| DRAGON                   | N SHAMAN Dragon Shaman  | TOTEM DRAGON   |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|--------------------------|---|--|-----------------|-------------------------|---------------------------|---------------------------------|--------------|---------------------------------|---------------------------------|-------------------------------|--------------|-------------------------------|----------|--|
|                          | DRACONIC AURA   | Alignment  | ○ □ Black       | □ Blue                  | Brass                     | □ Bronze                        | Copper       | plo9 🗆                          | Sreen □ Green                   | □ Red                         | Silver       | □ White                       |          |  |
| Auras<br>Known           | Other:  |  | <b>\</b>        |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| PLAYERS HANI             | DOOK 2  |  |                 | I                       | DRAC                      | ONIC                            | ADAP         | TATI                            | ON                              |                               |              |                               |          |  |
| □ Energy<br>Shield       | x 2 pts returned energy damage (when hit in melee)              | From Level 3:  | ing             |                         |                           |                                 |              |                                 |                                 | ker                           |              |                               |          |  |
| □ Power                  | Melée damage  | ability From Level 13:   | reathi          | quism                   | Eleme                     | reathi                          | Climb        | reathi                          | <b>reathi</b><br>active)        | e Seel                        | Fall         | ker<br>active)                |          |  |
| □ Presence               | Bluff, Diplomacy,<br>Intimidate                                 | ☐ Share effect<br>with allies<br>within 30 ft                      | 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<br>(always active) |          |  |
| □ Resistance             | × 5 Resistance to selected energy type                          | Equivalent Level   | 7               | 1                       | 1                         |                                 | 2            | 20                              | 7                               |                               | 1            |                               |          |  |
| □ Senses                 | Listen, Spot, Initiative  | Save DC = 10 + CHA<br>+ Equivalent level                           |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| □ Toughness              |   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| □ Vigor                  | Hit points of fast healing (when under half hit points)         |  |                 | ricity                  |                           | ricity                          |              |                                 |                                 |                               |              |                               |          |  |
| DRAGON MAGI              |   |  | lcid            | lectr                   | <u>.e</u>                 | lectr                           | \cid         | 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                 |                           | _ : <u>=</u>                    | _            | Cor                             | _                               | level 4:                      |              |                               |          |  |
| □ Power                  | Caster level to overcome spell resistance                       | Range  |                 | From le                 | vel 12:                   | □ 60 f                          | t            |                                 | From                            | level 12                      | 2:           | 0 ft                          | t        |  |
| □ Resolve                | Concentration, saves against fear, paralysis, and sleep effects | BREATH WEAPON  | FLEX            | Dragon                  |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| ☐ Stamina                | Constitution checks; Fortitude saves                            | DAMAGE Level SAVEDC  |                 |                         |                           |                                 |              |                                 | = 10 + ( ÷ 2) + CON             |                               |              |                               |          |  |
|                          | Climb, Jump, Swim   | d6 - (   |                 |                         | ۷ )                       |                                 |              |                                 | .0 . (                          |                               |              |                               |          |  |
| □ Swiftness <            | × 5 Climbing, flying, and                                       | TOUCH OF VITALITY (Round down)                                     |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| <u> </u>                 | swimming speeds   | HEALING  |                 | Dragor                  |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          |   | PER DAY  |                 | Shama<br>Level          | П                         |                                 |              | Misc                            |                                 |                               |              |                               |          |  |
|                          |   | $_{hp}$ = $(2 \times \times CHA) + $                               |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          |   |  |                 |                         |                           | Point                           | s Healed     |                                 |                                 |                               |              |                               |          |  |
|                          |   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          |   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
| AURA BONUS<br>MULTIPLIER | Healing Effects   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | Level = ( ÷ 5) + 1 (Round                                       | Healing Effects Cost (healing points)  Dazed, Fatigued, Sickened 5 |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | down)   | Exhausted, Nauseat   | ed, Po          | isoned,                 | Stunne                    | d                               |              |                                 |                                 |                               |              |                               | 10       |  |
| ×                        | WANDS   | Blinded, Deafened,   | POTIONS 20      |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | # 000 000 000 000 000 000 000 000 000 0                         | S  | CRO             | LLS                     |                           | <i>*</i> (                      |              |                                 | ŀ                               | OTIC                          | ONS          |                               | <i>*</i> |  |
|                          | 5 000 000 000   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | # 000 000 000 000 000 000 000 000 000 0                         |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | # 000 000 000 000   |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | CHARGES # CO  |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |
|                          | H 000000000000000000000000000000000000                          |  |                 |                         |                           |                                 |              |                                 |                                 |                               |              |                               |          |  |