COPPER DRAGON DISCIPLE: Charismatic, sly, and witty, copper dragons are by far the cleverest and most interesting of dragons–or so they say. Schemers and thieves, they tend to be charming scoundrels. Quick-witted, clever creatures, copper dragons cultivate their lively senses of humor. They delight in outfoxing and deceiving enemies, and they love a good jest– as long as it isn't directed at them. As such, their descendants among the mortal races often show an inborn proclivity to roguery and performance as well as their natural arcane talents. It is thus common for the few Copper Dragon Disciples that come into their powers to be Bards rather than Sorcerers of other Dragon-touched progeny.

Advantages:

- 1st level: +1 bonus to AC.

- 2nd level: Gains a claw attack, so their unarmed attack does 1d6 Slashing.

(note: the Dragon Disciple can still use his natural attack with another weapon or shield in the offhand.)

- 3rd level: +1 bonus to Strength.

- 4th level: May use Breath Weapon once per day.

BREATH WEAPON: The Dragon Disciple breathes a gout of acid up to 30 ft. long, inflicting 3d8 points of acid damage on all creatures caught within the 140 degree cone.

- 5th level: Gains 25% innate Acid Resistance.

- 6th level: +1 bonus to Constitution.

- 7th level: Breath Weapon damage increases to 4d8.

- 8th level: Unarmed attack does an additional 1d6 Acid and is considered magical for the purposes of bypassing resistances.

- 9th level: Innate Acid Resistance rises to 50%.

- 10th level: Breath Weapon damage increases to 5d8.

- 11th level: +1 bonus to AC.

- 14th level: Breath Weapon damage increases to 6d8.

- 14th level: Innate Acid Resistance rises to 75

- 18th level: +1 bonus to AC and Strength.

- 19th level: Breath Weapon damage increases to 7d8.

- 20th level: Innate Acid Resistance rises to 100%.

- 24th level: Breath Weapon damage increases to 8d8.

- Hit Die: d10

Disadvantages:

- Starting at level 2, and every 4 afterwards (6, 10, 14, etc.) the Dragon Disciple does not gain a caster level nor new spells per level.