

RACE

COSMIC DRAGONBORN

At your GM's discretion, you can choose one of the following draconic ancestries for your dragonborn character with hereditary ties to a cosmic dragon.

COSMIC DRAGONBORN TRAITS

Due to your cosmic dragon heritage, your traits manifest slightly differently than your chromatic and metallic dragonborn cousins.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Cosmic dragonborn mature at the same rate as other dragonborn, but they have a slightly longer life span, typically living just over 100 years.

Alignment. Unlike the chromatic and metallic dragonborn's tendency toward extremes, cosmic dragonborn favor neutrality, seeking to further the cosmic balance.

Size. Cosmic dragonborn are of comparable size to their cousins, typically standing well over 6 feet tall and averaging almost 250 pounds. 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. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

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 saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. A creature takes damage equal to 2d6 + half your level (rounded down) on a failed save, or half as much damage on a successful one.

Once you use your breath weapon, you can't use it again until you finish a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. A terrestrial planetary dragonborn instead gains the Planetary Toughness trait below.

Planetary Toughness (Terrestrial Planetary Dragonborn Only). Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dragon	Damage Resistance	— Breath Weapon —	
		Damage Type	Area of Effect
Comet	Cold	Fire	5 by 30 ft. line (Dex. save)
Moon	Cold	Cold	15 ft. cone (Con. save)
Nebula	Psychic	Psychic	15 ft. cone (Wis. save)
Planetary (choose one)			
Gas Giant	Poison	Poison	5 by 30 ft. line (Dex. save)
Ice Giant	Cold	Cold	5 by 30 ft. line (Dex. save)
Terrestrial	—	Fire	5 by 30 ft. line (Dex. save)
Sun	Radiant	Radiant	15 ft. cone (Con. save)

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

VARIANT COSMIC DRAGONBORN

While the dragonborn race is widely regarded as one of the more underwhelming PC race options, the traits on this page are designed to align with those in the core rulebooks. At your GM's option, you also gain the set of traits on the following page corresponding to your draconic ancestry. The Ability Score Increase trait for your draconic ancestry replaces the increase to one ability score of your choice above.

COMET DRAGONBORN

Comet dragonborn tend to be distant, always in search of the next adventure. These dragonborn not only bear a tail—unlike most of their relatives—but two distinct tails. Their tails are not composed of scale and hide; rather, one resembles solid rock and the other a constant stream of icy gas.

Ability Score Increase. Your Dexterity score increases by 1.

Shooting Star. Your base walking speed increases to 35 feet.

Twin Tail. Your tails are natural melee weapons, which you can use to make unarmed strikes. One of your tails deals bludgeoning damage equal to 1d4 + your Strength modifier on a hit, and the other deals 1d6 cold damage on a hit; you don't add your ability modifier to the cold damage. These damages replace the bludgeoning damage normal for an unarmed strike.

In addition, when you take the Attack action on your turn and make an attack with one of your tails, you can use a bonus action to make an attack with your other tail.

MOON DRAGONBORN

Dragonborn who claim moon dragon ancestry are naturally vain and primarily value others according to the tangible benefits their presence provides—some say pragmatic, others conceited. They are known to be exceptionally adaptive to any situation that may present itself.

Ability Score Increase. Your Charisma score increases by 1.

Satellite Guardian. At the end of a long rest, you can touch a willing creature and designate it as your companion until the end of your next long rest. You and your companion automatically succeed on Wisdom (Medicine) checks made to stabilize each other.

Orbital Movement. While you are within 60 feet of your companion, you can use your bonus action to move up to half your speed; you can't end this movement farther away from your companion than you started. You can't use this trait if you have no companion or if your companion is dead.

NEBULA DRAGONBORN

Those who derive their origins from the brilliant nebula dragons share their ancestors' creative spirit as well as

their penchant for magic. Their scales are extremely fine and compact, giving their hide a more leathery appearance than their draconic kin.

Ability Score Increase. Your Intelligence score increases by 1.

Cosmic Sight. You have advantage on Intelligence (Investigation) checks made to discern visual illusions.

Nebulous Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *fog cloud* once with this trait. You regain the ability to cast this spell with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

PLANETARY DRAGONBORN

Dragonborn of planetary dragon descent are renowned for their prudence and levelheaded demeanor. Their stalwart presence is most welcome among bands of adventurers.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Discernment. You have a +5 bonus to your passive Wisdom (Insight) score.

Planetary Form. There are three forms of planetary dragonborn: gas giant, ice giant, and terrestrial. Choose one of these forms.

GAS GIANT

Noxious Resilience. You have advantage on saving throws against being petrified or poisoned.

ICE GIANT

Icy Core. You have advantage on death saving throws and saving throws against being paralyzed.

TERRESTRIAL

Adamant Mind. You have advantage on saving throws against being charmed or frightened.

SUN DRAGONBORN

Dragonborn with sun dragon ancestry exude an assertive, dominant presence. They favor overt displays of power over espionage, and they try to pursue the most straightforward path toward accomplishing their goals.

Ability Score Increase. Your Strength score increases by 1.

Scorching Presence. You have proficiency in the Intimidation skill, and you automatically succeed on Constitution saving throws made to endure hot climates.

Undying Light. As a bonus action, you can cause your body to begin pulsing with vibrant, radiant energy. You shed bright light in a 15-foot radius and dim light for an additional 15 feet. This effect lasts until you're incapacitated, you die, or you dismiss the light as a bonus action.