Dragonborn

Demihuman Class

Requirements: Minimum CON 9, minimum INT 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 10
Armour: Any
Weapons: Any
Languages: Alignment, Common, Dragon

Dragonborn are tall, powerful demihumans with scaled skin and dragon-like heads. They typically weigh about 250 pounds and stand around 6' tall. As reptiles, they reproduce by laying eggs. Unlike true dragons, dragonborn do not have wings or tails. Dragonborn live in clans based on the colour of their scales (see ***Draconic Bloodline***) and are known for their fierce loyalty and their love of hoarding gold. It is believed that dragonborn were created by the dragon gods.

Breath Weapon

Like dragons, dragonborn can exhale a breath weapon of destructive energy. The shape of the breath weapon and the type of damage it inflicts depend on the species of dragon that the character has an affinity with (see ***Draconic Bloodline***).

Frequency of use: Up to 3 times per day.

Area: The size of the breath weapon depends on the shape:

- **Cloud:** 10' wide, 15' long.
- **Cone:** 15' wide at the far end, 20' long.
- **Line:** 5' wide, 30' long.

Damage: All caught in the area suffer damage equal to half the dragonborn's current hit points (rounded up). A **save versus breath** is allowed for half damage.



Combat

Dragonborn can use all types of weapons and armour.

Draconic Bloodline

Each dragonborn has an affinity with a specific species of dragons. This determines their breath weapon and the colour of their scales. The player should roll on the table below to determine the character's draconic affinity.

Draconic Bloodline

		Breath Weapon	
d10	Colour	Damage	Shape
1–2	Black	Acid	Line
3–4	Blue	Lightning	Line
5–6	Green	Poison	Cloud
7–8	Red	Fire	Cone
9–10	White	Cold	Cone

Dragonborn Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	13	16
2	3,000	2d8	19 [0]	12	13	14	13	16
3	6,000	3d8	19 [0]	12	13	14	13	16
4	12,000	4d8	17 [+2]	10	11	12	11	14
5	24,000	5d8	17 [+2]	10	11	12	11	14
6	45,000	6d8	17 [+2]	10	11	12	11	14
7	95,000	7d8	14 [+5]	8	9	10	8	12
8	175,000	8d8	14 [+5]	8	9	10	8	12
9	350,000	9d8	14 [+5]	8	9	10	8	12
10	500,000	9d8+2*	12 [+7]	6	7	8	6	10

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Draconic Resistance

A dragonborn gains a +2 bonus to saving throws against the type of damage associated with their breath weapon.

Dragon-Affecting Magic

Dragonborn are affected by magic that specifically targets dragons (e.g. a sword +1, +3 vs dragons).

Dragon Affinity

Dragonborn gain a +1 bonus to reaction rolls when encountering dragons (see ***Encounters*** in ***Old-School Essentials***).

Scales

A dragonborn's scaly skin grants a natural +1 bonus to Armour Class.

After Reaching 9th Level

A dragonborn has the option of creating a stronghold that will attract dragonborn of the same clan from far and wide. Dragonborn from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A dragonborn ruler may only hire dragonborn mercenaries. Specialists and retainers of any race may be hired.

