

Dragonborn

Revisited

The Dragonborn in this document is an alternative to the version that appears in the Player's Handbook.

Disclaimer

At the end of this document you can find a list of reasons to my design choices. I also want to say that I am no lore master of the DnD universe so if these descriptions are way off let me know I'd be happy to read and learn more. Any feedback I will take it into consideration for future edits and revisions. You can reach me at felixjongleur@outlook.com

Enjoy and may all your dice roll natural 20s.

Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Age. Young dragonborn grow quickly, walking within hours after hatching. They are full grown, developed, and are considered adults by 15 years of age. Whether they are fully accepted into clan's intricate hierarchy as an adult is another story. They live to be around 175.

Alignment. While dragonborn aren't inherently evil or good their ancestry and heritages can certainly play an effect in how they are perceived. Good aligned

dragonborn are more likely to fall in service of mutually aligned deities, such as Bahamut, while evil counter parts might follow Tiamat. These evil aligned ones have potential to become power villains. Rarely found is a neutral dragonborn as their ancestry tend to shape how the other races treat these beings.

Size. Dragonborn stand well over 6 feet tall and averaging 270 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. While your vision isn't that of a true dragon you have at least inherited some of their superior eye sight. You can see up to 60 feet in dim light as if it were bright, and dim light in darkness. Only shades of grey can be discerned in these lighting conditions.

Draconic Ancestry. You have draconic ancestry. First choose from either the Chromatic or Metallic subrace options for your character. From there follow the tables to determine your damage resistance, breath weapon, ability score increase, and skill.

Breath Weapon. This attack is outlined in each of the subset races of dragonborn and is based on your draconic ancestry.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

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

Chromatic

Your ancestry comes from that of some of the most destructive and malevolent beings to inhabit the world. Your colour will be treated with mistrust and

prejudice. Even though the dragonborn aren't necessarily evil, your heritage is hard to see past and many beings have felt the hardships brought on by chromatic dragons. Chromatic dragonborn tend to also share the egotistical traits of their dragon ancestry.

Breath Weapon. Your draconic ancestry favoured raw devastating power as such you can use your attack action to you're your breath weapon. After you use your breath weapon, you can't use it again until you complete a short or long rest.

It is 2d8 at the level 1, 4d8 at 6th level, 5d8 at 11th level, and 6d8 at 16th level. The shape and size of your breath weapon is determined by your choice of ancestry and can be found in the following table. Additionally, at the 11th level the range of your breath weapons increase. Line attacks become 5 by 60 ft. lines, and cones become 30ft cones.

Each creature inside the attack area of your breath weapon must make a DC saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. Save)
Blue	Lightning	5 by 30 ft. line (Dex. Save)
Green	Poison	15 ft. cone (Con. Save)
Red	Fire	15 ft. cone (Dex. Save)
White	Cold	15 ft. cone (Con. Save)

Black

Black dragonborn are naturally suspicious of other beings especially other dragonborn regardless of their ancestry. They are merciless and unrelenting in their goals, they pursue the highest level of efficiency. Black

dragonborn often target the weakest first, instilling a terror and fear in those they might cross. They are found typically in low land areas where swamps, and large wet lands can be found. A black dragonborn has a flat and forked tipped tongue and carries an acidic scent on its breath. Unmaintained this increases in potency along that of foul water or rotting vegetation. When born their scales are glossy black, as they age these scales grow thicker and duller in colour.

Attribute Score Increase. Your Dexterity score increases by 1.

Sneaky. You gain proficiency in the Stealth skill.

Blue

Blue dragonborn are typically narcissistic individuals whom don't take kindly to remarks insinuating that they may be weak or incompetent. In combat they are methodical with their actions, and are patient never wanting to lose the upper hand in a situation. This has led to them treating their adversaries much like that of a game a cat and mouse share. Only disposing of the target when they have lost interest in it. The most egotistical of blue dragonborn allow some of their prey to escape, so that tales of the dragonborn's power can spread throughout the land. Blue dragonborn can typically be found in coastal as well as desert regions. When born the scales of a blue dragonborn vary in shades of blue, ranging from vibrant pearlescent cobalt, to deep shades of indigo. As they age these scales grow thicker and harder and their hides crackle and hum with static electricity. This effect intensifies with

high emotions of excitement and anger, giving off the odor of ozone.

Attribute Score Increase. Your Intelligence score increases by 1.

Enchanter. You gain proficiency in the Arcana skill.

