

[After much thought and debate, here are modified rules for playing half-dragons. The reasons for these changes are: a) consistency between racial modifiers and parental abilities (why would a gold dragon's offspring take a penalty to wisdom when gold dragons are the wisest of dragon species?), b) fairness among half-dragon types (so half gold-dragons don't get all the best perks and damage), and c) to flesh-out a half-dragon's abilities within the context of my campaign world. Please remember, however, that this material is supplemental to Council of Wyrms; please read that source book to answer anything not covered here. Additional input appreciated. Thanks --DC]

## HALF-DRAGONS

All half-dragons start out looking just like other members of the same race as their non-draconic parent. Often a half-dragon will bear subtle clues to the character's true nature, such as a slight skin tone tint, particularly bright and/or feral eyes, extra sheen in their hair, etc, although the specifics are up to the player (with DM approval). All half-dragons have enhanced strength, resilience, slight infravision, etc, as detailed below, although all other attributes are within the range of what is normal for the non-draconic parent's race.

In addition to any normal racial abilities, half dragons get the following attribute modifiers and special abilities:

- +1 Str (subject to non-draconic parent's racial maximum)
- +1 Per (subject to non-draconic parent's racial maximum)
- +1 saving throw bonus vs parent's type of attack (fire, cold, or lightning)
- AC 9 (base)
- 10' infravision
- Hear Noise as a thief of the same level (or a like amount as a racial bonus if a thief/bard/assassin/scout/etc)

In addition, each additional level, a half-dragon gains:

- +1 AC (base, AC 2 maximum)
- +10' infravision (120' maximum)
- +1 saving throws vs parental attack type (fire and poison gas, cold and paralyzation, or lightning and repulsion)

Finally, every additional odd level, a half-dragon gains:

- +1 Per (subject to non-draconic parent's racial maximum)

As a half-dragon advances in level, she may choose a discretionary ability EVERY even level (2nd, 4th, 6th, 8th, 10th, 12th, etc). The discretionary abilities are different for different types of half-dragons, and are fully detailed in Council of Wyrms, with the two following modifications: Immunity to an attack type should be treated as Resistance (as ring), although this can be taken twice, and Infravision should be treated as Ultravision.

As a half-dragon advances, she automatically receive certain abilities at EVERY odd level (3rd, 5th, 7th, 9th, 11th, etc), as detailed below:

- 3rd +1 Str (may now exceed normal racial maximums)
- 5th hands do d4 dmg by claw or punch
- 7th hands do d6, may breathe parental attack type for 3d4 dmg
- 9th +1 Str, may breathe for 3d6 dmg

The cost for all of this is that a half-dragon must earn double experience points for each level, although they may begin at first level. In addition, half-dragons are considered "generic dragons" for purposes of magical items and spells, such as a sword of dragon slaying or *blockbreath*. Finally, all half-dragons should begin play as adolescents, between 14 and 18 years of age. The logical reason for this is that it would be at that time, as the half-dragon's body was going through other changes, that her unusual abilities would be most obvious. The game effect is that half-dragon PCs should initially take the sub-adult attribute modifiers.