



THE WYRMLING

A RACE, CLASS, AND BACKGROUND FOR CREATING A PLAYABLE WYRMLING DRAGON.





THE WYRMLING

Flames burst around a giant as a wounded red dragon dives headfirst into it. As the giant collapses to the ground defeated, a small cleric kobold clasps her holy symbol, reaching towards the dragon, closing the large wound in its side.

Brass scales silently glide across the stone, white fumes spilling from the dragon's maw. A rogue, cloth covering his face, dashes forward through the fumes as guards fall to the ground asleep around him. The dragon casts a spell rooting the corrupt nobleman in place as the rogue's dagger finds its mark.

APEX PREDATOR

A dragon is a natural born hunter and predator. They are terrifying monsters, something most mortal men dread to face in combat. A dragon makes for a terrifying enemy or a powerful ally. However, even though dragons often sit at the top of the food chain and may see themselves as above the humanoid races, only evil dragons feast on other sentient beings.

RACIAL TRAITS

You come from a mighty heritage, one far more powerful than the average race. However, dragons have subtle disadvantages when compared to other races and are much weaker when young.

- **Ability Score Increase** Your Constitution score increases by 2 and your Charisma score increases by 1.
- **Age** Though dragons can live for many centuries, some nearly ageless, your character is limited to a young age, somewhere between freshly hatched and 6 years old.
- **Alignment** Dragons tend to the extremes, good or evil, lawful or chaotic.
- Chromatic dragons are usually evil while metallic dragons are typically good; however, any dragon that chooses to spend time traveling with humanoids likely falls outside of this stereotype. You are free to choose any alignment you wish.
- **Darkvision and Blindsight** Because of your keen senses, you can see 60 feet in dim light as though it were bright light, and in darkness as if it were dim light. In addition, your senses allow you to perceive your surroundings up to 10 feet away from you without relying on sight.
- **Languages** You speak Draconic and one other language.
- **Size** As a newly hatched dragon your size is small, if only barely. You stand roughly 2 ft. tall, with a length of roughly 4 ft. and a wingspan of roughly 6ft.
- **Speed** You have a walking speed of 20 feet and a flying speed double your walking speed. You can carry your strength modifier multiplied by 5 when flying.
- **Tools and Weapons** Your claws are not as nimble as a humanoids hands. You have disadvantage when using any weapons or tools.

CREATING A DRAGON

This character is intended to be used as both a class and race, with no multiclassing. When building a dragon the most important consideration is why the dragon travels with humanoids. For example, your dragon could have been raised by humanoids.

Whatever the reason, it is recommended that your young dragon is accustomed to and even enjoys the company of humanoids. It may even speak one or two of their languages.

Next, you should consider which race of dragon you will play as. Each dragon has a breath weapons and resistance, as well as secondary type of movement.

QUICK BUILD

To make a dragon quickly, make Constitution your highest ability score, followed by Strength and Charisma. Take intimidation and persuasion as your skills. Last, choose the hatchling background at the end of this document.

WYRMLING

Level	Proficiency Bonus	Features	Breath Damage	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Natural Weapons and Armor, Draconic Bloodline	2d6	—	—	—	—	—	—
2nd	+2	Primordial Sorcery	2d6	2	2	—	—	—	—
3rd	+2	Growth	3d6	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3d6	3	3	—	—	—	—
5th	+3	Swift of Claw and Tooth	3d6	4	4	2	—	—	—
6th	+3	Human form	4d6	4	4	2	—	—	—
7th	+3	Growth/Bite	4d6	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5d6	5	4	3	—	—	—
9th	+4	—	5d6	6	4	3	2	—	—
10th	+4	Breath Attack Feature	5d6	6	4	3	2	—	—
11th	+4	Swift of Claw and Tooth	6d6	7	4	3	3	—	—
12th	+4	Ability Score Improvement	6d6	7	4	3	3	—	—
13th	+5	—	7d6	8	4	3	3	1	—
14th	+5	Growth/Claw	7d6	8	4	3	3	1	—
15th	+5	Breath Immunity	7d6	9	4	3	3	2	—
16th	+5	Ability Score Increase	8d6	9	4	3	3	2	—
17th	+6	—	8d6	10	4	3	3	3	1
18th	+6	Growth/Hit Dice, Chromatic Bite	9d6	10	4	3	3	3	1
19th	+6	Ability Score Improvement	9d6	11	4	3	3	3	2
20th	+6	Beast of Legend	10d6	11	4	3	3	3	2

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Dragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Con

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from the following: Deception, History, Insight, Intimidation, Nature, Perception, Persuasion, Stealth, and/or Survival.