Green

Green dragonborn are the most cunning and treacherous, they use misdirection and trickery to gain the upper hand against their enemies. They do how ever carry an air of sophistication, using their words to coerce others into siding with them. They are silvered tongued and smooth when manipulating others, playing off the creature's deepest desires. They enjoy the company of the other races, but among their own kind they are rude, loud and crass, especially so when dealing with other dragonborn of the same status or age. They are most commonly found in forested regions through out the world. The scales of a green dragonborn at birth are deep green so much so they almost appear black. But as the dragon ages the scales grow larger and the green hues come forward. These hues of green are indicative of the forest region it comes from ranging from emerald, forest greens, or even olive.

Attribute Score Increase. Your Charisma score increases by 1.

Deceptive. You gain proficiency in the Deception skill.

Red

Red dragonborn tend to be the largest of the dragonborn, they use this size to their advantage to intimidate others into submission. They are the quickest to anger and when they do so they tend to enter destructive rages and act

impulsively. Red dragonborn are also the most arrogant of species seeing themselves as the chosen of Tiamat. They can be found most commonly in mountainous areas or the hill lands close to a mountain range. When born the scales of are vibrant glossy scarlet red, as they age the scales grow thicker and stronger while becoming duller and deeper red. The pupil also begins to fade away and the oldest of the red dragonborn have eyes that resemble orbs of molten lava.

Attribute Score Increase. Your Charisma score increases by 1.

Menacing. You gain proficiency in the Intimidation skill.

White

White dragonborn are the smallest of the species as well typically the least intelligent, but for those shortcomings they are also the most resilient. They have incredible memories remembering all victories and defeats, as such they tend to hold grudges. If befriended white dragonborn are the most loyal of the chromatics. Coming from frozen regions of high mountains or coastal these dragonborn can survive where others wouldn't be so fortunate. When born their scales glisten pure white, but as they age they begin to dull and darken. By the time they reach old age the scales are pale blue and light grey.

Attribute Score Increase. Your Wisdom score increases by 1.

Survivor. You gain proficiency in the Survival skill.

Metallic

Metallic dragonborn suffer much of the same prejudice as their chromatic cousins, this is general distrust of the dragonborn nature as whole and what dragons are. As a metallic dragonborn you have long memories and a natural curiosity of the world and other races that share it.

Breath Weapon. Your draconic ancestry has favoured utility over that of the destructive nature of the Chromatics.

At level 1 you can use your attack action to use your breath weapon. After you use your breath weapon, you can't use it again until you complete a short or long rest.

It starts at 2d6, 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. The shape and size of your breath weapon is determined by your choice of ancestry and can be found in the following table. Additionally, at the 11th level the range of your breath weapons increase. Line attacks become 5 by 60 ft. lines, and cones become 30ft cones.

Each creature inside the attack area of your breath weapon must make a DC saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

Alternative Breath Weapon. At the 6th level you gain the ability to use either your damage breath attack or another breath weapon option based on your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. This breath weapon option also gains the benefit of the range increase at level 11 making the 15-foot cones, 30-foot cones.

Dragon	Damage Type	Breath Weapon
Brass	Fire	5 by 30 ft. line (Dex. Save)
Bronze	Lightning	5 by 30 ft. line (Dex. Save)
Copper	Acid	5 by 30 ft. line (Dex. Save)
Gold	Fire	15 ft. cone (Dex. Save)
Silver	Cold	15 ft. cone (Con. Save)

Brass

Brass dragonborn prefer hot and dry places, and love to engage in conversations and accumulate useful information through out their life. They tend to handle conversations with difficult individuals as a challenge to overcome as if the story or information that creature has as treasure to be obtained. The scales of a brass dragonborn start dull brown, and as it ages the scales begin to shine and become warm and lustrous in colour as they mature into old age. As they age the pupils of their eyes fade until they resemble molten metal orbs, this effect manifests in the later years of life.

Attribute Score Increase. Your Charisma score increases by 1.

Smooth Talker. You gain proficiency in the Persuasion skill.

Sleep Breath. You exhale sleep gas in a 15-foot cone. Each creature in that area must succeed a DC Constitution Saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Bronze

Bronze dragonborn actively oppose tyranny and yearn to prove their mettle, whether this be through feats of strength or in battle. They are a typically found in coastal areas and working aboard ships. They enjoy a rich diet of fish and aquatic

plants. The scales of a bronze dragonborn start out yellow tinted with hues of green, this changes into a rich bronze colour in their adult years. As they age the pupils of their eyes fade until they resemble glowing green orbs, this effect manifests in the later years of life.

