DRAGON	SHAMAN Shaman	TOTEM DRAGON												
	DRACONIC AURA	Alignment	⊘ □ Black	□ Blue	Drass □ Brass	□ Bronze	Copper C	plo9 🗆	S □ Green	□ Red	Silver	□ White		
Auras Known	Other:		<b>\$</b> \$											
PLAYERS HAN	DOOK 2			T	DRAC	ONIC	ADAP	ТАТТ	ON					
□ Energy Shield	pts returned energy damage (when hit in melee)	From Level 3:	bu							er				
□ Power	Melée damage	ability From Level 13:	reathii ctive)	quism	Elemei	reathii ctive)	limb	reathii ctive)	reathii ctive)	s Seek	Fall	(er ctive)		
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (always active)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (always active)	Spider Climb	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (always active)		
☐ Resistance	× 5 Resistance to selected energy type	within 30 ft Equivalent Level	(a) W	1	1 E	(a W	<u>ගි</u> ල 2	(a W	(a W	r s	1 E	<u>o</u>		
☐ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA												
☐ Toughness	Damage reduction /magic	+ Equivalent level			BR	EATH	WEA	PON						
□ Vigor	Hit points of fast healing (when under half hit points)			icity										
DRAGON MAG			cid	lectr	i.e	lectr	lcid	Fire	Acid	Fire	Cold	Cold		
□ Energy	DC on selected energy type		Line of Acid	Line of Electricity	Line of Fire	Line of Electricity	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold		
□ Insight	Decipher Script, Knowledge, and Spellcraft			From le		□ 30 t		Con		වි level 4:				
□ Power	Caster level to overcome spell resistance	Range		From le	vel 12:	□ 60 f	ft		From	level 12	2: □ 3 0: □ 6	0 ft		
□ Resolve	Concentration, saves against fear, paralysis, and sleep effects	From level 20: □ 120  Dragon Shaman  REF								Drago Shama	n			
☐ Stamina	Constitution checks; Fortitude saves	DAMAGE	VEDC		0 + (	Level		)	CON					
□ Swiftness <b>{</b>	Climb, Jump, Swim	d6 = (		÷ 2	<u> </u>			1	0 + (				nd down)	
	× 5 Climbing, flying, and swimming speeds	TOUCH OF VITALITY												
	g species	HEALING		Dragor Shama										
		PER DAY Level Misc  Level  A  CHA  H  Misc												
		hp = (2 × × CHA) + Points Healed												
						Point	s Healed							
	<u></u>													
AURA BONUS MULTIPLIER	Dragon Shaman Level													
	= ( ÷ 5) + 1 (Round	Healing Effects Cost (healing points  Dazed, Fatigued, Sickened 5												
	down)	Exhausted, Nausea	ted, Poi	soned,	Stunne	d							10	
``	WANDS	Blinded, Deafened,											20	
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	* 000 000 000													
	# 000 000 000													
	CHARGES													
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