DRAGON	SHAMAN Nivel de	×			TO	TEM	DRAG	GON					,
	Aura Draconica		Black	Azul	Brass	Bronze	Cobre	Oro	Verde	Rojo	plata	Blanco	
AURAS KNOWN		Alineamiento	B	□ Az	Br.	B	°၁	0 0	□ Ve	B ₀	plq 🗆	B	
	□ Ácido □ Electricidad □ Fuego □ Frío	SEPS SEG.						_		_		_	
Auras	□ Otro:	Control of the contro									V.		
Known PLAYERS HAND	00K 2	** 20.14. A											
□ Energy	pts returned energy damage	From Level 3:		D		ONIC A	ADAP	TATIO	ON				
Shield	(when hit in melée)	☐ Activate	hing e)	E	ents	hing	0	hing e)	hing e)	eker	ıma	(c)	
□ Poder □	Melée damage	ability From Level 13:	Breat active	oquis	Elem tad)	Breat active	Climb tad)	Breat l active	Breat lactive	re Se	de Plu	lker active	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (always active)	Ventriloquism (a voluntad)	Endure Elements (a voluntad)	Water Breathing (always active)	Spider Climb (a voluntad)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Caida de Pluma (a voluntad)	Ice Walker (always active)	
□ Resistencia [× 5 Resistance to selected energy type	within 30 ft Equivalent Level	× °	1	1	S ©	တ <u>ီ</u>	× °	× °	L s)	1	2 0	
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA					_						
☐ Toughness	Damage reduction /magic	+ Equivalent level			ARI	MA DI	E ALII	ENTO					
☐ Vigour	Hit points of fast healing			it.		ity							
	(when under half hit points)		cido	ctrici	٩	ctrici	cido	nego	cid	nego	río	río	
DRAGON MAGIC			Linea de Acido	Line of Electricity	Line of Fire	Line of Electricity	-inea de Acido	Cono de Fuego	Cone of Acid	Cono de Fuego	Cono de Frío	Cono de Frío	
☐ Energia☐ Insight ☐	DC on selected energy type		Line	Line	Line	Line	Line	Cond	Cone	Cond	Cond	Cond	
u msiyiit	Decipher Script, Knowledge and Spellcraft	.1		Desde n A Partir		□ 30 f				nivel 4			
□ Poder [Caster level to overcome spell resistance	Alcance	t ft				12⊡ 3 20: □ 6						
□ Resolve [Concentration, saves against fear, paralysis and sleep effects	Nivel de ARMA DE ALIENT@haman del SALVACION								Nivel d			
□ Stamina	Constitution checks;	DAÑO Dragon REFLEJOS DC Dragon											
	Fortitude saves Climb, Jump, Swim												CON
☐ Swiftness	× 5 Climbing, flying and	TOUCH OF VITALITY (Redondear ab											lear abaj
	swimming speeds			Nivel de	e		VIII						
		CURACIÓN AL DÍA		Chaman (Dragon			,	Misc					
						Puntos	Curado	3					
	Dragon Shaman												
AURA BONUS MULTIPLIER	Healing Effects Cost (healing point											nointe)	
=	: (÷ 5) + 1 (Round down)	Dazed, Fatigued, Si	ckened								5501 (11	-cumy	5
		Exhausted, Nausea Blinded, Deafened,	ted, Po	isoned, S	Stunne	d							10 20
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