

DFA
Level

DFA
Level
Breath Weapon
Damage (d6)
Breath Effect

1	1		<input checked="" type="checkbox"/> Dragonouched (+1 hp, listen, search, spot, saves vs paralysis/sleep, qualify for draconic feats as sorcerer)
2		1	<input type="checkbox"/> Scales +2 (natural armor bonus)
3	2		
4			<input type="checkbox"/> Dragonkin (+4 comp bonus vs dragons/dragonblood when using diplomacy. Treated as dragon vs frightful presence)
5	3	2	
6			<input type="checkbox"/> Damage Reduction 2/Magic
7	4		
8			<input type="checkbox"/> Scales +3
9	5		
10		3	<input type="checkbox"/> Breath weapon range doubles
11	6		
12		4	<input type="checkbox"/> Scales +4
13	7		
14			
15		5	
16			<input type="checkbox"/> Damage Reduction 5/Magic
17	8		
18			<input type="checkbox"/> Scales +5
19			<input type="checkbox"/> Immunities (paralysis, sleep)
20	9	6	

BREATH WEAPON DAMAGE

d6

From Level 1: 15ft. Cone or 30ft. Line

From Level 10: ☐ 30ft. Cone or 60ft. Line

REFLEX
SAVEDC

DFA
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CON}$$

(Round down)

CHARGES



CHARGES



CHARGES



CHARGES



CHARGES



Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Least	<div><div></div></div>																			
Lesser						<div><div></div></div>														
Greater											<div><div></div></div>									
Dark																<div><div></div></div>				
Invocations Known	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8

Invocation	Invocation Level	Equivalent Spell Level	Invocation Save DC
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Invocation Save DC = 10 + CHA + Equivalent Spell Level

%

Breath Effect

Breath Effect	Minimum DFA Level	Cool- Down Rounds
1		
2		
3		
4		
5		
6		
7		
8		

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.

1
