

Dragonborn

Prerequisite. Before selecting this race, your Strength score cannot be below 9.

Ability Score Increase.

After selecting this race, choose one of the following options.

- a. Your Strength and Charisma increase by +2.
- b. Your Strength or Charisma increases by +2. The other increases by +1. Then add +1 to any ability score besides Strength or Charisma.
- c. Your Strength and Charisma both increase by +1. Then add +2 to any ability score besides Strength or Charisma.

Creature Type. You are a Humanoid of the subtype Dragonborn.

Draconic Ancestry. All dragonborn were created in the image of a particular kind of dragon, laid over the base form of the human visitors, though all retain their draconic tails. One of these kinds is more dominant in you- usually the one most common by blood descent, but there are exceptions and a distant ancestor could be the determinant of these factors instead. Choose a type of dragon from the below list; this determines properties of your breath weapon, the type of resistance you gain, and your subrace.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. A creature takes 1d12 + your proficiency bonus damage on a failed save, and half as much damage on a successful one. The 1d12 damage die becomes 2d12 at 5th level, 3d12 at 11th level, and 4d12 at 17th level. You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance. You have resistance to the damage type associated with your Draconic Ancestry.

Languages. You can speak, read, and write Common and Draconic.

Size (Dragonborn). You are Medium. Your height can range from 6' to 7'.

Speed. Your walking speed is 30 feet.

Ages. Adulthood (15), Middle Age (40), Old Age (55), Venerable (70), Maximum Age (+2d10)

Ancestral Type & Scale Color	Damage Type	Breath Weapon	Subrace
Amethyst	Force	5x30 foot line	Gem
Black	Acid	5x30 foot line	Chromatic
Blue	Lightning	5x30 foot line	Chromatic
Brass	Fire	5x30 foot line	Metallic
Bronze	Lightning	5x30 foot line	Metallic
Copper	Acid	5x30 foot line	Metallic
Crystal	Radiant	15 foot cone	Gem
Emerald	Psychic	15 foot cone	Gem
Gold	Fire	15 foot cone	Metallic
Green	Poison	15 foot cone	Chromatic
Red	Fire	15 foot cone	Chromatic
Sapphire	Thunder	15 foot cone	Gem
Silver	Cold	15 foot cone	Metallic
Topaz	Necrotic	15 foot cone	Gem
White	Cold	15 foot cone	Chromatic

Metallic Dragonborn

Dragonborn Subrace

At 5th level you gain the Metallic Breath Weapon trait.

Metallic Breath Weapon. You gain a second breath weapon. As an action or a bonus action, you can exhale energy in a 15 foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. Once you use this trait, you can't do so again until you finish a long rest. Whenever you use this trait, choose one:

- **Enervating Breath.** Each creature in the cone must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.
- **Repulsion Breath.** Each creature in the cone must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.

Chromatic Dragonborn

Dragonborn Subrace

At 3rd level you gain the Chromatic Warding trait.

Chromatic Warding. As an action or bonus action, you can channel your draconic energies to protect yourself. For 10 minutes, you become immune to the damage type associated with your Draconic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.

Gem Dragonborn

Dragonborn Subrace

Telepathic Projection. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature, but the creature must be able to understand at least one language.

At 5th level you gain the Gem Flight trait.

Gem Flight. You can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

