

Version history	
1.0 (9 September 2019)	Finished most of the outline of the ancestry and archetype, just filling in the more esoteric abilities
1.1 (10 September 2019)	Finished all planned abilities.
1.2 (11 September 2019)	Changed to focus spells and swapped Draconic immunity feat and the one that gives you fake scalemail.

Dragon Ancestry

You Might...

- Collect strange and interesting things whether conceptual(such as songs) or physical(such as gold)
- Impress your beliefs onto others
- Acquire a lair and design it according to your philosophies

Others probably...

- Probably have a hoard of wealth hidden away somewhere
- Find you frightening and overbearing
- Live in a cave



Physical Description...

Society...

Alignment and Religion

Names

Dragon Base stats

Hit points: 8

Size: Small

Speed: 30feet

Ability boosts:

Constitution

Charisma

Free

Ability Flaw

Strength

Languages

Common

Draconic

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Dragon (but isn't immune to sleep and paralyzed)

Rare

Dark Vision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Draconic Form

You have 4 legs and no arms unlike most humanoids and a mouth filled with razor sharp teeth, your fore claws however are dextrous and can hold and manipulate objects as well as a humanoid hand would, including being able to wield a weapon. If holding an item in either fore claw(or both) reduce your land speed by half. You gain a jaws unarmed attack that deals 1d6 piercing damage, your jaws are in the brawling group and have the finesse and unarmed traits. You can also attempt to fall safely as a reaction

Draconic Glide [reaction]

Trigger you are falling

You level yourself out and fall safely this turn dropping only 60 feet, for every 5 feet you drop you may move 5 feet horizontally in any direction you choose.

Draconic Element

Pick an additional trait from below, you gain this trait and whenever an ability refers to your damage type you use the corresponding damage type. You gain Resistance equal to your level to this damage type, but if you choose fire or cold you gain a weakness equal to your level of the other of the one you did not choose. For Water, you must choose whether your damage type

is Electricity or Poison, once chosen, this choice cannot be changed. A GM may choose to limit your physical appearance based upon your choice here, so choose wisely.

Trait	Damage Type
Fire	Fire
Cold	Cold
Electricity	Electricity
Water/Amphibious	Electricity/Poison
Acid/Amphibious or Earth	Acid

Dragon Heritages

There are only a handful of classifications of dragon, while all hold a connection to an element there are larger classifications. Choose one of the following draconic heritage.

Chromatic

Your scales naturally have a matted colorful sheen and all chromatic dragons have 2 wings. Chromatic dragons tend to have a solitary life, finding companionship difficult. You gain the Draconic Sense feat. This heritage uses the Arcane trait and knowledge skills.

Imperial

Your body is longer and slimmer than most dragons and you grow bristles along your head and limbs often giving you a maned appearance. You may not use the Draconic Glide ability as you do not have wings, but whenever you would gain a fly speed from an ancestry feat it is considered magical. Your dextrous form also allows you to carry items in your claws without suffering the movement penalty from draconic form; all 4 of your claws are dextrous and can be used to manipulate and carry objects, although you can only use 2 claws at a time to wield a weapon. This heritage uses the Divine trait and knowledge skills.

Metallic

Your Scales are naturally shiny and have metallic hues to them. metallic dragons of all the other heritages enjoy company and have an easier time conversing with people. Choose one

additional language to learn from the common or uncommon lists. This heritage uses the Arcane trait and knowledge skills.

Primal

Your ancestors hail from one of the elemental planes, of all the other heritages you look the least natural, at least for an animal, looking more like an elemental than a dragon. You gain the Draconic Defense feat. This heritage uses the primal trait and knowledge skills.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a dragon, you select from among the following ancestry feats.

1ST LEVEL

Ancestral Longevity Feat 1
[Dragon]
Prerequisites at least 100 years old
You have accumulated a vast array of lived knowledge over the years. During your daily preparations, you can reflect upon your life experiences to gain the trained proficiency rank in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

Draconic Senses Feat 1
[Dragon]
Your senses are more fine tuned, you gain scent (imprecise) 30 feet, and a greater or

additional sense based upon your dragon trait. Fire gains Smoke Vision, Cold gains Snow vision, electricity/water/acid and earth gain scent (imprecise) 60 feet.

Dragon Scale Armor Feat 1
[Dragon]
Your scales themselves can stop the piercing of arrows and the slashing of swords. Your scales count as a non-removable suit of armor with the comfort trait and belongs to the leather group. Your scales can have runes applied to them as normal armor. When not wearing other types of armor you gain a +5 item bonus to your AC and a maximum dexterity modifier of +1. You use your unarmored proficiency to calculate your AC. This bonus does not stack with Draconic defence's item bonus. You do not count as unarmored while benefiting from this feat.

Dragon Magic Feat 1
[Dragon]
Your dragon blood grants you an innate spell. Choose one cantrip from a spell list based upon your heritage. You can cast this as a spell of that spell type at will. A cantrip is heightened to a spell level equal to half

your level rounded up. Choose from the spell list that matches your heritage's trait.

