

VARIANT DRAGONBORN

One of the races in the Player's Handbook, the Dragonborn has evocative lore as a race, not to mention they just look so cool. Unfortunately this did not translate into good (or even cohesive) mechanics, and that is what we seek to fix here.

What follows is a homebrewed revamp to the dragonborn race selection for Dungeons & Dragons. It is considered to be a "Variant Dragonborn," much like the variant human in the Player's Handbook. All lore, racial names, age, and alignment are therefore assumed to be the same, with only some of the race traits changing for this variant.

DRAGONBORN TRAITS

Ability Score Increase. Your Constitution score increases by 2, and you may advance one other score by 1 (reflecting the size, agility, ancient learning, cunning, or guile of your draconic ancestors).

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table (see PHB, p. 34). Your breath weapon and damage resistance is determined by the dragon type, as shown in the table. You also gain Darkvision (60ft), and gain proficiency with one of the following skills: Athletics, Intimidate, or Deception

Breath Weapon. You can use a bonus 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 saving throw, the type of which is determined by your draconic ancestry. The DC for the saving throw equals 8 + your Constitution Modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon a number of times equal to your Constitution modifier, replenished when you complete a long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry (see PHB, p. 34). In addition, you gain an additional +1 to your Armor Class to reflect your scaly exterior, or +2 to your Armor Class if you are not wearing armor.