DRAGON SHAMAN

Dragon Shaman Level ▢

DRACONIC AURA

AURAS KNOWN

▢ Acide   ▢ Électricité
▢ Feu   ▢ Froid
▢ Autre: ___

Auras Known

PLAYERS HANDOOK 2

▢ Energy Shield	× 2	pts returned energy damage (when hit in melée)
▢ Pouvoir		Melée damage
▢ Presence		Bluff, Diplomacy, Intimidate
▢ Resistance	× 5	Resistance to selected energy type
▢ Senses		Listen, Spot, Initiative
▢ Toughness		Damage reduction /magic
▢ Vigueur		Hit points of fast healing (when under half hit points)

DRAGON MAGIC

▢ Energy		DC on selected energy type
▢ Insight		Decipher Script, Knowledge and Spellcraft
▢ Pouvoir		Niveau de lanceur de sorts pour vaincre la résistance à la magie
▢ Resolve		Concentration, saves against fear, paralysis and sleep effects
▢ Stamina		Constitution checks; Fortitude saves
▢ Swiftness {		Climb, Jump, Swim
	× 5	Climbing, flying and swimming speeds
▢		
▢		
▢		
▢		

AURA BONUS MULTIPLIER

Dragon Shaman Level

$$\boxed{} = \left(\underline{} \div 5 \right) + 1$$ (arrondi à l'inférieur)

BAGUETTES

	CHARGES #	▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢
	CHARGES #	▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢
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	CHARGES #	▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢ ▢▢▢

TOTEM DRAGON

Alignement	Noir	Bleu	Brass	Bronze	Cuivre	Or	Green	Rouge	Argent	Blanc	
	▢	▢	▢	▢	▢	▢	▢	▢	▢	▢	▢

BON LOYAL
CHAOTIQUE MAUVAIS

DRACONIC ADAPTATION

From Level 3:
▢ Activate ability
From Level 13:
▢ Share effect with allies within 30 ft

	Water Breathing (Toujours actif)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (Toujours actif)	Spider Climb (at will)	Water Breathing (Toujours actif)	Water Breathing (Toujours actif)	Treasure Seeker (bonus de comp.)	Feather Fall (at will)	Ice Walker (Toujours actif)
Equivalent Level		1	1		2				1	
Save DC = 10 + CHA + Equivalent level		▢	▢		▢				▢	

BREATH WEAPON

	Line of Acid	Line of Electricity	Line of Fire	Line of Electricity	Line of Acid	Cône de feu	Cone of Acid	Cône de feu	Cone de froid	Cone de froid

Portée

From level 4: ▢ 9m   From level 4: ▢ 15 ft
From level 12: ▢ 18m   From level 12: ▢ 9m
From level 20: ▢ 120 ft   From level 20: ▢ 18m

BREATH WEAPON DAMAGE

Dragon Shaman Level

$$\boxed{} \text{d6} = \left(\underline{} \div 2 \right)$$

REFLEX SAVE DC

Dragon Shaman Level

$$\boxed{} = 10 + \left(\underline{} \div 2 \right) + \text{CON}$$ (arrondi à l'inférieur)

TOUCH OF VITALITY

HEALING PER DAY

Dragon Shaman Level   Divers

$$\boxed{} \text{pv} = \left(2 \times \underline{} \times \text{CHA} \right) + \underline{}$$

Points Healed

Healing Effects	Cost (healing points)
Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

PARCHEMINS

POTIONS