

# DRAGON SHAMAN

Dragon  
Shaman  
Level

## AURA DRACÔNICA

### AURAS CONHECIDAS

- ☐ Ácido ☐ Elétrico  
☐ Fogo ☐ Gelo  
☐ Outro;

Auras  
Known

### PLAYERS HANDBOOK 2

- ☐ Escudo de Energia  pts returned energy damage (when hit in melée)  
☐ Poder  Dano Corpo a Corpo  
☐ Presence  Blefar, Diplomacia, Intimidar  
☐ Resistance  × 5 Resistência ao tipo de energia selecionada  
☐ Senses  Ouvir, "Local", Inicativa  
☐ Toughness  Redução de Dano Magico  
☐ 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  Teste de Constituição; Teste de Fortitude  
☐ Swiftess {  Escalar, Saltar, Nadar  
 × 5 Velocidade de Escalar, Voar e Nadar

- ☐   
☐   
☐   
☐

### AURA BONUS MULTIPLIER

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$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 5 \right) + 1 \quad (\text{Round down})$$

## VARINHAS

CARGAS

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CARGAS

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CARGAS

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CARGAS

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CARGAS

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## TOTEM DRAGON

### Alinhamento



	Negro	Azul	Brass	Bronze	Cobre	Ouro	Verde	Vermelho	Prata	Branco	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## ADAPTAÇÃO DRACÔNICA

From Level 3:

- ☐ Ativar habilidade

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

Equivalent Level

Save DC = 10 + CHA + Equivalent level

	Respirar na Água (sempre ativo)	Ventriquoismo (at will)	Endure Elements (at will)	Respirar na Água (sempre ativo)	Spider Climb (at will)	Respirar na Água (sempre ativo)	Respirar na Água (sempre ativo)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (sempre ativo)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## BREATH WEAPON

	Line of Acid	Line of Electricity	Line of Fire	Line of Electricity	Line of Acid	Cone de Fogo	Cone de Ácido	Cone de Fogo	Cone Glacial	Cone Glacial	
Alcance	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 36m	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 36m	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 36m	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 36m	From level 4: <input type="checkbox"/> 9m From level 12: <input type="checkbox"/> 18m From level 20: <input type="checkbox"/> 36m	From level 4: <input type="checkbox"/> 4.5m From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m	From level 4: <input type="checkbox"/> 4.5m From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m	From level 4: <input type="checkbox"/> 4.5m From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m	From level 4: <input type="checkbox"/> 4.5m From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m	From level 4: <input type="checkbox"/> 4.5m From level 12: <input type="checkbox"/> 9m From level 20: <input type="checkbox"/> 18m	

### BREATH WEAPON DAMAGE

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$$\boxed{\phantom{000}} d6 = \left( \boxed{\phantom{000}} \div 2 \right)$$

### TESTE REFLEXO

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$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{CON}$$

(Arredonda para Baixo)

## TOUCH OF VITALITY

### CURA POR DIA

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Outros

$$\boxed{\phantom{000}} pv = \left( 2 \times \boxed{\phantom{000}} \times \text{CAR} \right) + \boxed{\phantom{000}}$$

Pontos Curados

### Efeitos de cura

Cost (healing points)

Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

## PERGAMINHOS

## POÇÕES