STARTING EQUIPMENT

Dragon's, much like a bird, have a crop, a small throat pouch, often used to transport treasure. You can store 15 lbs. or 1/2 cubic feet worth of items in your crop. Each time you grow, you can store an additional 5 lbs. or 1/4 cubic feet. Items produced from your crop are damp with saliva. Sleeping with items in your crop is intensely uncomfortable.

- A fresh kill worth 10 days of rations such as a small deer, boar, or other wild animal, stored in a nearby location. Alternatively, another party member may have 10 days of rations stored for you, or you may have 10 days of rations in your crop.

- 4d4x10 GP worth of coins, jewelry, or gems stored in your crop

NATURAL WEAPONS AND ARMOR

A dragon has little need of armor as your hide and muscle are like fire tempered steel and your claws and teeth are like daggers. You are proficient with attacks using your claws and teeth, and use strength for them.

As an action, you can make either a bite or claw attack. Your bite does 1d10 damage (increasing to 2d8 at 9th level, and your claw does 1d6 damage (2d4 at 15th level).

Naturally Armored = 10 + your Dexterity modifier + your Constitution modifier

DRAGONIC BLOODLINE

At 1st level, choose from the **Draconic Bloodline table**.

Swimming and climbing are equal to your walking speed, while burrowing speed is half of your walking speed.

The amount of damage from your breath attack increases as you gain levels in this class, as seen under the Breath Damage column of the Dragon table.

Breath save DC = 8 + your proficiency bonus + your Constitution Modifier

Breath Attacks per Long Rest = your Constitution Modifier

After using your breath attack, roll a d6 at the start of your next turn. On a 5 or 6 you can use your breath attack.

DRACONIC BLOODLINE

Dragon	Movement	Damage	Breath Area	Save
Black	Swim	Acid	5 by 20 ft. line	Dex
Blue	Climb	Lightning	5 by 20 ft. line	Dex
Brass	Burrow	Fire	5 by 20 ft. line	Dex
Bronze	Swim	Lightning	5 by 20 ft. line	Dex
Copper	Climb	Acid	5 by 20 ft. line	Dex
Gold	Swim	Fire	10 ft. cone	Dex
Green	Swim	Poison	10 ft. cone	Con
Red	Climb	Fire	10 ft. cone	Dex
Silver	Burrow	Cold	10 ft. cone	Con
White	Burrow	Cold	10 ft. cone	Con

PRIMORDIAL SORCERY

When you reach 2nd level, you begin to harness the magic in your blood. You innately learn some spells and can cast them a limited number of times.

Thematically it can be helpful to choose some of these spells based on your breath weapon damage type.

You learn these spells from the Sorcerer spell list.

SPELL SLOTS

The Wyrmling table shows how many Spell Slots you have to cast your Spells of 1st level and higher.

To cast one of these Spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level Spells of your choice from the sorcerer spell list.

You learn an additional sorcerer spell of your choice at each odd numbered level thereafter. Each of these Spells must be of a level for which you have Spell Slots.

For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer Spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have Spell Slots.

SPELLCASTING ABILITY

Constitution is your Spellcasting ability for your Spells, since the power of your magic relies the magic which runs deep within your being. You use your Charisma whenever a spell refers to your Spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Because of your innately magical nature you ignore the requirement for material components unless they have a gold value listed.

GROWTH

Young dragons grow at an incredible pace, and you are no exception. Your growth is not only manifested physically in your size but also in your abilities. Your claws and teeth become far more deadly as you age, while your breath reaches further.

3RD LEVEL

You are no longer small enough to be considered small. You now count as a medium creature. You grow to roughly 3 ft. tall, with a length of 6 ft. and a wingspan of 9 ft.

Your breath attack now extends to a 15 foot cone or a 30 foot by 5 ft. line and your walking speed increases to 25ft.

7TH LEVEL

You grow to roughly 4 ft. tall, with a length of 8 ft. and a wingspan of 12 ft.

Your breath attack now extends to a 20 foot cone or a 40 foot by 5 ft. line.

In addition, your bite has grown more powerful, and you now deal 2d8 damage with it. Your walking speed increases to 30ft.

14TH LEVEL

You grow to roughly 5 ft. tall, with a length of 10 ft. and a wingspan of 15 ft.

Your breath attack now extends to a 25 foot cone or a 50 foot by 5 ft. line.

Also, your claws have grown in length, and you now deal 2d4 damage with each claw strike. Your walking speed increases to 35ft.

