## ORAGON SHAMAN



CHARACTER NA	AME					PLA	YER NAME				
CLASS AND LEV	'EL						ECL	i	RACE/TEMPLATE	SIZE	GENDER
ALIGNMENT	RELIGI	ION/P	'ATRO1	N DEITY		HEIGH	HT WI	EIGHT	LOOKS		
(E) ABILIT	Y SCO	RES					COMBA	Т ОРТ	TIONS		HIT POINTS
STR =		ENHANCEME			STRENGTH	BAS	E ATTACK	BONU	US		
DEX	RACIAL MOD.	BONUSES	BONU	JSES PENALTIES	MODIFIER	WEAPOI	N	ATTACK BO	ONUS DAMAGE	CRITICAL	
DEX TOTAL =	BASE SCORE + RACIAL MOD.	ENHANCEMI BONUSES			DEXTERITY MODIFIER	RANGE I	INCREMENT	TYPE	NOTES/AMMUNITION		
CON =	BASE SCORE +	ENHANCEMI	+ MIS	GC. MISC.	CONSTITUTION	WEAPOI	N	ATTACK BO	DAMAGE	CRITICAL	
	RACIAL MOD.	BONUSES	i BONU	JSES PENALTIES	MODIFIER	RANGE I	INCREMENT	TYPE	NOTES/AMMUNITION		
INT = TOTAL =	BASE SCORE + RACIAL MOD.	ENHANCEME BONUSES			INTELLIGENCE MODIFIER	WEAPOI	N	ATTACK BO	DAMAGE DAMAGE	CRITICAL	
WIS =	+	ENHANCEMI	+ MIS	GC. MISC.	WISDOM	RANGE I	INCREMENT	TYPE	NOTES/AMMUNITION		
	RACIAL MOD.	BONUSES	i BONU	JSES PENALTIES	MODIFIER	WEAPOI	N	ATTACK BO	DNUS DAMAGE	CRITICAL	
CHA =	BASE SCORE + RACIAL MOD.	ENHANCEME BONUSES			CHARISMA MODIFIER	RANGE I	INCREMENT	TYPE	NOTES/AMMUNITION		
SPEED							INITIATIV	Æ MOI	DIFIER		
GRAPPLE MOD	IFIER		_	+		+	+				
		TOT	AL	BASE ATTACK BONUS	STRENGTH MODIFER	SIZI		R			
SAVIN	GTHR	OW	S								
	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFI			CONDITIONAL MC	DDIFIERS	
FORTITUDE (CONSTITUTION)		=		+	+	+	+				
REFLEX (DEXTERITY)		=		+	+	+	+				
WILL (WISDOM)		=		+	+	+	+				
(E) ARMO	R CLA	SS									
AC = 10				+	+	_ +	+	+			
TOTAL	BONUS		SHIELD BONUS	DEX MODIFIER	SIZE MODIFIE			ECTION DIFIER	MISCELLANEO MODIFIERS	US	SPECIAL DEFENSES
TOUCH AC			FLA	AT-FOOTI	ED AC						
ARMOR WORN							MAX DEX	ARM	OR CHECK PENALTY	WEIGHT	
SHIELD CARRIED							MAX DEX	ARM	OR CHECK PENALTY	WEIGHT	

RIENCE	GEAR		
INTS			· · · · · · · · · · · · · · · · · · ·
PC	OSSESSIONS ON PERSON	LOCATION	WEIGHT
IIEN		LOCATION	WEIGHT
_			
n.c	AGGREGATONG MOTEON PED GOM		
PC	OSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
3.5	ACIC PTEME WIODN		
M	AGIC ITEMS WORN		
TIE	AD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	

CARRYING CAPACITY

 $\overline{NECK} (\texttt{AMULET}, \texttt{BROOCH}, \texttt{MEDALLION}, \texttt{PERIAPT}, \texttt{OR}\, \texttt{SCARAB})$ 

