# 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

$$\boxed{\phantom{xx}} = ( \underline{\phantom{xxx}} \div 5 ) + 1$$ (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 | Cône de froid | Cone de froid |
|---|---|---|---|---|---|---|---|---|---|---|
| Portée | From level 4: ☐ 9m<br>From level 12: ☐ 18m<br>From level 20: ☐ 120 ft | | | | | From level 4: ☐ 15 ft<br>From level 12: ☐ 9m<br>From level 20: ☐ 18m | | | | |

**BREATH WEAPON DAMAGE**    Dragon Shaman Level

$$\boxed{\phantom{xx}} \text{d6} = ( \underline{\phantom{xxx}} \div 2 )$$

**REFLEX SAVE DC**    Dragon Shaman Level

$$\boxed{\phantom{xx}} = 10 + ( \underline{\phantom{xxx}} \div 2 ) + \text{CON}$$

(arrondi à l'inférieur)

## TOUCH OF VITALITY

**HEALING PER DAY**    Dragon Shaman Level    Divers

$$\boxed{\phantom{xx}} \text{pv} = ( 2 \times \underline{\phantom{xxx}} \times \text{CHA} ) + \underline{\phantom{xxx}}$$

Points Healed

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

## PARCHEMINS

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## POTIONS

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