18TH LEVEL

You are no longer small enough to be considered medium. You now count as a large creature. You stand 6 ft. tall, 12 feet long, and have a wingspan of 18 feet.

Your breath attack now extends to a 30 foot cone or a 60 foot by 5 ft. line and your walking speed increases to 40 ft.

Your hit dice increase to a d10. You gain 1d10 (or 6) + your Constitution modifier per level and immediately add 17 points to your hit point maximum for the previous 17 levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If the DM allows it, you may instead choose a feat.

SWIFT OF CLAW AND TOOTH

As your size increases, so does your coordination. You learn how to swiftly strike with your claws in coordination with your bite.

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn. The number of attacks increases to three when you reach 11th level in this class.

However, you may only ever make one bite attack as part of the attack action.

HUMANOID FORM

At 6th level, you can polymorph into a humanoid form or back into your true form. You revert to your true form if you fall unconscious. You retain your Hit Points, Hit Dice, languages, proficiencies, Primordial Sorcerer, and Mental statistics. Other abilities are not usable in this form. You have an appearance unique to you and always change into the same form.

Armor Class 10

Hit Points —

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	—	—	—

Race: You gain any bonuses or abilities of your chosen race that relate to physical statistics, but gain no bonus to mental statistics or innate spellcasting abilities.

Tools and Weapons: You can use both tools and weapons, but are only proficient with them if it is a racial feature

Duration: You can stay in this humanoid form a number of hours equal to your Charisma modifier per long rest.

BREATH ATTACK FEATURE

At 10th level, you gain a new feature to your breath attack depending on your Draconic Bloodline.

For Chromatic dragons, your bite attacks deal an additional 1d4 damage of the same kind as your breath attack, increasing to 2d4 at 18th level. For Metallic dragons, you gain a secondary breath attack, which can be used instead of your regular breath attack once per long rest.

- **Brass:** Sleep Breath. You exhale a cone of sleep gas. Each creature in the area must succeed a Constitution saving throw or fall Unconscious for 5 minutes. This effect ends for a creature if they take damage or someone uses an action to wake it.
- **Bronze:** Repulsion Breath. You exhale repulsion energy in a cone. Each creature in the area must succeed a Strength saving throw. On a failed save, the creature is pushed 20 feet away from the you.
- **Copper:** Slowing Breath. You exhale gas in a cone. Each creature in the area must succeed a Constitution saving throw. On a failed save, the creature can't use reactions, is at half speed, can't make more than one Attack on its turn, and can use either an action or a Bonus Action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

- **Gold:** Weakening Breath. You exhale gas in a cone. Each creature in that area must succeed a Strength saving throw or have disadvantage on Strength-based Attack rolls, Checks, and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Silver:** Paralyzing Breath. You exhale paralyzing gas in a cone. Each creature in that area must succeed on a Constitution saving throw or be Paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DAMAGE IMMUNITY

At 15th level, you gain immunity to the type of damage you deal with your breath attack.

BEAST OF LEGEND

At 20th level, you become a creature of legend

Legendary Resistances (2 per long rest) If you fail a saving throw you can choose to succeed instead.

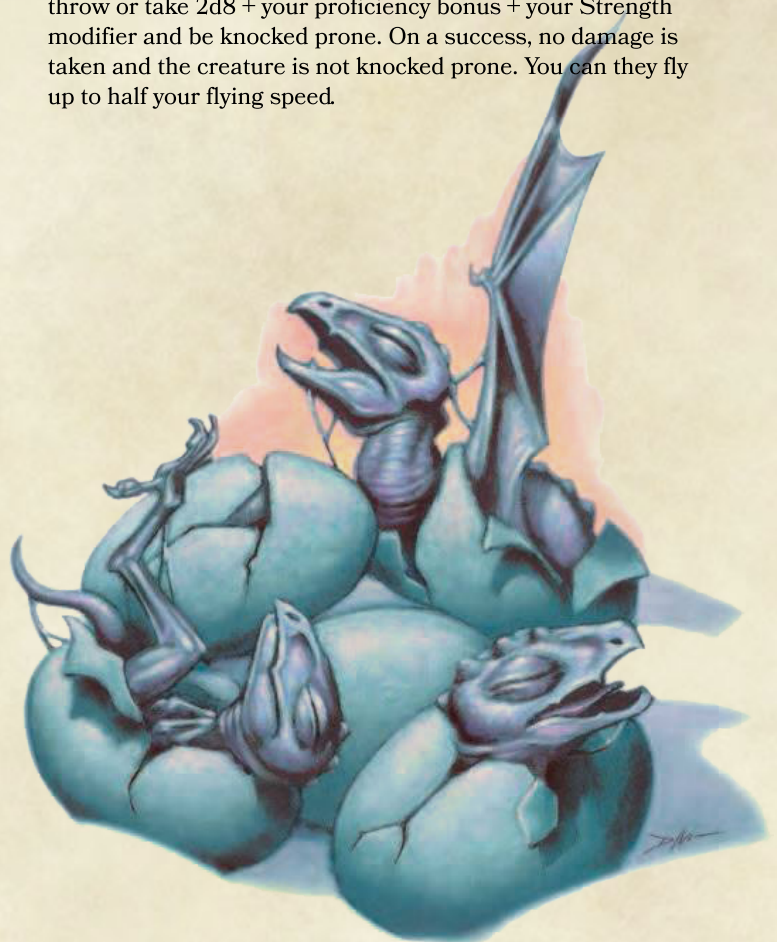
Legendary Actions You can take 2 legendary actions. These can be used at the end of any creatures turn in combat, but only one may be used at a time.

