

Dragon
Shaman
Level

AURAS KNOWN

11/1/2016

- ☐ Acid ☐ Electricity
☐ Fire ☐ Cold
☐ Other:

Auras
Known

PLAYERS HANDBOOK 2

- | | | |
|--|----------------------------------|--|
| <input type="checkbox"/> Energy Shield | <input type="text" value="x 2"/> | pts returned energy damage
(when hit in mêlée) |
| <input type="checkbox"/> Power | <input type="text" value=""/> | Melée damage |
| <input type="checkbox"/> Presence | <input type="text" value=""/> | Bluff, Diplomacy,
Intimidate |
| <input type="checkbox"/> Resistance | <input type="text" value="x 5"/> | Resistance to selected
energy type |
| <input type="checkbox"/> Senses | <input type="text" value=""/> | Listen, Spot, Initiative |
| <input type="checkbox"/> Toughness | <input type="text" value=""/> | Damage reduction /magic |
| <input type="checkbox"/> Vigour | <input type="text" value=""/> | Hit points of fast healing
(when under half hit points) |

DRAGON MAGIC

- | | | |
|------------------------------------|---|--|
| <input type="checkbox"/> Energy | <input type="text"/> | DC on selected energy type |
| <input type="checkbox"/> Insight | <input type="text"/> | Decipher Script, Knowledge and Spellcraft |
| <input type="checkbox"/> Power | <input type="text"/> | Caster level to overcome spell resistance |
| <input type="checkbox"/> Resolve | <input type="text"/> | Concentration, saves against fear, paralysis and sleep effects |
| <input type="checkbox"/> Stamina | <input type="text"/> | Constitution checks; Fortitude saves |
| <input type="checkbox"/> Swift | <input type="text"/> | Climb, Jump, Swim |
| <input type="checkbox"/> Swiftness | <div><input type="text"/>
× 5</div> | Climbing, flying and swimming speeds |

<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

**AURA BONUS
MULTIPLIER**

Dragon Shaman
Level

$$\boxed{} = \left(\div 5 \right) + 1 \quad (\text{Round down})$$

TOTEM DRAGON

Alignment

	Good	Lawful	Neutral	Evil	Chaotic	True Neutral
Black						
Blue						
Brass						
Bronze						
Copper						
Gold						
Green						
Red						
Silver						
White						

DRACONIC ADAPTATION

From Level 3: <input type="checkbox"/> Activate ability From Level 13: <input type="checkbox"/> Share effect with allies within 30 ft	Water Breathing (always active)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (always active)	Spider Climb (at will)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (always active)	
Equivalent Level Save DC = 10 + CHA + Equivalent level		1 <input type="text"/>	1 <input type="text"/>		2 <input type="text"/>				1 <input type="text"/>		

BREATH WEAPON

	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	
Range	From level 4: <input type="checkbox"/> 30 ft From level 12: <input type="checkbox"/> 60 ft From level 20: <input type="checkbox"/> 120 ft					From level 4: <input type="checkbox"/> 15 ft From level 12: <input type="checkbox"/> 30 ft From level 20: <input type="checkbox"/> 60 ft					

BREATH WEAPON DAMAGE

Dragon
Shaman
Level

$$\boxed{\text{d6}} = \left(\frac{\text{d6}}{2} \right)$$

REFLEX
SAVE DC

Dragon
Shaman
Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CON}$$

(Round down)

TOUCH OF VITALITY

HEALING PER DAY

Dragon
Shaman
Level

$$\boxed{\text{hp}} = \left(2 \times \frac{\text{Level}}{\text{Points Healed}} \times \text{CHA} \right) + \text{misc}$$

Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

SCROLLS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.

POTIONS

[illegible]