

The Coil

A more primal Dragonborn has shorter and stockier bodies with larger thicker scales. Losing many of its frills and hair-like scales for a thicker brow and more horns while also having a more serpentine-like lower body.

Draconic Ancestry

You have a dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Draconic Ancestry table. This determines the damage type for your other traits, as shown in the table.

Draconic Ancestry	Damage Type
Red/Gold	Fire
Blue/Bronze	Lightning
White/Silver	Cold
Black/Copper	Acid
Green/Brass	Poison
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

Elemental Upchuck

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 10ft area within 30ft. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Ball a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance

You have resistance to the damage type associated with your Draconic Ancestry

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Vengeful Assault

When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature. Once you use this trait, you can't do so again until you finish a short or long rest.

The Horned

Long and slender bodies with smaller hands and more luminous scales, these Dragonborn match the beauty and grace of many Lung Dragons. Some of the oldest in their ranks also sport horns that resemble elks.

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Draconic Aura

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy centered on yourself in a 10ft area. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Draconic Aura a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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Forceful Presence

You can use your understanding of creative diplomacy or intimidation to guide a conversation in your favor. When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.

The Winged

Looking like most Dragonborn besides the long sets of wings attached to their arms. Their winged arms lead these subspecies to have great upper body strength and large torsos to help them fly. It is also known for some to have serpentine lower bodies.

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Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

Breath Blast

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy blasting toward a creature within 30ft. On a hit, the creature takes 1d10 damage of the type associated with your Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Draconic Aura a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance

You have resistance to the damage type associated with your Draconic Ancestry

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Flight

You have a flying movement speed equal to your walking movement speed; while flying all attacks made with weapons that aren't natural are made at disadvantage. Your Breath Blast attack is made at advantage. In addition, you may boost your speed and agility; when you take the dash action on your turn any attacks at you are made at disadvantage. Once you use this trait, you can't do so again until you finish a short or long rest.