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Dragonborn 5e guide

This guide is designed to give you an idea of whether Dragonborn is right for your character to build. The color code below has been applied to help you identify, in short, how good that choice is for your Dragonborn. This color coding is not a hard and fast rule; There are many sub-optimized options out there that are viable for your party and have fun to play with. Black has a trait divided into many races and or does not affect the effectiveness of your character build red is not going to contribute to the effectiveness of your character build at all Orange is OK option Green is a good choice blue is a great choice, you should strongly consider this option your character sky blue is an amazing choice. If you do not take this option your character would not be optimized for What is Dragonborn? Dragonborn is a bipedal, dragon-like creature that originally hatched dragon eggs. These creatures have scales, taloned claws, and long, reptile faces that resemble their older relatives. The color of the scales resembles the dragon that they descend from, usually those with more vibrant scales and a particularly strong bloodline. Dragonborn are notoriously proud creatures and their clan is more important than life itself. Dragonborn traits ability to score increase: +2 STR is a

fairly rare double racial bonus. Dragonborn is the only race +2 STR and +1 CHA bonus. This particular bonus is not great because most STR melee fighters are dumping CHA, and most CHA wheels are dumping STR. The biggest exception is that Paladin, who absolutely loves this racial bonus. Age: Dragonborns mature 15 and live around 80 Alignment: Dragonborn tend to strongly believe in their cause, whether it's good or evil. Size: Dragonborn is a medium creature, although it is larger than humans about 6 1/2 feet long and starts at 300lbs. Speed: 30ft walking is standard draconic Ancestry: Being able to choose between resistance and damage type your breath is a fantastic utility. Damage resistance: Fire is the most common weather damage type, followed by cold, lightning, acid, then poison. Breath of the weapon: Seeing as a fire is a damage type of most immunity, it is such a double-edged sword to take fire from your Draconic ancestors. Cold is a fairly common type of damage and there are also many creatures of resistance. The main thing you want to avoid is poison, which has by far the most immunity. Languages: Common and Draconic Dragonborn Subraces Unlike elves and elves, Dragonborn subclasses completely replace racial bonuses, breathing weapons and damage resistance in the primary race Draconblood Dragonborn: Ability to Score Increase: +2 INT is great wizards and Artificers, +1 CHA may not be wasted because social skills are always important, but a DEX or CON bonus would be preferred. Darkvision is useful in whether it is debatable if injury resistance is debatable. Forceful presence: Getting one persuasion check advantage is certain, but it's rare that the facial class wants to play Draconblood Dragonborn so it will likely only earn compensation for the dumped CHA stat Of The Ravens Dragonborn Ability To Score Increase: The Same +STR and +1 CHA as the vanilla Dragonborn. Darkvision: Darkvision is useful whether it is debatable if injury resistance is debatable. Revenge Of Assault: Paladins and other Salad classes love this extra attack. Which classes work in Dragonborn? Barbarian: +2 STR is and damage resistance and AoE are excellent barbarians. Bard: CHA bonus is boring, usually you would be looking +2 here. +2 STR is excellent for the College of Valor Bards but would be wasted by most other colleges. Cleric: STR bonus is okay, but the lack of WIS and CON makes it a suboptimable option. Druid: No WIS or DEX Druids. Fighter: Discounts on STR are useful for Melee fighters. Breath Weapon is also a nice AoE attack that considers character progression. Monk: STR and CHA do nothing for monks because they use DEX for attack and damage rolls instead. Paladin: +2 STR and +1 CHA make Dragonborn the perfect racial bonuspaladins. Combine this breath weapon and damage reduction and you will look at a very strong base build. You can choose vanilla Dragonborn to get Draconic ancestors or Ravenite Dragonborn to receive additional attacks (and smites) when melee combat. Ranger: +2 STR is a good melee Ranger, +1 CHA is wasted. No DEX for Rogue. Darkvision doesn't make up for the bad ability bonuses here. Witch: STR boost wasted, but CHA is what you're looking for. Shame cha bonus is only +1 or else this class would be an