

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		<input type="checkbox"/> Damage Reduction 2/Magic
7			<input type="checkbox"/> Scales +3
8			
9	5	3	<input type="checkbox"/> Breath weapon range doubles
10			
11	6	4	<div><input type="checkbox"/> Scales +4</div>
12			
13	7		
14			
15	5		
16	8		<input type="checkbox"/> Damage Reduction 5/Magic
17			<input type="checkbox"/> Scales +5
18			<input type="checkbox"/> Immunities (paralysis, sleep)
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

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{COS}$$

(Arrotondato per difetto)

Livello	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

## SOGLIA DEL FALLIMENTO DEGLI INCENTIVI ARCANI

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

## CARICHE #

# CARICHE

A 3x10 grid of squares. The first three columns are a solid 3x3 block. There is a gap in the second column of the fourth row. The next three columns are a solid 3x3 block. There is a gap in the second column of the fifth row. The last three columns are a solid 3x3 block.

# CARICHE

A 3x10 grid of squares. The first three columns are a 3x3 block. The fourth column has one square in the middle row. The next three columns are a 3x3 block. The sixth column has one square in the middle row. The last three columns are a 3x3 block.

# CARICHE# CARICHE

## PERGAMENE

[illegible]**POZIONI**[illegible]