



DRAGONBORN (TURTLE)

A lineage of Dragonborn whose draconic ancestry traces back to the the fearsome Dragon Turtles. Unlike their more comon kin, these Dragonborn do not have a breath weapon, but benefit from a hard shell a natual affinity with the water.



DRAGONBORN (TURTLE) TRAITS

Your draconic heritage menifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Young dragon born grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3 and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a concious choice for one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains.

Size. Dragon born are taller and heavier than humans, 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. Your draconic ancestor is one of the mighty dragon turtles.

Hard Shelled. You gain a +2 bonus to Armor Class.

Bulky Frame. Your shell makes wearing traditionally sized armors difficult. You must pay to have armor altered to fit your frame. This modification costs two times the normal selling price for the armor.

Damage Resistance. Your draconic ancestry grants you resistance against fire damage.

Amphibious. You can hold your breath 5 times as long as normally allowed (see suffocation rules PHB pg.183)

Natural Swimmer. You have a swimming speed equal to your walking speed.

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