DRAGON	SHAMAN Nivel de	×			TO	TEM	DRAG	GON					*		
	Aura Draconica		Black	Azul	Latón	Bronze	Cobre	Oro	Verde	Rojo	plata	Blanco			
AURAS KNOWN	☐ Ácido ☐ Electricidad	Alineamiento		□ Az	_ La	B	ٽ ت	0	Λ □	□ R	lq 🗆				
	□ Fuego □ Frío	BEEC /EGA													
Auras Known	□ Otro:	Collins Indian													
PLAYERS HANDO	00K 2	**** ×			DAC) NUC-	ADAD	TATI(ON.	40		A			
□ Energy Shield	x 2 pts returned energy damage (when hit in melée)	From Level 3:	ing							ker	na				
□ Poder [Melée damage	ability From Level 13:	reathi ctive)	quisn ad)	Eleme ad)	reathi	Climb ad)	reathi ictive)	reathi octive)	e Seel us)	e Plur ad)	ker Ictive)			
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies within 30 ft	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	Equivalent Level	>	1	1	> _	2	> •	>		1				
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level													
□ Toughness [Damage reduction /magic	ARMA DE ALIENTO													
□ Vigour [Hit points of fast healing (when under half hit points)		opi	Line of Electricity		Line of Electricity	opi	ego	р	obe	0	.0			
DRAGON MAGIC	:		de Ac	f Elec	f Fire	f Elec	de Ac	de Fu	of Aci	de Fu	de Frí	de Frí			
□ Energia	DC on selected energy type		Linea de Acido	ine o	Line of Fire	ine o	Linea de Acido	Cono de Fuego	Cone of Acid	Cono de Fuego	Cono de Frío	Cono de Frío			
□ Insight	Decipher Script, Knowledge and Spellcraft	Alcono		Desde n	ivel 4	□ 30 f	- t		Desde	nivel 4	<u> </u>	5 ft			
□ Poder	Caster level to overcome spell resistance	Alcance A Partir Nivel 12□ 60 ft Desde nivel 20: □ 120													
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Nivel de ARMA DE ALIENT©haman del REF DAÑO Dragon SAV								Nivel d Chaman	del				
□ Stamina [Constitution checks; Fortitude saves									n ÷ 2) + (CON			
□ Swiftness {	Climb, Jump, Swim	(Redondear aba													
	× 5 Climbing, flying and swimming speeds	×		Mr. e. c		CH O	F VIT	ALITY	7				*		
		CURACIÓN AL DÍA		Nivel de Chaman o	del			Micc							
		pg = (- (2 " " CAP) .												
		РА	*				Curado:	S							
	→														
AURA BONUS MULTIPLIER	Healing Effects Cost (healing points											nointe)			
=	÷ 5) + 1 (Round down)	Dazed, Fatigued, Si	ckened								JUSE (II	cumy	5 5		
		Exhausted, Nausea Blinded, Deafened,	ted, Po	isoned, S	Stunned	d							10 20		
X	VARITAS			INOS			*		P	OCIO	NES_		20		
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