DRAGO	N SHAMAN Dragon Shaman	TOTEM DRAGON												
AURAS KNOW	DRACONIC AURA	Alignment	⊘ □ Black	□ Blue	Brass	□ Bronze	Copper	plo9 🗆	Green	□ Red	Silver	□ White		
Auras Known	Other:		\											
PLAYERS HAN	IDOOK 2			I	DRAC	ONIC	ADAP'	TATI	ON					
□ Energy Shield	x 2 pts returned energy damage (when hit in melée)	From Level 3:	ing							ker				
□ Power	Melée damage	ability From Level 13:	Sreathi	oquism	Eleme	sreathi active)	Climb	sreathi active)	sreathi active)	re Seel	. Fall	ker active)		
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies 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 (at will)	Ice Walker (always active)		
□ Resistance	× 5 Resistance to selected energy type	Equivalent Level	> =	1	1	> 3	2	> 3	> =		1			
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level												
☐ Toughness														
□ Vigour	Hit points of fast healing (when under half hit points)			icity		icity								
DRAGON MAG			cid	lectr	i.e	lectr	cid	Fire	Acid	E.	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		☐ 30 f	_	Con		િક level 4:				
□ Power	Caster level to overcome	Range		From le	vel 12:	□ 60 f	t		From	level 12	2: 🗆 3	0 ft		
□ Resolve	spell resistance Concentration, saves against	From level 20: Dragon Dragon						Dragon						
☐ Stamina	fear, paralysis and sleep effects Constitution checks;	BREATH WEAPON Shaman Level SAVE DC Shaman Level = 10 + (÷ 2									\			
	Fortitude saves Climb, Jump, Swim	d6 = (٠	÷ 2	2)			= 1	0 + (÷ 2) + .	CON	
☐ Swiftness <	× 5 Climbing, flying and	TOUCH OF VITALITY (Round down)												
	swimming speeds			Dragor		CIIO	· VIII							
		HEALING PER DAY		Shama Level	n			Misc						
		$_{hp} = (2 \times \times CHA) +$												
						Point	Healed							
AURA BONUS MULTIPLIER	Dragon Shaman Level	Healing Effects												
	$=$ $\begin{pmatrix} \div 5 \end{pmatrix} + 1$ (Round	Healing Effects Cost (healing points Dazed, Fatigued, Sickened 5												
	down)	Exhausted, Nauseat	ed, Po	isoned,	Stunne	d							10	
×	WANDS	Blinded, Deafened, I			_					ОПТО	N. T. C.		20	
	CHARSE # 00000000000000000000000000000000000	5	CRO	LLS					ŀ	POTIC	ONS			
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