

DRAGON SHAMAN

Dragon
Shaman
Level

DRACONIC AURA

AURAS KNOWN

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

Auras
Known

PLAYERS HANDBOOK 2

- ☐ Energy Shield $\times 2$ pts returned energy damage (when hit in m   )
- ☐ Power M    damage
- ☐ Presence Bluff, Diplomacy, Intimidate
- ☐ Resistance $\times 5$ 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

- ☐ 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
- ☐ Swiftress { Climb, Jump, Swim
 $\times 5$ Climbing, flying and swimming speeds

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☐

☐

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AURA BONUS MULTIPLIER

Dragon Shaman
Level

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

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

TOTEM DRAGON

Alignment



Black
☐

Blue
☐

Brass
☐

Bronze
☐

Copper
☐

Gold
☐

Green
☐

Red
☐

Silver
☐

White
☐

☐

DRACONIC ADAPTATION

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

Save DC = 10 + CHA + Equivalent level

1

1

2

1

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

Dragon Shaman
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REFLEX SAVE DC

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

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

(Round down)

TOUCH OF VITALITY

HEALING PER DAY

Dragon Shaman
Level

Misc

$$\text{hp} = (2 \times \text{Level} \times \text{CHA}) + \text{Misc}$$

Points Healed

Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened

5

Exhausted, Nauseated, Poisoned, Stunned

10

Blinded, Deafened, Diseased

20

SCROLLS

POTIONS