

DFA Level	
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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 armour 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	
13			<input type="checkbox"/> Scales +4
14	7		
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

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

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

REFLEX
SAVE DC

DFA
Level

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

(Round down)

CHARGES

CHARGES

CHARGES	#
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CHARGES	#
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CHARGES	#
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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

ARCANE SPELL FAILURE THRESHOLD

_____ %

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

SCROLLS

[illegible]

POTIONS

[illegible]