Dragon Lore Feat 1 [Dragon]

You learned much about the ways of dragons, either from other dragons or on your own surviving where others could not. You gain the trained proficiency in survival and a skill based upon your heritage (Chromatic and Metallic gain arcane, Imperial gain Religion and Primal gain Nature). If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Dragon Lore.

Medium Build Feat 1 [Dragon]

You've grown, your size changes to Medium and you gain a claw attack with the agile, finesse and unarmed traits, it does 1d6 slashing damage. You gain a flight speed of 30 feet. You gain a +1 status bonus to melee damage, this bonus is lost when you are affected by a battle form from a polymorph spell. You may switch your Racial ability flaw to Dexterity, effectively giving an ability boost to strength and flaw to dexterity.

5TH LEVEL

Draconic Defence Feat 5 [Dragon]

Your hide is tough and aligned well with your element, replace your resistance from your draconic element to immunity of the same type.

Humanoid Shapes Feat 5 [Dragon]

You gain access to the Spell Humanoid Form, you can cast this spell as an innate spell of a type based upon your heritage's trait. The duration is permanent but can be dismissed as normal.

Energized Font [1 action] Feat 5 [Dragon]

Prerequisites: focus pool, at least one innate spell from a Dragon ancestry feat that shares a tradition with at least one of your focus spells.

Frequency: once per day

The magic within you provides increased energy you can use to focus. You regain 1 Focus Point, up to your usual maximum.

9TH LEVEL

Dragon Magic Adept Feat 9 [Dragon]

Prerequisites: Dragon magic

You've grown used to using your innate magic and have started using a more complex spell. You gain a 1st or 2nd level spell from the same list as the cantrip you gained from Dragon magic. This spell is an innate spell of your heritage's trait.

Large Build Feat 9 [Dragon]

Prerequisites: Medium Build

You've grown again, your size changes to large. Your flight speed increases to 120 feet and your land speed increases to 40. Your jaws and claw attacks increase their damage die to 1d8. Your jaws attack gains the reach 10 feet trait. You gain a third natural weapon, choose either Tail or Wings(Imperial dragons can't choose wings

and instead can choose a horn attack), once this choice has been made it cannot be changed. This weapon deals 1d8 damage of a type based upon your choice (tail is bludgeoning, wings is slashing, horn is piercing) and has the reach 10 feet trait. You gain a +2 status bonus to melee damage, this bonus is lost when you are affected by a battle form from a polymorph spell.. If you haven't already, you must change your ability flaw to dexterity as done in Medium Build. Any natural attacks you had that had the finesse trait from your dragon form lose them.

13TH LEVEL

Huge Build Feat 13
[Dragon]

Prerequisites: Large Build

You've grown even larger, your size changes to Huge. Your flight speed increases to 150 feet and your land speed to 50 feet. All your natural attacks gain the reach 10 feet trait or otherwise increase their reach trait by 5 feet. You gain a +3 status bonus to melee damage, this bonus is lost when you are affected by a battle form from a polymorph spell.

Natural Weapon Expertise Feat 13
[Dragon]

You've trained especially well with your natural attacks. Whenever you score a critical hit with one of your natural attacks from your dragon form you apply the brawling critical specialization effect.

Dragon Paragon Archetype

Dragon Paragon Dedication Feat 2
[Archetype][Dragon][Dedication]

Prerequisites: Dragon trait

Much of your focus and contemplation is toward what it means to be a dragon, this sharpens your resolve and body in kind. You become trained in survival; if you were already trained in survival, you instead become trained in a skill of your choice. While you still require sleep, you treat saving throws against effects that would cause you to fall asleep or become paralyzed as one degree of success better.

Basic Dragon Training Feat 4
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication

You gain a 1st level Ancestral feat with the dragon trait.

Dragon Movement Feat 4
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication

You gain a movement type of your choice from the options below, once this choice is made it cannot be changed.

- Increase your land speed by 10 feet.
- Gain a swim speed equal to your land speed
- Gain a burrow speed equal to half your land speed
- Gain a climb speed equal to your land speed based upon your Dragon trait. (fire gains lava climb, cold gains ice climb, electricity gains

cloud climb, earth and acid gain
stone climb, water gains a normal
climb speed equal to half their
speed)

Advanced Dragon Training Feat 6
[Archetype][Dragon]

Prerequisites: Basic Dragon Training
You gain one Ancestral feat with the dragon
trait.

Special You can select this feat more than
once. Each time you select it, you gain
another alchemist feat.

Breath Weapon Feat 6
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication
Your innate magical energies are
intermingling with your physical form more
and more, you gain *Breath Weapon* Dragon
spell and a focus pool of 1 focus point. You
must choose where you cast a cone breath
or a line breath when you acquire this feat.
The full rules for focus spells appear on
page 300 of the CRB.

Draconic Reaction Feat 6
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication
You gain Attack of opportunity [Reaction] as
the fighter ability.