amazing choice. Damage Resistance and Breath Weapon is a good bonus. Warlock: +1 CHA bonus is nice, but +2 STR goes to waste. Breathing gun helps with limited weather. Wizard: Draconblood Dragonborn is a good racial bonus, but the features are not quite as good as other races, which gives a +2 bonus. If you want to be a Dragonborn Wizard, it's definitely still viable. Your draconian legacy manifests itself in the different traits you share with other dragonborn. Ability to score increase: Your strength score increases to 2, and your Charisma score increases to 1.Age: Young dragonborn grow quickly. They walk for hours after hatching, reach the size and development of a 10-year-old human child at the age of 3 and reach adulthood by 15. They live to be around 80.Alignment: Dragonborn tend to extremes, making a conscious choice for one side or the other of the cosmic war between good and evil. Most loborn are good, but those who side with evil can be terrible villains. Size: Dragonborn is and heavier than people, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.Speed: Your base walking speed is 10 feet. Draconic ancestors dragon damage type Breath Weapon Black Acid 5 30 foot line (Dex. save) Blue Lightning 5 by 30 feet. line (Dex. save) Brass Fire 5 by 30 ft. line (Dex. save) Bronze Lightning 5 by 30 ft. line (Dex. save) Copper Acid 5 30-foot line (Dex. save) Gold Fire 15 feet cone (Dex. save) Green Poison 15 feet cone (Con. save) Red Fire 15 ft. (Dex. save) Silver Cold 15 ft. cone (Con. save) Red Fire 15 ft. Cone (Con. save) Red Fire 15 feet cone (Dex. save) White cold 15 feet cone (Con. save) Draconic Ancestors: You have draconian ancestors. Select one type of dragon from the draconian ancestry table. Your breath weapon and damage resistance will be determined by the Dragon type as shown in the table. Breath Gun: You can use your actions to breathe destructive energy. Your draconian ancestors determine the size, shape, and type of damage of exhalation. If you use your breath weapon, each creature in the field of exhalation must make a savings throw that is determined by your draconian ancestors. D.C. this saving throw equals 8+ your constitution modifier + your level bonus. The creature takes 2d6 damage to a failed save, and half as many damage as a successful one. The damage will increase to 3d6 at level 6, 4d6 11. After you use your breath gun, you can't use it again until you stop short or Long Rest.Damage Resistance: You have resistance to the damage type associated with your draconian ancestors. Languages: You can talk, read and write Common and Draconic. The dachsical is believed to be one of the oldest languages and is often used to study magic. The language sounds harsh on most other creatures and contains a number of heavy consonants and sibilants. Last updated: March 17, 2020 TEMPORARY NOTE: RPGBOT is undergoing a huge update of DnD 5e content to accommodate rules changes and new content introduced by Tasha's Cauldron of Everything. Please be patient when making these changes. I maintained this site as a hobby, and I got access to the book on the same day as everyone else and I'm rushing to catch up as soon as I can. Please check Last updated date under title of each page. If it was updated before 17 December 2004, it would not be used for the 2012 To view ongoing updates, please follow me on Twitter. Disclaimer RPGBOT uses a color coding scheme that has become common in Pathfinder to build manuals that are easy to understand and easy to read at a glance. Red: Bad, useles choices, or options that are very situationful. Orange: OK options or useful options that apply only in rare cases. Green: Good options. Blue: Fantastic options, often an important feature of your character. I do not add third-party content, including From the DMs Guild, even if it is mine because I can not assume that your game allows 3rd-party content or homebrew. I also do not cover unearthed Arcana content because it is not finished, and I can guarantee that it will be available to you in your games. The advice provided below is based on the current status of character optimization meta at the time of the article's last update. Keep in mind that the meta status changes periodically as new source materials or is released, and this article is updated according to the time allows. The introduction to Dragonborn was introduced in the late 3rd edition as a strange template and became a full-fledged race in the 4th edition of the Player Handbook. They were introduced to respond to simple criticism that the game is called Dungeons and Dragons, but there was no easy way to play the dragon. 