Detect: You can make a Wisdom (Perception) check

Tail attack: You can make a tail attack using your Strength, with a reach of 10 ft and 2d8 + your Strength modifier in damage.

Wing Attack (costs two legendary actions): You beat down with your wings with a surge of power.

Every creature within 10 ft. must make a Dexterity saving throw or take 2d8 + your proficiency bonus + your Strength modifier and be knocked prone. On a success, no damage is taken and the creature is not knocked prone. You can they fly up to half your flying speed.



HATCHLING

Not long ago, you hatched. Through some event, you came to live among humanoids of some kind, either willingly or by force.

Possibly, you spent your time observing, learning the languages of a humanoid race staying hidden and out of trouble, as much as a dragon can.

Perhaps you share a special bond with certain humanoids, or loathe them as lesser creatures, or consider yourself their protector.

Skill Proficiencies: Perception and Stealth.

Languages: Two languages

Equipment: A worthless small bauble or trinket and a small piece of jewelry worth 15gp such as a ring, necklace, or bracelet.

FEATURE: FRIGHTFUL PRESENCE

Creatures smaller than you often regard you with fear. You may choose to create an aura of fear as an action. All creatures of a size category smaller than you must succeed on a wisdom saving throw.

Fear save DC = 8 + your proficiency bonus + your Charisma modifier

Creatures who fail their saving throw are frightened of you for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends, the creature is immune to your Frightful Presence for 24 hours.

Fear is a powerful emotion. A creature frightened by you will remember and see you in a different light. Allies may become hostile, and enemies may become set on your destruction.

d10 Hatching Conditions

- 1 Adopted by an adventuring party
- 2 Hatched in a lair with no parents
- 3 Hatched with parents and siblings
- 4 Stolen by a wizard or sorcerer
- 5 Found by a humanoid family after hatching

d10 Hatching Conditions

- 6 Born as the runt, and kicked out
- 7 Hatched by a king or noble as a pet
- 8 Hatched by kobolds or dragonborn
- 9 Sent by parents to infiltrate society
- 10 Hatched in captivity as a specimen

d8 Personality Traits

- 1 I strongly dislike liars and have no issue calling them out.
- 2 I am incredibly vain and think I am the most beautiful creature ever.
- 3 I greatly enjoy riddles, puns, and jokes.
- 4 I am a patron of beauty. Treasure, art, women (or men).
- 5 I am superior to everything, and look down on everything.
- 6 I'm prone to losing control of my temper.
- 7 My curiosity and thirst for knowledge drives me to carelessness.
- 8 I'm obsessed with understanding the very foreign minds of humanoids.

d6 Ideal

- 1 **Greater Good.** As a dragon, I am strong and therefore it is my duty to protect. (Good)
- 2 **Power.** Power in an ordered system is far greater than power through chaos. (Lawful)
- 3 **Freedom.** I am a dragon, and nothing will control me. (Chaotic)
- 4 **Greed.** I want all the treasure, in my lair, as soon as possible. (Evil)
- 5 **Knowledge.** I am largely uninterested in the affairs of mortals, unless they are highly intelligent or have knowledge I want. (Neutral)
- 6 **Glory.** Bards will sing of me as the greatest of dragons. (Any)

FEAT: NATURALLY AGILE

Rather than relying on brute strength, you have learned to use your natural weapons in a more agile manner. Your unarmed attacks or attacks with natural weapons such as bite, claw, or tail attacks have the finesse property.

This feat is entirely up to the discretion of the DM. It does have other uses than with the wyrmling as it could be used with a rogue/druid build or other multiclassed builds.



LEGAL

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CHANGELOG

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