Elemental Assault Feat 8
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication
Your element becomes more potent in your
body and may be used to harm other
creatures. Your jaws attack gains 1d6
damage of your damage type adds your trait
to it's list of traits, these dice are affected by
striking runes gaining additional dice as
normal. A Primal Heritage dragon instead
gains a 1d4 damage die but the effect is

applied to all your nature attacks not just
your jaws attack.

Draconic Frenzy[2 actions] Feat 8
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication,
Medium Build
Make a jaws strike and 2 claw strikes in any
order.

Long Body Feat 10
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication,
Large Build

Increase the reach of your Jaws and wings
or tail attack by 5 feet.

Frightful Presence Feat 10
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication,
Large Build, a focus pool
Your presence fills the hearts of mortals with
dread. You gain the *Frightful Presence*
Dragon Spell. Increase the number of focus
points in your focus pool by 1.

Elemental Aura[1 action] Feat 12
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication,
a focus pool
Your element suffused over your entire
body, you gain the *Elemental Aura* Dragon
spell. Increase the number of focus points in
your focus pool by 1.

Gargantuan Build Feat 16
[Archetype][Dragon]

Prerequisites: Dragon Paragon Dedication,
Huge Build
My! How have you grown. Your size
changes to gargantuan. Your fly speed
increases to 180 feet and your land speed
to 60 feet. All your natural attacks have their

reach increased by 5 feet. You gain a +4 status bonus to melee damage, this bonus is lost when you are affected by a battle form from a polymorph spell.

Elemental Devastation[action 2]

Feat 20

[Archetype][Dragon]

Prerequisites: Elemental Aura, Breath Weapon

You suffuse yourself with your elemental energies. You gain access to the Elemental Devastation focus spell. Increase the number of focus points in your focus pool by 1.

Focus spells

Key Terms:

Damage Trait: Sometimes the rules will mention your Damage trait, this refers to trait gained by your Draconic element (Fire, Cold, Acid), use that trait when actually using the ability in play.

Dragon Trait: Sometimes the rules will mention your Dragon trait, this refers to trait gained by your Draconic Element(Fire, Earth, Cold, Amphibious), use that trait when actually using the ability in play.

Dragon Spells: By drawing upon your innate magical energies you can create magical effects. Certain feats grant you special spells called Dragon spells, which are a type of focus spell. When you gain your first Dragon spell, you also gain a focus pool of 1 focus point. You refill your focus pool during your daily preparations, and you regain 1 focus point by spending 10 minutes using the refocus activity to stoke your inner energies.

Your Dragon spells are of the trait related to your heritage. (an Imperial dragon's dragon breath is a divine spell). You become trained in spell attacks and spell DCs of that tradition.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules for focus spells appear on page 300 of the CRB.

Heritage trait: Sometimes the rules will mention your Heritage trait, this refers to trait gained by your heritage (arcane, divine, or primal), use that trait when actually using the ability in play.

Breath Weapon Focus 3
[rare][Evocation][Damage Trait][Dragon Paragon]

Cast 2

Area 30 foot cone or 60 foot line.

Saving Throw Basic Reflex

You breath out a torrent of your inner elements and unleash them raw upon your foes. You deal 6d6 damage of your damage trait. Everyone within the area must attempt a basic reflex saving throw.

Heightened (+1) The damage increases by 2d6.

Heightened (6th) Area increases to 40 foot cone or 80 foot line.

Heightened (9th) Area increases to 50 foot cone or 100 foot line.

Frightful Presence Focus 5
[Aura][Emotion][Fear][Mental][Dragon Paragon]

Cast 1

Area 30 foot emanation

Duration sustained up to 1 minute

Saving Throw Will

Your raw predatory instinct can be felt by those who you consider prey. You create an Aura around yourself that can frighten even the mightiest of beasts. A creature that first Enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this creature's Frightful Presence for 1 minute.
Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Heighten (7th) increase the area to 60 feet

Heighten (9th) increase the area to 90 feet

points of damage of your damage trait, and must attempt a basic reflex saving throw.

The affected area becomes difficult terrain for creatures who do not share your dragon trait. This is an exhaustive process and you can't use Elemental Devastation again until you refocus or the next time you prepare.

Elemental Aura Focus 6

[Aura][Evocation][Damage Trait][Dragon Paragon]

Cast 1

Area 5 foot emanation

Duration 1 minute

You become surrounded by an aura of your elemental energies. This aura has a range of 5 feet and deals 3d6 points of damage of your damage trait and any enemy who enters or begins their turn within the aura must attempt a basic reflex saving throw.

Elemental Devastation Focus 10

[Aura][Evocation][Damage Trait][Dragon Paragon]

Cast 3

Area 50 foot emanation and 50 foot cone

Duration 1 round

Saving Throw basic Reflex

You release a devastating torrent of energy on your surroundings. Everyone within the 50 foot cone takes 15d6 damage of your damage trait and must attempt a basic reflex save. Everyone who begins their turn or enters the 50 foot emanation takes 3d6