

Wyvaran

A homebrew Pathfinder 2e ancestry

Hit Points: 10

Size: Medium

Speed: 25 Feet

Ability Boosts:

Dex

Wisdom

Free

Ability Flaws:

Intelligence

Languages:

Common

Draconic

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Goblin, Jotun, Dwarven, Orcish, and any other languages to which you have access (Such as the languages prevalent in your region).

Traits: Dragon, Humanoid

Darkvision

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

Fly

Wyvaran have a fly speed of 30 feet, though are clumsy and take a -10 penalty to Acrobatics fly checks.

Wyvaran Heritages

Coastal Wyvaran

Coastal Wyvarans often take to the air to defend their territory from intruding ships, and are forced to learn aerial maneuvers to avoid siege fire. They remove the -10 penalty to Acrobatics flight checks, and gain +2 AC and a +2 circumstance bonus on Reflex saving throws against large ranged weapons.

Neglected Heritage

Because of their dwindling population and cultural stagnation, some Wyvarans have given up on their people, favoring a life among other races instead. Pick another race, you may pick from their racial feats rather than Wyvaran.

Greedy Wyvaran

Most Wyvarans crave treasure, but for some, amassing wealth is a compulsion. Wyvarans with this trait gain a +2 bonus to Appraise. In addition, you gain a +2 bonus to Slight of Hands checks when attempting to take items from other creatures. You may use your tail to attempt this Sleight of Hand check.

Vestigial Wings

When resources are particularly scarce, some young wyvarans develop smaller-than-average wings incapable of flight. You lose your *Fly* feature, but gain a +2 bonus to Acrobatics and Climb checks, as well as resistance 20 to bludgeoning damage from falling.

Traditional Wyvaran

Generations of wyvaran elders pass down tales that predate written history. While many ignore these or dismiss them as simple stories, others revere the lore of their elders. These wyvarans consider it their sacred duty to study the lost histories and pass them down to others. You gain a +2 bonus to your choice of two from Arcana, Religion, Nature, Occult, or Lore skills.

Draconic Wyvaran

The dragon's blood runs deep in your veins, granting you the power of a breath weapon based upon the color of your scales. This ability costs two actions with the Damage Type, Arcane, and Evocation traits, and creates an area of effect based upon the table below. Any creatures caught within the area must make a Reflex save, the DC is based on your class DC, and deals 4d6 damage of a type based upon the table below.

Color	Breath Ability	Color	Breath Ability
Black	30ft-Line; Acid	Brass	30ft-Cone; Fire
Blue	30ft-Line; Electricity	Bronze	30ft-Line; Electricity
Green	30ft-Cone; Poison	Copper	30ft-Line; Acid
Red	30ft-Cone; Fire	Gold	30ft-Cone; Fire
White	30ft-Cone; Cold	Silver	30ft-Cone; Cold

Wyvaran Ancestry Feats

1 st Level	
Tail Whip	<p>By birth or through training, your tail is strong enough to make for a powerful melee weapon. You gain a tail unarmed attack that deals 1d6 bludgeoning damage and has the sweep trait.</p>
Spawn of the Destroyer	<p>Wyvarans with this ability can trace their bloodline back to Jirak of the Flames. Like their ancient sire they are very fond of fire, and are treated as +1 level higher when casting spells with the Fire trait. This trait does not give early access to level-based powers; it only affects powers that they could already use without this trait.</p> <p>Special: Can only be taken at 1st level</p>
Stormchild	<p>Wyvarans with this ability can trace their bloodline back to blessed Dohinin. They gain fast healing 2 for 1 round anytime they take electricity damage. Wyvarans can heal up to 2 hit points per level per day with this ability, after which it ceases to function.</p> <p>Special: Can only be taken at 1st level</p>
Draconic Terror	<p>Your draconic heritage inspires fear, and you know how to exploit that. You gain a +2 bonus on all Intimidate checks, and add +1 to the DC of all fear spells that you cast.</p>
Kobold Kin	<p>Some Wyvarans favor their kobold heritage. You may choose any Kobold Ancestry feats. You also gain a +2 bonus to Craft checks to create traps and Perception checks. If you are not already, Craft becomes trained.</p>
Warding Wings	<p>You have mastered the technique of intercepting projectiles with the wind from your wings. You may use a reaction to gain +2 to your AC against a ranged Strike targeting you.</p>
Recovery	<p>You can recover from even the worst tailspins and collisions. As an action, you may perform a DC 15 Acrobatics check after 20 feet of falling due to a failed Acrobatics check for flying.</p> <p>On Critical Success: You right your flying and may move normally for the rest of your turn.</p> <p>On Success: You right yourself, and can hover in place until your next turn.</p> <p>On Failure: You fail to correct your flight.</p> <p>On Critical Failure: You fail to correct your flight, and plummet a further 10 feet.</p>

