DRAGON S	SHAMAN Shaman				TC	TEM	DRA	GON					*
	ACONIC AURA	1	Noir	Bleu	Brass	Bronze	Cuivre		Green	Rouge	Argent	Blanc	
AURAS KNOWN		Alignement	ž	B	Br	Br		0 n	Gr	□ Rc	□ Ar	B	
	□ Acide □ Électricité □ Feu □ Froid	\$ \\\ \( \frac{1}{2} \\ \)											
Auras	□ Autre:												
Known		* OF HE											
PLAYERS HANDOO				D	RACC	DNIC .	ADAP	TATI	ON				
□ Energy × Shield	pts returned energy damage (when hit in melée)	From Level 3:	ng	_	nts	ng		ng	ng	cer 5.)			
□ Pouvoir	Melée damage	ability From Level 13:	eathi actif)	quism	Eleme	eathi actif)	limb	eathi actif)	eathi actif)	See	Fall	er actif)	
□ 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 ×	Resistance to selected energy type	within 30 ft Equivalent Level	<b>&gt;</b> □	1	1	<b>&gt;</b> □	2	<b>&gt;</b> -	<b>X</b> =	<u> = 0</u>	1	<u> </u>	
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level											
□ Toughness	Damage reduction /magic	BREATH WEAPON											
□ Vigueur	Hit points of fast healing (when under half hit points)		_	Line of Electricity		Line of Electricity	_	_	p	_	p <u>.</u>	. <u>p</u>	
DRAGON MAGIC		ll .	f Acid	f Elec	Fire	f Elec	f Acid	le feu	of Aci	le feu	le fro	le fro	
□ Energy	DC on selected energy type	H	Line of Acid	ine of	Line of Fire	ine of	Line of Acid	Cône de feu	Cone of Acid	Cône de feu	Cone de froid	Cone de froid	
□ Insight	Decipher Script, Knowledge and Spellcraft		F	rom lev	/el 4:	□ 9m		Ö	From	level 4:	1	5 ft	
□ Pouvoir	Niveau de lanceur de sorts pour vaincre la résistance à la magie	Portée	Portée From level 12: □ 18m From level 12: □ 9m From level 20: □ 120 ft From level 20: □ 18m										
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Dragon Dragon BREATH WEAPON Shaman REFLEX Shaman											
□ Stamina	Constitution checks; Fortitude saves	DAMAGE  d6 =	Leve	el ÷ 2	2)	SA	VE DC	= 1	0 + (	Level	÷ 2	) +	CON
□ Swiftness <b>{</b>	Climb, Jump, Swim	do ,			/							arrondi :	
	Climbing, flying and swimming speeds	×			TOU	CH O	F VIT	ALITY	Z				
	on mining operation	HEALING		Dragon Shamar									
		PER DAY	(	Level			\	Divers					
		pv =	( 2 ×		× (	CHA	<b>.</b>		_				
						Point	s Healed						
AURA BONUS DI MULTIPLIER	Healing Effects Cost (healing points)												
= (	÷ 5 ) + 1 (arrondi à	Dazed, Fatigued, Si	ckened								0001 (11	cuming	5 5
	l'inférieur)	Exhausted, Nausea	ted, Poi		Stunned	d							10
I	BAGUETTES	Blinded, Deafened,								ОШТО	27.0	_	20
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