

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	2	<input type="checkbox"/> Scales +2 (natural armour bonus) <input type="checkbox"/> Dragonkin (+4 comp bonus vs dragons/dragonblood when using diplomacy. Treated as dragon vs frightful presence)	
3			
4			
5	3	2	
6	4	<input type="checkbox"/> Damage Reduction 2/Magic <input type="checkbox"/> Scales +3	
7			
8			
9	5	3	
10	<input type="checkbox"/> Breath weapon range doubles		
11	6	4	
12			
13	<input type="checkbox"/> Scales +4		
14	7		
15	5	5	
16	8		<input type="checkbox"/> Damage Reduction 5/Magic
17			<input type="checkbox"/> Scales +5 <input type="checkbox"/> Immunities (paralysis, sleep)
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

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

(Round down)

CHARGES

The image shows three groups of ten blocks each, represented by a 2x5 grid of blocks, and eight individual blocks arranged in a single row to the right of the groups.

CHARGES

#	CHARGES
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CHARGES	#
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CHARGES

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>				
ations 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		

POTIONS

[illegible]