DRAGON SHAMAN Shama	n	TOTEM DRAGON											
DRACONIC AURA	el /	Noir	Bleu	Brass	Bronze	Cuivre		Green	Rouge	Argent	Blanc		
AURAS KNOWN	Alignement	ž		B B	_ B	o o	0 n		_ Z	Ā			
☐ Acide ☐ Électricité ☐ Feu ☐ Froid	35004												
Auras Autre:												\(\(\)\(\)\(\)	
Known PLAYERS HANDOOK 2													
☐ Energy x 2 pts returned energy d	amage		Γ	RACO	ONIC .	ADAP	TATI	ON					
Shield (when hit in melee)	From Level 3:	hing f)	E	ents	hing f)	0	hing f)	hing f)	eker np.)		Œ.		
□ Pouvoir Melée damage	ability From Level 13:	3reat	odnis	Elem	3reat	Clim	3reat rs acti	Sreat rs acti	re Se	r Fall	lker rs acti		
☐ Presence Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (Toujours actif)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (Toujours actif)	Spider Climb	Water Breathing (Toujours actif)	Water Breathing (Toujours actif)	Treasure Seeker (bonus de comp.)	Feather Fall (at will)	Ice Walker (Toujours actif)		
☐ Resistance	Equivalent Level		1	1	S D	2	8 5	N D	<u> </u>	1) 		
☐ Senses ☐ Listen, Spot, Initiative	Save DC = 10 + CH + Equivalent level												
□ Toughness □ Damage reduction /m	agic	BREATH WEAPON											
☐ Vigueur ☐ Hit points of fast heal (when under half hit	ing points)	p	Line of Electricity	0)	Line of Electricity	р		þi	п	pid	pid		
DRAGON MAGIC		of Aci	of Ele	of Fire	of Ele	of Aci	de fe	of Ac	de fe	de fro	de fr		
□ Energy DC on selected energy		Line of Acid	Line	Line of Fire	Line o	Line of Acid	Cône de feu	Cone of Acid	Cône de feu	Cone de froid	Cone de froid		
☐ Insight ☐ Decipher Script, Know and Spellcraft	ledge		From lev		 □ 9m	_			level 4:				
□ Pouvoir Niveau de lanceur de vaincre la résistance	SULS PUUL	Portée From level 12: □ 18m From level 12: □ 9m From level 20: □ 120 ft From level 20: □ 18m											
☐ Resolve Concentration, saves fear, paralysis and s	eep effects BREATH WEAP	Dragon Dragon BREATH WEAPON Shaman REFLEX Shaman											
☐ Stamina Constitution checks; Fortitude saves	DAMAGE d6	Lev	el ÷ 2	2)	SA	VE DC	= 1	o + (Level	÷ 2) +	CON	
☐ Swiftness Climb, Jump, Swim		`						`		(arrondi	à l'infér	
Climbing, flying and swimming speeds	×			TOU	сн о	F VIT	ALITY	Z .				,	
	HEALING		Dragor Shama										
	PER DAY	= (2 ×	Level	~	СНА) _	Divers						
	pv	- (2 ^		^	υПΑ	. ' -		-					
					Point	s Healed							
<u> </u>	—— <u>(</u>												
AURA BONUS Dragon Shaman													
MULTIPLIER Level	Healing Effects									Cost (h	ealing	ooints)	
= (÷ 5) + 1	(arrondi à l'inférieur) Dazed, Fatigued, Exhausted, Naus			Ctunnoc	ı							5 10	
BAGUETTES	Blinded, Deafene			Stufffet	1							20	
	P.	ARCHE	MINS		#	*		F	OTIO	NS		,	
CHAM 36 ES													
z 000 00													
SHARE SHOWN THE SHARE SHOWN TH													
CHAMBE ES													
# DDD DD													
<u> </u>													
CH C													
MARGES ## CD													