# DRAGON SHAMAN

Dragon Shaman Level [ ]

## DRACONIC AURA

**AURAS KNOWN**

[ ]

Auras Known

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

### PLAYERS HANDOOK 2

| | | |
|---|---|---|
| □ Energy Shield | [ ] × 2 | pts returned energy damage (when hit in melée) |
| □ Power | [ ] | Melée damage |
| □ Presence | [ ] | Bluff, Diplomacy, Intimidate |
| □ Resistance | [ ] × 5 | Resistance to selected energy type |
| □ Senses | [ ] | Listen, Spot, Initiative |
| □ Toughness | [ ] | Damage reduction /magic |
| □ Vigour | [ ] | 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**

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

## WANDS

| | CHARGES | # | □□□ □□□ □□□ □□□□□□ □□□ □□□ |
|---|---|---|---|
| | CHARGES | # | □□□ □□□ □□□ □□□ □□□ □□□ |
| | CHARGES | # | □□□ □□□ □□□ □□□ □□□ □□□ |
| | CHARGES | # | □□□ □□□ □□□ □□□ □□□ □□□ |

## TOTEM DRAGON

| Alignment | Black □ | Blue □ | Brass □ | Bronze □ | Copper □ | Gold □ | Green □ | Red □ | Silver □ | White □ | □ |
|---|---|---|---|---|---|---|---|---|---|---|---|

## DRACONIC ADAPTATION

From Level 3:
□ Activate ability

From Level 13:
□ Share effect with allies within 30 ft

| | 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) |
|---|---|---|---|---|---|---|---|---|---|---|
| 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**

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

**REFLEX SAVE DC**

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

(Round down)

## TOUCH OF VITALITY

**HEALING PER DAY**

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

Points Healed

[                                    ]

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

## SCROLLS

| |
|---|
| |
| |
| |
| |
| |
| |
| |

## POTIONS

| |
|---|
| |
| |
| |
| |
| |
| |
| |