3rd edition had rules for playing True Dragon, and there are several 3rd-party rules for playing dragon 5th edition (including my own interpretation of Monstrous Races (Affiliate Link)), but there is objectively no easier way to play a draconian theme game than to play dragonborn. Mechanically, dragonborn is one of the weakest racest player manuals. The first level of your breath weapon is a useful offensive tool, but damage scales slowly and Dragonborn just doesn't provide enough racial benefits to compete mechanically with other races. Still, it's a perfectly viable option in several classes, and you just can't compete with the cool-factor of a humanoid dragon. Explorer's Guide to Wildemount introduced two new dragon-born variants: Draconblood and Ravenite. Each replaces the standard Dragonborn's ability to score increases and damage resistance, providing a number of new opportunities to enjoy the race. The classes of Artificer Draconblood offers an important intelligence increase that we need, and dragonborn's breath gun offers a useful AOE damage effect supplement to Artificer's spellcasting. Barbarian Strength Growth is absolutely essential barbarian and Dragonborn's breath weapon provides a useful way to deal with crowds of enemies. Standard Dragonborn's Charisma Growth has been wasted, but the Ravens' Dragonborn's Constitution increase works perfectly, and Vengeful Assault offers a great way to get some extra damage to the output. Bard College of Valor is simply the best choice for dragonborn bard. Without skill boosting, you want to fight medium armor, so start with 14 Dexterity and try to keep yourself alive until the College of Valor gives you medium armor skill in the 3rd level. Cleric Nothing about the birth of the Dragon supports the strengths of the clergyman. If you want a divine feeling, Paladin is a much better choice. Druid does wisdom to increase. Fighter Strength boost works really well for fighters and Dragonborn's breathing weapon provides useful damage opportunity class, which usually is not a way to easily handle the crowds. Charisma boost works perfectly with the Purple Dragon Knight, but other subclasses should strongly consider the Ravens option. Monk Monk is too MAD to work in a race that does not give either dexterity or wisdom boost. Paladin Dragonborn's ability to increase is ideal for Paladin, and injury resistance is a nice addition to Paladin's already remarkable durability. Ranger Dragonborn's racial traits do not offer anything that nicely complements the Ranger. You can build strength-based rangers with medium armor, but it's not enough to make Ranger a good choice for Dragonborn. The rogue doesn't increase. Sorcerer Draconic Bloodline has a lot of sense thematically dragonborn, and between the two you can damage the resistance of two types of damage. Dragonborn's breath gun offers a useful complement to the witch's spellcasting, but expect more to rely on the weather. Either the standard Dragonborn or Draconblood option works perfectly, so choose whichever you want. Warlock As a witch, Warlock benefits from Dragonborn's Charisma to increase and damage resistance, and since The Sorts has fewer spell slots spent in AOE spells, Dragonborn's breath is more influential. Strength growth is a tempting pact with the Blade sorts, but Strength is largely worthless hexblades and if you're building a covenant Blade without Hexblade you're doing something very strange. Either the standard Dragonborn or Draconblood option works perfectly, so choose whichever you want. Wizard Draconblood option offers a +2 Intelligence boost, making Draconblood Dragonborn a viable wizard. Dragonborn's breath gun offers a useful area of damage with a chance of similar burning hands, but expect to rely mainly on the weather and stay away from melee. If you want an intelligence-based dragon-born spellcaster, Artificer is a better choice. Feats of Dragon FearXGtE Making creatures frighten you for a full minute is far more influential than a bit of damage, and extend the AOE to a 30-foot radius of great. Paladins and Fighters should consider this when their primary ability scores are approaching 20, especially if they have an odd numbered ability to score. Sorts may also consider helping pad their limited spelling slots. Dragon HideXGtE witch may be the best candidate for this. Dragon Hide replaces the need for Mage Armor, releasing one of its limited slots to weather the known, but if you invest heavily in the dexterity of your AC is still going to be terrible. Terrible.

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