 $\overline{SHOULDERS}~(\texttt{Cloak},\texttt{Cape},\texttt{ormantle})$ 

RING #1

RING #2

LIGHT LOAD:\_

MEDIUM LOAD:\_\_\_

HEAVY LOAD:\_

 $\overline{BODY} \, (\text{ROBE OR SUIT OF ARMOR})$ 

 $\overline{TORSO}\,\text{(vest, vestment, or shirt)}$ 

 $\overline{WAIST}_{(\mathtt{BELT}\,\mathtt{OR}\,\mathtt{GIRDLE})}$ 

 $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR}\, \texttt{SLIPPERS})$ 

**MONEY** 

(E) MAGIC	E SPELLS	
DOMAINS (CLERIC ONLY)	SPELL SAVE	DC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS	
DOMAIN NAME GRANTED POWER		
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL	SPELIS/ BONUS SPELIS SPELI LEVEL SPELIS/ BONUS SPELIS  SPELIS SPELIS SPELIS  SPELIS SPELIS  SPELIS/ BONUS SPEL
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROHIBITED SCHOOL I 1881	
ARCANE SPELL FAILURE %	2 nd	
TURN/REBUKE UNDEAD	3 <sup>rd</sup>	Str.
	JRNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	2de+-CLERICLEVEL+- CHA MODIFIER	
PSIONICS		
PSIONIC POWERS POWERS KNOWN MAXIMU	POWER POIN	TTS PER DAY
PRIMARY DISCIPLINE	IM POWER LEVEL KNOWN	
RAGE		
		RAGES USED □□□□□□□□□□
RAGES/DAY DURATION STR/CON BONUS	WILL SAVE AC PENALTY BONUS	ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIA	AR, OR PSICRYSTAL	
NAME	CREATURE TYPE	
STR DEX CON INT WIS CHA	A INITIATIVE	HIT POINTS
	SPEED	
AC = 10 + + + +		FLAT-FOOTED AC
MODIFIER MODIFIER ARMOR MOD	IISC. DIFIERS	
SAVING THROWS ATTACKS		
FORTITUDE (CON) WEAPON ATTAC	CK BONUS DAMAGE CRITICAL (	GRAPPLE MODIFIER
REFLEX (DEX)	CK BONUS DAMAGE CRITICAL	
WILL (WIS) ATTAC	CK BONUS DAMAGE CRITICAL	PERSONALITY
SKILLS FEATS	DAMAGE CATICAL	
+ SPECIA	L ABILITIES	TRICKS
+		
+		
+ ·		
+		

## **SKILLS** KEY SKILL ABILITY SKILL NAME ABILITY MODIFER RANKS MODIFER MODIFER APPRAISE ◆ INT AUTOHYPNOSIS Balance\* ◆ Bluff ◆ CHA\_ 1 Climb\* ◆ Concentration ◆ CON \_\_ **/** INT CRAFT (\_ 1 CRAFT (\_ INT 1 Craft ( DECIPHER SCRIPT DIPLOMACY ◆ DISABLE DEVICE INT \_\_\_\_+\_ Disguise ◆ ☐ ESCAPE ARTIST\* ◆ FORGERY • $\Box$ GATHER INFORMATION ◆ ☐ HANDLE ANIMAL Heal ♦ Hide\* ◆ 1 Intimidate ◆ Jump\* ◆ KNOWLEDGE (ARCANA) KNOWLEDGE (ARCH/ENG) $K_{\text{NOWLEDGE}}\left(\text{dungeoneering}\right)$ $K_{\text{NOWLEDGE}} \, (\text{geography})$ Knowledge (history) $K_{\text{NOWLEDGE (local)}}$ KNOWLEDGE (NATURE) K NOW I EDGE (NOBILITY/ROYALTY) KNOWLEDGE (THE PLANES) INT KNOWLEDGE (PSIONICS) INT Knowledge (religion) INT Knowledge (\_ Listen ◆ Move Silently\* ◆ OPEN LOCK DEX Perform (act) ◆ CHA = Perform (comedy) ◆ $Perform~(\text{dance})~\spadesuit$ CHA \_\_\_\_\_+ \_\_\_ PERFORM (KEYBOARD) ◆ Perform (oratory) ◆ PERFORM (PERCUSSION) ◆ PERFORM (STRING INSTRUMENT) • CHA = + + Perform (wind instrument) lacktriangleCHA = + + PERFORM (SING) • CHA \_\_\_\_\_ = \_\_\_\_+ \_\_\_\_ П Perform (\_ CHA\_ Profession (\_ WIS Profession (\_ WIS PSICRAFT Ride • 1 Search ◆ INT \_ Sense Motive ◆ WIS SLEIGHT OF HAND\* SPELLCRAFT Spot lacktriangle



Weapon and Armor Proficiency: Simple weapons, light/medium armor, and shields (not tower). Bonus Languages: Options include draconic.

DRACONIC AURA (SU): Project aura: +1 benefit at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th.

Skill Focus: 2nd level, gain Skill Focus as bonus feat; additional Skill Focus at 8th and 16th.

**DRACONIC ADAPTATION (Ex or SP):** 3<sup>rd</sup> level, gain aspect of totem dragon; at 13<sup>th</sup>, share effect as

Breath Weapon (Su): 4th level, gain breath weapon of totem dragon.

DRACONIC WINGS (Ex): 19th level, gain wings and flight.

DRACONIC RESOLVE (Ex): 4th level, immunity to paralysis, sleep, frightful presence of dragons.

Touch of Vitality (Su): 7th level, heal others by touch; at 11th, heal harmful effects.

Natural Armor (Ex): 7th level, +1 natural armor bonus; +2 at 12th, +3 at 13th.

COMMUNE WITH DRAGON SPIRIT (SP): 14th level, commune with dragon totem.


KILL FOCUS:	2 <sup>nd</sup> level: +3 bo	onus on checks in	volving chos	en skill.	 
E) L	ANGUA	GES			
<u></u>		GES natic languages + Int bo	onus		
<u></u>			onus		
<u></u>			onus		

## SKILL SYNERGIES

5+ RANKS IN	GIVES A +2 BONUS ON
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

CHA \_\_\_\_ = \_\_\_ + \_\_\_ + \_\_\_ + \_\_\_

DEX

Use PSIONIC DEVICE

Survival ◆

Swim\* ◆

Tumble\* USE MAGIC DEVICE

☐ Use Rope ◆

Skills in italics are paionics-related.

Mark this box with an X if the skill is a class skill for the character.

Denotes a skill that can be used untrained.

Armor cleck penalty, if any, applies. (Double penalty for Swim.)