

DFA Level	
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DFA
Level
Breath Weapon
Damage (d6)
Breath Effect

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

BREATH WEAPON DAMAGE

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

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

REFLEX
SAVE DC

DFA
Level

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

(Naar beneden afgerond)

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Least	■																			
Lesser						□														
Greater											□									
Dark																□				
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	Minimum DFA Level	Cool- Down Rounds
1		
2		
3		
4		
5		
6		
7		
8		

CHARGES #

CHARGES # 

CHARGES # 

CHARGES # 

CHARGES #

POTIONS

[illegible]