Attribute Score Increase. Your Strength score increases by 1.

Natural Athlete. You gain proficiency in the Athletics skill.

Repulsion Breath. You exhale repulsion energy in a 15-foot cone. Each creature in that area must make a DC Strength saving throw. On a failed save, the creature is pushed 30 feet away from you.

Copper

Copper dragonborn are typically found in the dry rocky uplands and hills. They enjoy the company of the folk that live in these regions. Copper dragonborn are natural performers, loving riddles, sharing jovial tales, practical jokes and pranks. They become annoyed with creatures who don't laugh or accept their jokes and pranks for simple good humour. The scales of a copper dragonborn start out brownish, and as it ages they become coppery in colour and hue, in their later years the scales begin taking on a green tint. The pupils of their eyes fade until they resemble glowing turquoise orbs, this effect manifests in the later years of life.

Attribute Score Increase. Your Charisma score increases by 1.

Crowd Favorite. You gain proficiency in the Performance skill.

Slowing Breath. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a DC Constitution saving

throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Gold

Gold dragonborn are typically respected by other dragonborn for their wisdom and insight into all manners. They are patient but never to a fault. Gold dragonborn are dedicated foes of evil and will act tirelessly to root out the cause of it. They are however private beings and enjoy peace and quiet as it provides them time to contemplate on the matters at hand. The scales of a gold dragonborn start out dark yellow, and as it ages they become more vibrant and majestic in colour as they mature into old age. The pupils of their eyes fade until they resemble glowing pools of molten gold, this effect manifests in the later years of life.

Attribute Score Increase. Your Wisdom score increases by 1.

Intuitive. You gain proficiency in the Insight skill.

Weakening Breath. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a DC Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, end the effect on itself on a success.

Silver

Silver dragonborn possess a love for knowledge and a respect for all races but particularly humans. They are also typically known for their honorable deeds and noble acts, though they don't typically take it on themselves to root out evil as their gold and bronze cousins. They will however gladly oppose creatures and beings that would commit evil acts or harm innocent beings. The scales of a silver dragonborn start out blueish-grey with highlights of silver, the scales gradually brighten to a polished sheen as they reach their later years. The pupils of the eyes fade until they resemble globes of mercury, this effect manifests in the later years of life.

Attribute Score Increase. Your Intelligence score increases by 1.

Historian. You gain proficiency in the History skill.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Design considerations and thoughts.

Thank you for reading through all of this, some people at this point may be upset, some may be intrigued.

I want to address one thing before going to far, and that is the attribute point changes. I'm sure for some people are wondering why I changed it from +2 Strength +1 Charisma, to +2 Constitution and +1 Charisma. The Constitution change is for multiple reasons. I felt that the +2 Strength dictated to heavily what a dragonborn should be played as. The Constitution bonus also helps justify a longer length in their age, I always felt that the age in the PHB felt weak as the dragons tend to out live even elves. It also helps shore up the DC Saving throw of their breath weapon, and the last point is that it allowed me the opportunity to give the bronze dragonborn +1 Strength. Preventing the +3 to an attribute.

When redesigning the breath weapon, I had tried a few variations but settled on this in the end. I wanted the subset races to feel like they were defined by breath weapons. The Chromatics getting more damage and the Metallics getting some utility. This design choice was to help them reflect their dragon ancestry a little more. I took this further by the addition of a skill specific to each colour and giving them one attribute point associated with that skill. The skills were selected based off the descriptions of the dragon colour and what those dragon's personalities are.

There were many other options I explored but I opted for a design theory of

"If there is already a published feat, or item that modifies the dragonborn features then I won't adapt those into the race it self."

An example of this could be the Dragon Hide feat in Xanathar's Guide to Everything. Another example would be Dragon Breath, a feature from the Dragon Masks found in the adventure Hoard of the Dragon Queen. I wanted to avoid pulling on traits like these and making published material irrelevant.

Ultimately, I felt the dragonborn were weak in class options, skill options were abysmal, and the breath weapon just lost relevance as leveling progressed. While I know when people home brew the breath weapon to be a bonus action I think with the changes I put forward it justifies the action cost.

I'm hoping by putting these options out and having more play testing done I can modify and improve on the race further.

Thanks again and I hope you enjoy this homebrew.

Cheers,

Paul Thibodeau