

Pyre Drake

Lesser Dragon x Karrian

In spite of the range of elements available to lesser dragons, Pyre Drakes are exclusively known for their fire. They visually appear to be lesser fire dragons, with open flames emitting from certain parts of their bodies. This usually manifests as a burning tail, or shoulders, but it's by no means limited to those parts.

Race traits

Attribute modifiers:

None

Height range: 4'11" - 7'11"

Weight: 180 - 550 lbs

Race size: medium

Movement speed: 25 feet

Newborn: 0 - 4 years

Adolescent: 5 - 12 years

Juvenile: 13 - 16 years

Adult: 17 - 350 years

Mature: 351 - 499 years

Venerated: 500+ years

Age range: Pyre drakes don't often survive to adulthood, due to their tendencies to accidentally start fires. They can survive on their own as early as 13 years old.

Average age: 50

Greater Innate Offense:

You have -4 Charisma against true dragons. When in combat with a true dragon, they will target you first over other combatants, and have -1 CT to all actions targeting you.

Natural Flame:

Choose at least one part of your body. This part of your body is now perpetually burning. You are not harmed by this fire, and allies cannot be harmed without touching the flame for at least 1 rotation. This flame cannot be put out permanently by any means until you die.

Flaming Form:

You unleash the flames burning within, enhancing your power. You can activate Flaming Form as a free action, but reverting from Flaming Form requires a full action. Your entire body ignites with intense fire, igniting anyone adjacent to you. You take 3x water damage while in this form,

but are immune to fire damage, and the burned and ignited status effects. Killing an enemy with Burning Breath while in Flaming Form makes the next Burning Breath you use do double damage.

Burning Breath:

Your aptitude for fire breath rivals that of even half-dragons.

Once per day, you can exhale either a 20 ft < of fire that deals (1+D8) fire damage per level **OR** you can exhale a 30 ft pillar of flames that deals (1+D8) fire damage per level to anyone in the beam, and (1+D4) fire damage per level to anyone on either side of the beam. This has +6 to hit.

Killing at least one enemy with this ability restores one use.

Every 10 levels, gain an additional use per day.

At level 5, it becomes a 30 ft < or a 40 ft beam

At level 10, Burning Breath deals 2 levels of burn to anyone hit.

Every 15 levels, it applies an additional level of burn.

At level 20, the damage dealt by Burning Breath is doubled, and it becomes a 40 ft < or a 50 ft beam.

Greater Hybrid:

You are required to take the *Greater Hybrid* trait as one of your starting traits.