DRAGON SHAMAN

Dragon Shaman Level [____]

DRACONIC AURA

AURAS KNOWN

[____]

Auras Known

- ☐ Acid
- ☐ Electricity
- ☐ Fire
- ☐ Cold
- ☐ Other: _____

PLAYERS HANDOOK 2

☐ Energy Shield	× 2	pts returned energy damage (when hit in melee)
☐ Power	[ ]	Melée damage
☐ Presence	[ ]	Bluff, Diplomacy, Intimidate
☐ Resistance	× 5	Resistance to selected energy type
☐ Senses	[ ]	Listen, Spot, Initiative
☐ Toughness	[ ]	Damage reduction /magic
☐ Vigor	[ ]	Hit points of fast healing (when under half hit points)

DRAGON MAGIC

☐ Energy	[ ]	DC on selected energy type
☐ Insight	[ ]	Decipher Script, Knowledge, and Spellcraft
☐ Power	[ ]	Caster level to overcome spell resistance
☐ Resolve	[ ]	Concentration, saves against fear, paralysis, and sleep effects
☐ Stamina	[ ]	Constitution checks; Fortitude saves
☐ Swiftness	[ ]	Climb, Jump, Swim
	× 5	Climbing, flying, and swimming speeds
☐	[ ]	
☐	[ ]	
☐	[ ]	
☐	[ ]	

AURA BONUS MULTIPLIER

$$[\ ] = \left(\frac{\text{Dragon Shaman Level}}{} \div 5 \right) + 1 \quad \text{(Round down)}$$

WANDS

CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

TOTEM DRAGON

Alignment	Black	Blue	Brass	Bronze	Copper	Gold	Green	Red	Silver	White	
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

DRACONIC ADAPTATION

	Water Breathing (always active)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (always active)	Spider Climb (at will)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (always active)
From Level 3: ☐ Activate ability From Level 13: ☐ Share effect with allies within 30 ft										
Equivalent Level		1	1		2				1	
Save DC = 10 + CHA + Equivalent level		[ ]	[ ]		[ ]				[ ]	

BREATH WEAPON

	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
Range	From level 4: ☐ 30 ft From level 12: ☐ 60 ft From level 20: ☐ 120 ft					From level 4: ☐ 15 ft From level 12: ☐ 30 ft From level 20: ☐ 60 ft				

BREATH WEAPON DAMAGE

$$[\ ]\,\text{d6} = \left(\frac{\text{Dragon Shaman Level}}{} \div 2 \right)$$

REFLEX SAVE DC

$$[\ ] = 10 + \left(\frac{\text{Dragon Shaman Level}}{} \div 2 \right) + \text{CON}$$

(Round down)

TOUCH OF VITALITY

HEALING PER DAY

$$[\ ]\,\text{hp} = \left(2 \times \frac{\text{Dragon Shaman Level}}{} \times \text{CHA} \right) + \frac{\text{Misc}}{}$$

Points Healed

[____]

Healing Effects	Cost (healing points)
Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

SCROLLS

POTIONS