you use this feature, you cannot do so again until you finish a short or long rest.

Siege Configuration

At 18th level, your presence makes retreat nearly impossible.
Your Shock Burst can now affect each creature **up to twice per round** instead of once.
Additionally creatures provoke opportunity attacks from you even if they take the Disengage action while within your reach.