DRAGON	J SHAMAN Dragon Shaman	TOTEM DRAGON											
	DRACONIC AURA	Alignment	○ □ Black	□ Blue	Brass	□ Bronze	Copper C	plo9 🗆	© □ Green	□ Red	Silver	□ White	
Auras Known	Other:		\$ \$										
PLAYERS HAND	DOOK 2				RACO	DNIC	ADAP	ΤΔΤΙ	ON				
□ Energy Shield	x 2 pts returned energy damage (when hit in melée)	From Level 3:	ng							(er			
□ Power	Melée damage	ability From Level 13:	reathi active)	quism	Eleme	reathi active)	Climb	reathi	reathi active)	e Seek	Fall	ker active)	
□ Presence	Bluff, Diplomacy, Intimidate	Share effect with allies	Water Breathing (always active)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (always active)	Spider Climb	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (always active)	
☐ Resistance	× 5 Resistance to selected energy type	within 30 ft Equivalent Level	× ©	1	1	X ©	၁	× ©	× ©	F S	1	2 (6)	
☐ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level											
☐ Toughness	Damage reduction /magic	+ Equivalent level			BR	 EATH	WEA	PON					
□ Vigour	Hit points of fast healing (when under half hit points)			icity									
DRAGON MAGI			cid	lectr	.e	lectr	cid	-i.	Acid	<u>-i</u>	Sold	Sold	
□ Energy	DC on selected energy type		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	
☐ Insight	Decipher Script, Knowledge and Spellcraft			From le		□ 30 t		Con		වි level 4:			
□ Power	Caster level to overcome spell resistance	Range		From le	vel 12:	□ 60 f	ft		From	level 12	2: □ 3 0: □ 6	0 ft	
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	From level 20: Dragon Shaman REI							110111	Drago Shama	n	011	
□ Stamina	Constitution checks; Fortitude saves	DAMAGE Level SA							o + (Leve)	CONI
□ Swiftness {	Climb, Jump, Swim	d6 = (· · · ·	2)				0 + (·	· · · ·	<i>'</i>	LUN
	× 5 Climbing, flying and	(Round down) TOUCH OF VITALITY											
	swimming speeds	HEALING		Dragor	1								
		PER DAY	,	Shama Level	n		\	Misc					
		hp = (2 × × CHA) +											
						Point	s Healed						
	<u> </u>												
AURA BONUS	Dragon Shaman												
MULTIPLIER	Level	Healing Effects Cost (healing points											
:	= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Si											5
		Exhausted, Nausea Blinded, Deafened,			Stunne	d							10 20
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