

VARIANT RACE

VARIANT DRAGONBORN TRAITS

The dragonborn race is widely regarded as one of the more underwhelming official PC race options. With your GM's permission, you also gain the following set of traits that corresponds with your dragon ancestry. These additional traits are designed to add mechanical as well as roleplaying support for your character.

BRASS DRAGONBORN

Conversationalist. You can speak, read, and write two additional languages of your choice.

Grounded. While on the ground, you have advantage on saving throws against effects that would push you, pull you, or knock you prone.

Solemn Slumber. When you reach 3rd level, you can cast *sleep* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

BRONZE DRAGONBORN

Booming Repulse. When you reach 3rd level, you can cast *thunderwave* once with this trait as a 2nd-level spell. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

Dealmaker. You have advantage on ability checks made when negotiating payment for a service or the terms of a contract.

Webbed Feet. You have a swimming speed of 30 feet.

COPPER DRAGONBORN

Crafty. You have proficiency in the Deception skill.

Dragon Speech. When you reach 3rd level, you can use your action to choose one Tiny beast you can see within 30 feet of you, magically granting it the ability to speak and understand Draconic. This effect lasts for 10 minutes. The knowledge and awareness of the beast is limited by its intelligence, but at a minimum, it can give you information about nearby locations and monsters, including whatever it can perceive or has perceived within the past day. Once you use this trait, you can't use it again until you finish a long rest.

Rock Climber. You have a climbing speed of 30 feet, and you can move up, down, and across vertical surfaces made of rock or stone.

GOLD DRAGONBORN

Devourer of Wealth. You can consume coins and gems as food. You receive enough nourishment to sustain yourself for a day from 1 gp worth of coins or gems.

Foretold Fortune. When you finish a long rest, roll a d20 and record the number rolled. Once before the end of your next long rest, when you roll that number on a d20, you can choose to treat the roll as a 20; if the recorded number is a 20, you can instead choose to treat one d20 roll of your choice as a 20.

Strength Sap. When you reach 3rd level, you can cast *ray of enfeeblement* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

SILVER DRAGONBORN

Favorable Disposition. Whenever you're interacting with nonhostile dragons or humanoids, you can add half your proficiency bonus to any Charisma check you make that doesn't already include your proficiency bonus.

Paralytic Resilience. You have advantage on saving throws against being paralyzed or stunned.

Winds of Grace. When you reach 3rd level, you can cast *feather fall* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.