

DRAGON SHAMAN

Dragon
Shaman
Level

DRACONIC AURA

AURAS KNOWN

- ☐ Acide ☐ Électricité
☐ Feu ☐ Froid
☐ Autre:

Auras
Known

PLAYERS HANDBOOK 2

- ☐ Energy Shield $\times 2$ pts returned energy damage (when hit in mêlée)
☐ Pouvoir Mêlée damage
☐ Presence Bluff, Diplomacy, Intimidate
☐ Resistance $\times 5$ Resistance to selected energy type
☐ Senses Listen, Spot, Initiative
☐ Toughness Damage reduction /magic
☐ Vigueur Hit points of fast healing (when under half hit points)

DRAGON MAGIC

- ☐ Energy DC on selected energy type
☐ Insight Decipher Script, Knowledge and Spellcraft
☐ Pouvoir Niveau de lanceur de sorts pour vaincre la résistance à la magie
☐ Resolve Concentration, saves against fear, paralysis and sleep effects
☐ Stamina Constitution checks; Fortitude saves
☐ Swiftess Climb, Jump, Swim
☐ $\times 5$ Climbing, flying and swimming speeds

☐
☐
☐
☐

AURA BONUS MULTIPLIER

Dragon Shaman
Level

$$= \left(\frac{\text{Dragon Shaman Level}}{5} \right) + 1 \quad (\text{arrondi à l'inférieur})$$

BAGUETTES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

TOTEM DRAGON

Alignement



Noir	Bleu	Brass	Bronze	Cuivre	Or	Green	Rouge	Argent	Blanc
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DRACONIC ADAPTATION

From Level 3: <input type="checkbox"/> Activate ability From Level 13: <input type="checkbox"/> Share effect with allies within 30 ft	Water Breathing (Toujours actif)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (Toujours actif)	Spider Climb (at will)	Water Breathing (Toujours actif)	Water Breathing (Toujours actif)	Treasure Seeker (bonus de comp.)	Feather Fall (at will)	Ice Walker (Toujours actif)
Equivalent Level		1	1		2				1	
Save DC = 10 + CHA + Equivalent level		<input type="text"/>	<input type="text"/>		<input type="text"/>				<input type="text"/>	

BREATH WEAPON

	Line of Acid	Line of Electricity	Line of Fire	Line of Electricity	Line of Acid	Cône de feu	Cône of Acid	Cône de feu	Cône de froid	Cône de froid
Portée	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 120 ft					From level 4: <input type="checkbox"/> 15 ft From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m				

BREATH WEAPON DAMAGE

Dragon
Shaman
Level

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

REFLEX SAVE DC

Dragon
Shaman
Level

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

(arrondi à l'inférieur)

TOUCH OF VITALITY

HEALING PER DAY

Dragon
Shaman
Level

Divers

$$\text{pv} = \left(2 \times \frac{\text{Dragon Shaman Level}}{5} \times \text{CHA} \right) + \text{Divers}$$

Points Healed

Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

PARCHEMINS

POTIONS