

# DRAGONBORN

**B**orn of dragons, as their name proclaims, the dragonborn walk proudly through a world that greets them with misunderstanding. Shaped by draconic gods, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids.

Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

**Physical Description:** Dragonborn resemble humanoid dragons, but are slightly bigger than most other races, standing between 6 and 7 feet tall. In fact, their very appearance gives an impression of virtuous purpose. Most dragonborn have very fine scales over most of their body, becoming larger towards their extremities. A dragonborn's head features a blunt snout, a strong brow, and distinctive frills at the cheek and ear. Behind the brow, a crest of hornlike scales of various lengths resembles thick, ropy hair. Their eyes are shades of red or gold.

**Society:** Long ago, dragonborn empires contended for worldwide dominion, but now only a few clans remain to pass on their legends of ancient glory. Their varied nature allows them to integrate easily into other cultures, especially those that hold similar values. Many find a home among humans and dwarves which tend to have martial and law-abiding societies. Above all, dragonborn hate to fail, and push themselves to extreme efforts before they give up on something. A dragonborn holds mastery of a particular skill as a lifetime goal.

**Relations:** Dragonborn culture deems honor as more important than life itself. First and foremost, honor is tied to battlefield conduct, much like a knight's rules of chivalry, but it also extends into every part of a dragonborn's life. Members of other races who share the same commitment find it easy to earn the respect of a dragonborn. This dragonborn propensity sometimes leads others to wrongly view dragonborn as arrogant and proud.

**Alignment and Religion:** Dragonborn carry themselves with good deportment, seeing themselves as humanoid representations of noble dragonkind. Thus, many are good aligned, but like all things, there are exceptions. Due to their nobility and natural reverence for deities, dragonborn are innately devout and display this quality in all aspects of their lives. Most dragonborn revere Apsu as their creator, whether secretly or openly.

**Adventures:** Dragonborn are wanderers, soldiers, and mercenaries, with many taking up the mercenary life to test their mettle. They seek adventure for the chance to prove their worth, win renown, and perhaps become champions about whom stories will be told for generations. To win everlasting glory through mighty deeds, daring exploits, and supreme skill that is the dragonborn dream. Dragonborn are born to fight, and tend to take the fight directly to their foes. As such, they prefer the martial classes of fighter, paladin, and even warlord to the less disciplined ranger or barbarian.

**Male Names:** Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Nadarr, Shamash, Shedinn, Torinn

**Female Names:** Akra, Biri, Daar, Harann, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava

## DRAGONBORN RACIAL TRAITS

**+2 Constitution, +2 Charisma, -2 Dexterity:**

Dragonborn are sturdy and proud but their draconic form makes them less maneuverable.

**Medium:** Dragonborn are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Dragonborn have a base speed of 30ft.

**Dragonkin:** Dragonborn are humanoids with both the reptilian and dragonborn subtypes.

**Draconic Heritage:** Each dragonborn bears a particular color of scales that shows which type of draconic bloodline they hail from. During character creation, a color must be chosen (black, blue, green, red, white, brass, bronze, copper, gold, or silver). Once chosen, this cannot be changed.

**Improved Natural Armor:** Because of their scaly hide, dragonborn gain a +2 natural armor bonus.

**Claws:** Dragonborn have two natural primary attacks that deal 1d4 + their Strength modifier.

**Breath Weapon and Draconic Resistance:**

Dragonborn gain a breath weapon that deals 2d6 points of damage in a 15ft. cone. Creatures hit by the breath must make a reflex save (DC equal to 10 + 1/2 the dragonborn's level + the dragonborn's Constitution modifier) to avoid the damage. They also gain energy resistance 5. The energy type of both the breath weapon and resistance are associated with the dragonborn's color and are listed below.

Color	Energy Type
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

**Darkvision:** Dragonborn can see in the dark up to 60 feet.

**Languages:** Dragonborn begin play speaking Common, and Draconic. Dragonborn with high Intelligence scores can choose from the following: Aqan, Auran, Celestial, Dwarven, Elven, Ignan, Terran

# RACIAL ARCHETYPES

## DRAGON WARRIOR (FIGHTER)

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The dragon warrior's dedication to ancient practices rooted in martial draconic training grants him a closer understanding of his draconic heritage.

A dragonborn dragon warrior's color determines the dragon warrior's resistance and the energy damage inflicted by his dragon bite (see below).

### DRACONIC RESISTANCE (Ex)

At 2nd level, a dragon warrior gets a +2 bonus to Reflex saves against attacks that inflict damage of the same energy type of the warrior's chosen dragon. This bonus increases by +1 for every four levels beyond 2nd, to a maximum of +5 at 14th level. Every four levels beyond 14th, the dragon warrior gains 5 points of resistance to the appropriate energy type (maximum 10 points of resistance).

This feature replaces *bravery*.

### DRACONIC PROWESS (Ex)

At 3rd, 7th, 11th, 15th, and 19th levels, a dragon warrior rolls 1d12 for his Hit Die instead of 1d10 to determine hit points. The dragon warrior also gains other abilities, as explained below:

At 3rd and 15th levels, the dragon warrior gains a +1 increase to natural armor bonus.

At 7th level, he gains a bonus feat from the following list: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, or Toughness.

At 11th level as a free action, a dragon warrior can gain a bite attack. This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon warrior is Small), plus 1-1/2 times the dragon warrior's Strength modifier. He can use his dragon bite for a number of rounds per day equal to 3 + his Constitution modifier. These rounds need not be consecutive.

At 19th level, the dragon warrior's bite attack deals an additional 1d6 points of damage of his energy type on a successful hit.

This feature replaces *armor training 1-4* and *armor mastery*.