

Dragon Kings®

The background of the cover is a vibrant, stylized illustration. On the left, a large dragon with a purple head, yellow body, and pinkish-purple wings is breathing fire. In the center, a knight in red and white armor is flying through the air. In the foreground, a blue, scaly dragon-like creature is holding a spear. The sky is a mix of blue, pink, and yellow, with stylized clouds and a large red 'X' watermark.

5e Rules
by Chris Sims

Sample file



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by Chris Sims

Additional Design: Steven Fowler, Robert Aducci

Editing and additional proofreading: Paco García Jaén

Cover Art: Ander Akizu

Interior Illustrations: Thomas Babbey, Thomas M. Baxa, Thomas Denmark, and Savage Mojo's own Carly Sorge and Alida Saxon

Original Graphics and Layout: William W. Connors and Damien Coltice for BBE

5E Rules Layout: Paco García Jaén

Social media manager: Steven Fowler

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Dragon Kings World 5E Rules PDF version 1.0

www.dragonkingsproject.com

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Sample file

Races of Khitus

This section describes the playable races of Khitus. For more details on each race, please refer to the Dragon Kings Core book.

Humans

Khitan humans are like their counterparts on other worlds. Khitus has several human ethnicities, detailed in the Dragon Kings World Book, including the Attites, Chindi, Makadan, Nordor, and Prajalu.

Ability Score Increase: Two different ability scores of your choice increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans can vary from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

Languages. Common is the predominant Attan tongue, spoken across the world, with dialects among the Chindi and Prajalu. Makadan and Nordor peoples speak dialects of Makad, but most of them also speak the Attan-derived Common tongue.



Krikis

Unlike the generic drone in a Kriki hive, your character is of the warrior or “bright” rank and has inborn traits.

Ability Score Increase. Increase your Dexterity score by 2 and your Constitution score by 1.

Age. Krikis mature in about three months. They can live up to fifty years, though few hive-dwelling krikis live more than two years.

Size. Krikis warriors are about 6 feet tall and average about 220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Alignment. Krikis are practical and unmoved by moral considerations they are neutral.

Acrobatic Jumper. You have proficiency in the Acrobatics skill and can use that skill to jump. You can make a running jump without moving first.

Alien Mind. You have advantage on saving throws against becoming charmed.

Blindsight. Your antennae and fine hairs on your body are sensitive to vibrations. You have blindsight out to a range of 10 feet.

Chitinous. Your chitin protects you from harm, but it is still part of your body, and an injury to it hurts you.

Other Races

The dwarves, dragonborn, elves, gnomes, halflings, tieflings, and half-elves and half-ores of the core rules don't exist on Khitus. However, the racial traits of these beings could be used to represent something that is Khitan. You could create a dragonborn as a oritahl with a unique background related to Khitan dragons.

The dwarf racial traits could be applied to Nordor descended from a famed mining family. Tiefling traits could apply to a specific Yenfansa. Ultimately, the use of core races in a Dragon Kings game is up to you and your GM.

Dragonborn

On Khitus, no dragonborn exist as a coherent species. This isn't to say such a being couldn't be part of your game. If you choose to include dragonborn, you could use them as they appear in the normal rules, relating their magical heritage to some vestige of the Dragon Kings. You might instead limit them to Khitan dragonkind with the following ancestries.

DRACONIC ANCESTRY

Dragon	Damage Type
Bone	Thunder
Coal, Rock	Fire
Mud	Acid
Wind	Lightning

Your hit point maximum increases by 1 at 1st level, and it increases by 1 every time you gain a level.

Sensitive. Your sharp senses grant you proficiency in the Perception skill.

Undeveloped Sentience. If you assign a score of 8 or lower to your Intelligence during character creation, before applying the benefit of any Ability Score Improvement feature, you can improve one other ability score of your choice by 1. Alternatively, your GM can allow you to select a feat.

Languages. You can speak Common and Hivespeak, the unique language of the krikis. Few krikis can read or write any language.

Oritahl

Your oritahl or cold-skin character has the following racial traits.

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

Age. Oritahl mature in three years and can live up to ten times that.

Size. Oritahl stand 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet. You can also swim exceptionally well, and you have a swim speed of 30 feet.

Alignment. Emergent oritahl have little in the way of a moral compass. They are neutral.

Athletic. You have proficiency in the Acrobatics skill and the Athletics skill.

Hold Breath. You can hold your breath for a number of minutes equal to your Constitution score. When you run out of breath, you survive for a number of rounds equal to your Constitution score before dropping to 0 hit points.

Natural Weapons. You have claws and fangs. Your unarmed strikes deal 1d4 slashing damage if you use your claws or 1d4 piercing damage if you bite. These weapons have the finesse and light properties.

Scaled. You have a tough hide and body. Your hit point maximum increases by 1 at 1st level, and it increases by 1 every time you gain a level.

Undeveloped Sentience. If you assign a score of 8 or lower to your Intelligence during character creation, before applying the benefit of any Ability Score Improvement feature, you can improve one other ability score of your choice by 1. Alternatively, your GM can allow you to select a feat.

Languages. You can speak Common and Oritahl, which is a pidgin of Common and Pachyesh. You understand some Pachyesh. Few Oritahl can read.

