DRAGON	N SHAMAN Dragon Shaman	TOTEM DRAGON												
	DRACONIC AURA	Alignment	□ Black	□ Blue	□ Brass	□ Bronze	□ Copper	plo9 🗆	Green	□ Red	Silver	□ White		
Auras Known	□ Other:													
PLAYERS HANI	DOOK 2			T.	DR A C	ONIC	ADAP	TATI	ON					
□ Energy Shield	pts returned energy damage (when hit in melee)	From Level 3:	ng							er				
□ Power	Melée damage	ability From Level 13:	reathii	quism	Elemei	reathin active)	Climb	reathii active)	reathii active)	e Seek	Fall	(er active)		
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing	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	Ice Walker (always active)		
□ Resistance	× 5 Resistance to selected energy type	within 30 ft Equivalent Level	> =	1	1	> 3	2	> 3	> =	F 3	1			
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level												
☐ Toughness	Damage reduction /magic	BREATH WEAPON												
□ Vigor	Hit points of fast healing (when under half hit points)			icity		icity								
DRAGON MAGI			cid	lectr	i.e	lectr	cid	E.	Acid	E.	Sold	Sold		
□ 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,			From lev		☐ 30 f	_	Con	_	level 4:				
□ Power	Caster level to overcome spell resistance	Range		From lev	/el 12:	□ 60 f	t		From	level 12	2: 🗆 3	0 ft		
□ Resolve	Concentration, saves against fear, paralysis, and sleep effects	BREATH WEAPON		FLEX		From level 20: Dragon Shaman								
☐ Stamina	Constitution checks; Fortitude saves	DAMAGE	ZEDC Level											
(Climb, Jump, Swim	d6 = (0 + (/	CON					
☐ Swiftness	× 5 Climbing, flying, and	(Round down) TOUCH OF VITALITY												
	swimming speeds	HEALING		Dragor	1									
		PER DAY		Shama Level	n		\	Misc						
		hp = (2 × × CHA) +												
						Point	s Healed							
AURA BONUS MULTIPLIER	Dragon Shaman Level	Healing Effects Cost (healing points)												
	= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Sic	kened										5	
		Exhausted, Nauseat Blinded, Deafened, I			Stunne	d							10	
×	WANDS		onseas CRO						1	POTIO	NIC		20	
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	98 # 00000000000000000000000000000000000													
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	CHARGES # 000 000 000 000 000 000 000 000 000													
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