

# 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 mêlée)
- ☐ Power  Mêlée 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
- ☐ Swiftiness  Climb, Jump, Swim
- ☐   $\times 5$  Climbing, flying and swimming speeds

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### AURA BONUS MULTIPLIER

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

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

### REFLEX SAVE DC

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

(Round down)

## TOUCH OF VITALITY

### HEALING PER DAY

Dragon  
Shaman  
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Misc

$$\text{hp} = \left( 2 \times \frac{\text{Level}}{5} \times \text{CHA} \right) + \text{Misc}$$

Points Healed

### Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened

5

Exhausted, Nauseated, Poisoned, Stunned

10

Blinded, Deafened, Diseased

20

## SCROLLS

## POTIONS