DRAGON S	HAMAN Shaman	*			TC	TEM		GON					,	
	Level	:	Black	Blue	Brass	Bronze	Copper	Gold	Green	Red	Silver	White		
AURAS KNOWN		Alignment			B	B	ٽ ت	<u> </u>		□ %	Si			
	☐ Acid ☐ Electricity ☐ Fire ☐ Cold ☐ Other:	S. S									\$			
Auras Known	outer.	CHADING ST												
PLAYERS HANDOO	K 2	** ×			RACO	ONIC A	ADAR	TATI	0N			***		
□ Energy × Shield	pts returned energy damage (when hit in melée)	From Level 3:	ng							<u>_</u>				
□ Power	Melée damage	☐ Activate ability	eathil tive)	uism	:leme	eathi tive)	imb	eathi tive)	eathil tive)	Seek(s)	-a	er tive)		
□ Presence	Bluff, Diplomacy, Intimidate	From Level 13: 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	Ice Walker (always active)		
□ Resistance ×		within 30 ft Equivalent Level	(al	1	<u>ப்</u> ப்	(al	2	(al W	(al	- S	ਦੇ _ਬ	Ice (al		
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level												
□ Toughness	Damage reduction /magic	+ Equivalent level	BREATH WEAPON											
□ Vigour	Hit points of fast healing (when under half hit points)			Electricity		Line of Electricity					_	_		
DRAGON MAGIC	·		Acid	Elec	Fire	Elec	Acid	f Fire	f Acid	f Fire	f Colc	f Colc		
□ Energy	DC on selected energy type		Line of Acid	Line of I	Line of Fire	ine of	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	vel 4:	□ 30	ft	S	From	level 4	: 🗆 1	5 ft		
□ Power	Caster level to overcome spell resistance	Range From level 12: ☐ 60 f From level 20: ☐ 120						From level 12: 30 ft						
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	BREATH WEAPON Shaman REF								Drago Shama				
□ Stamina	Constitution checks; Fortitude saves	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$) +	CON			
□ Swiftness {	Climb, Jump, Swim	db (· · · ·	- /								d down	
Climbing, flying and swimming speeds		TOUCH OF VITALITY												
		HEALING		Dragor Shama										
		PER DAY	2 ×	Level	~	CIIA) _	Misc						
		hp	~ ~		× (УТ -							
						Points	Healed						_	
<u></u>														
AURA BONUS Dra	Healing Effects Cost (healing points													
= (Level ÷ 5) + 1 (Round	Healing Effects Dazed, Fatigued, Si	ckened	<u> </u>							Cost (h	ealing p	ooints) 5	
	down)	Exhausted, Nausea	ted, Po	isoned,	Stunne	d							10	
X	WANDS	Blinded, Deafened,	Diseas CROL						п	OTIO	NS		20	
	Si	3	SWOT	LO CL		, ,			P	OTIU	MP			
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