

DRAGON SHAMAN

Nivel de
chaman del
Dragon

Aura Draconica

AURAS KNOWN

- ☐ Ácido ☐ Electricidad
☐ Fuego ☐ Frío
☐ Otro:

Auras
Known

PLAYERS HANDBOOK 2

- ☐ Energy Shield $\times 2$ pts returned energy damage (when hit in melée)
- ☐ Poder Melée damage
- ☐ Presence Bluff, Diplomacy, Intimidate
- ☐ Resistencia $\times 5$ 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

- ☐ Energia DC on selected energy type
- ☐ Insight Decipher Script, Knowledge and Spellcraft
- ☐ Poder Caster level to overcome spell resistance
- ☐ 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

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AURA BONUS MULTIPLIER

Dragon Shaman
Level

$$\text{Multiplier} = \left(\frac{\text{Level}}{5} \right) + 1 \quad (\text{Round down})$$

VARITAS

CARGAS

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TOTEM DRAGON

Alineamiento



Black

Azul

Brass

Bronze

Cobre

Oro

Verde

Rojo

plata

Blanco

DRACONIC ADAPTATION

From Level 3:

- ☐ Activate ability

From Level 13:

- ☐ Share effect with allies within 30 ft

Equivalent Level

Save DC = 10 + CHA + Equivalent level

Water Breathing
(always active)

Ventriquirism
(a voluntad)

Endure Elements
(a voluntad)

Water Breathing
(always active)

Spider Climb
(a voluntad)

Water Breathing
(always active)

Water Breathing
(always active)

Treasure Seeker
(skill bonus)

Caida de Pluma
(a voluntad)

Ice Walker
(always active)

ARMA DE ALIENTO

Linea de Acido

Line of Electricity

Line of Fire

Line of Electricity

Linea de Acido

Cono de Fuego

Cone of Acid

Cono de Fuego

Cono de Frio

Cono de Frio

Alcance

Desde nivel 4 ☐ 30 ft
A Partir Nivel 12 ☐ 60 ft
Desde nivel 20: ☐ 120 ft

Desde nivel 4 ☐ 15 ft
A Partir Nivel 12 ☐ 30 ft
Desde nivel 20: ☐ 60 ft

ARMA DE ALIENTO

DAÑO

$$d6 = \left(\frac{\text{Nivel de Chaman del Dragon}}{2} \right)$$

REFLEX SAVECD

$$= 10 + \left(\frac{\text{Nivel de Chaman del Dragon}}{2} \right) + \text{CON}$$

(Redondear abajo)

TOUCH OF VITALITY

CURACIÓN AL DÍA

$$pg = \left(2 \times \frac{\text{Nivel de Chaman del Dragon}}{5} \times \text{CAR} \right) + \text{Misc}$$

Puntos Curados

Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened

5

Exhausted, Nauseated, Poisoned, Stunned

10

Blinded, Deafened, Diseased

20

PERGAMINOS

POCIONES