

Dragonborn

Minimum Stats: 9 in INT, WIS
Additional XP at level 8: 32000
Uses a custom magic type? Yes

Race 0: 150 XP

Longevity 1
Infravision 3

Expert Bargainer 1
Keen Eyes 1

Bonus Languages 1

The character seems relatively human, apart from a hand-sized birthmark on their arms, face, or torso, and the brilliant color of their eyes.

Dragonborn speak Draconic, Dwarf, Elf, and their choice of beastman language.

Race 1: 300 XP

Longevity 1
Infravision 1.5
Expert Bargainer 1

Keen Eyes 1
Bonus Languages 1

Dragon Resistance 2
Dragon Breath 4

The character's looks have a vaguely dragon-like influences: a tint to their skin, hair and eyes the color of their dragon ancestry, and smooth patches of snake-like scales on their joints and the back of their hands. They have a dragon-like resistance to an element, and three times a day, can produce a breath attack that does 1d4 damage, matching their place of birth:

Mountains (Blue): royal blue to cyan; lightning

Desert and the open plains (Brown): sand to burnt orange; wind

Oceans and lakes (Sea): sea green to navy blue; cloud of steam

Tundra (White): icy blue to white; freezing vapor

Hills and mountains (Red): yellow-orange to deep red; fire

Forests and jungles (Green): olive to forest green; poison vapor

Swamps and wetlands (Black): dark green to black; acid

Sinkholes of evil (Wurm): mottled black; fetid gas (chaotic only)

All breath attacks can be used up to three times per day, and a successful save vs Blast will reduce damage by half. Fire and Wind use a cone 20' wide by 40' long; Fire can set mundane items on fire, while Wind blows small items, ruffles pages, and anything a stiff wind could do. Lightning and Acid use a line 60' long and 5' wide, and can melt metal or burn/dissolve wood to extend its full distance. Steam, Freezing Vapor, and Poison fill a 20' cube; Steam and Freezing Vapor cause missile attacks in the next round to be at a -1. Instead of saving vs. Blast for poison, save vs Poison/Death.

Race 2: 850 XP Dragon Magic 1

Longevity 1
Infravision 2
Expert Bargainer 1

Keen Eyes 1
Bonus Languages 1
Dragon Resistance 2

Dragon Breath 4
Ancient Pacts 1

The character's face is slightly elongated, and on close inspection, their skin is actually smooth, snake-like scales, tinted in the color of their draconic ancestry. The character can begin to tap into the inherent magic of dragons. The chaotic beastmen recognize and fear the power of the dragon within the character...

No character with Dragon Magic can use Divine magic.

Race 3: 1200 XP Dragon Magic 1

Longevity 1	Bonus Languages 1	Ancient Pacts 1
Infravision 2.5	Dragon Resistance 2	Flying 5
Expert Bargainer 1	Dragon Breath 4	Inhumanity -1
Keen Eyes 1		

Though humanoid, the character has snake-like scales, and their body is obviously reptilian; great wings sprout from their shoulders. Their obvious draconic bloodline gains them respect among other Dragonborn, and even dragons, but humans and other demihumans, even Thrassians and other lizardmen, regard them with fear or scorn.

Those with a sea-dragon heritage replace Flying with Swimming 3, and gain the ability to breathe underwater.

Dragonborn breath attacks at this level do 1d6 instead of 1d4 damage.

Race 4: 1700 XP Dragon Magic 2

Longevity 1	Bonus Languages 1	Flying 5
Infravision 3	Dragon Resistance 2	Inhumanity -1
Expert Bargainer 1	Dragon Breath 4	Scaly Hide 1
Keen Eyes 1	Ancient Pacts 1	

More dragon than human, the magical dragon's blood that flows in the character's veins gives access to the sourcerous magic of the Dragonborn, and toughen their scaly hides.

Dragon Magic

Prime Requisite: INT and WIS
Saves as: Cleric
Add'l XP after 8: 100000
Item usage: Mage or Cleric

Ability	Allowed
Collect Divine Power	Yes
Research Spells	N/A
Scribe Scrolls	N/A
Brew Potions	At level 5
Perm. Magic Items	At level 11
Ritual Spell Levels	7th, 8th, 9th
Create Constructs	Yes
Create Crossbreeds	At level 11
Grant Unlife	No

Categories	Multiplier
Blast	1
Death	2.25
Detection	1.25
Enchantment	1.25
Healing	1.5
Illusion	1
Movement	1.5
Protection	1
Summoning	1.5
Transmogrification	1
Wall	1.75

Detection: danger, invisible, magic, treasure, secret doors, and curse are 1x multiplier; known objects are 1.25x multiplier; evil/good, ritual magic, poison, undead, charm, and traps are 1.5x multiplier.
 Enchantment: living is 1x, undead are 1.5x; humanoids are 1x, animals are 1.25x, plants are 1.5x.

lvl	1	2	3	4	5	6
1	1	0	0	0	0	0
2	2	0	0	0	0	0
3	2	1	0	0	0	0
4	2	2	0	0	0	0
5	2	2	1	0	0	0
6	2	2	2	0	0	0
7	3	2	2	1	0	0
8	3	3	2	2	0	0
9	3	3	3	2	1	0
10	3	3	3	3	2	0
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3

Val	Spells	XP
0	None	0
1	2/5	500
2	3/4	938
3	Full	1250
4	Spells x 133%	2500

Only those with draconic bloodlines can use draconic magic.