

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	7	
14		
15	5	
16	8	<input type="checkbox"/> Damage Reduction 5/Magic <input type="checkbox"/> Scales +5 <input type="checkbox"/> Immunities (paralysis, sleep)
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

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

(Round down)

CHARGES

CHARGES	#
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CHARGES

CHARGES

A 3x10 grid of squares. The first three columns are a solid 3x3 block. The fourth column has a single square in the middle row. The next three columns are a solid 3x3 block. The sixth column has a single square in the middle row. The next three columns are a solid 3x3 block. The ninth column has a single square in the middle row. The tenth column is empty.

CHARGES #

A 3x10 grid of squares. The first three columns are full. The fourth column has only the middle square. The next three columns are full. The sixth column has only the middle square. The next three columns are full. The ninth column has only the middle square. The tenth column is empty.

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

ARCANE SPELL FAILURE THRESHOLD

_____ %

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

SCROLLS

[illegible]

POTIONS

[illegible]