DRAGON S	HAMAN Shaman	*	TOTEM DRAGON											
	Level /ACONIC AURA	1	Black	Blue	Brass	Bronze	Cuivre		Green	Red	Argent	White		
AURAS KNOWN		Alignement	B	B	Br	B.	i I	0r	- Gr	□ Re	□ Ar	M _		
	□ Acid □ Electricity □ Fire □ Cold													
Auras	□ Autre:	CH SING												
Known		N. O. M.												
PLAYERS HANDOOI ☐ Energy ×	pts returned energy damage			D	RAC	ONIC.	ADAP	TATI	ON					
Shield	(when hit in melée)	From Level 3:	ing	E	ents	ing		ing	ing	ker				
□ Pouvoir	Melée damage	ability From Level 13:	Breathi s active)	oduisi	Elem	sreath active	climb	sreath active	sreath active	e See	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	Ice Walker (always active)		
□ Resistance ×	Resistance to selected energy type	within 30 ft Equivalent Level	(a)	1	1 1	(a) W	2	(a)	(a	Tr (s)	1	lc (a		
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level												
□ Toughness	Damage reduction /magic	BREATH WEAPON												
□ Vigour	Hit points of fast healing (when under half hit points)		р	Line of Electricity	d)	Line of Electricity	р	ē	pi	re	plo	plo		
DRAGON MAGIC			of Aci	of Ele	of Fire	of Ele	of Aci	of Fir	of Ac	of Fi	of Co	of Co		
□ Energy	DC on selected energy type		Line of Acid	Line	Line of Fire	Line o	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold		
□ Insight	Decipher Script, Knowledge and Spellcraft			rom lev		□ 30				level 4:				
□ Pouvoir	Caster level to overcome spell resistance	Portée From level 12: □ 60 ft From level 12: □ 30 ft From level 20: □ 120 ft From level 20: □ 60 ft												
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Dragon Dragon BREATH WEAPON Shaman REFLEX Shaman												
□ Stamina	Constitution checks; Fortitude saves	$\frac{\text{DAMAGE}}{\text{d6}} = ($	Leve		2)	SA	VE DC	= 1	0 + (Level) +	CON	
□ Swiftness {	Climb, Jump, Swim								`		(arrondi :	à l'infér	
	Climbing, flying and swimming speeds	*			TOU	СН О	F VIT	ALITY	Z .				,	
		HEALING		Dragon Shamar										
		PER DAY	· ~ ~	Level	~	CTTA) _	Divers						
		pv – V	2 ×		^	CHA			-					
						Point	s Healed						_	
4														
AURA BONUS Dr	ragon Shaman													
MULTIPLIER	Level	Healing Effects									Cost (h	ealing	points)	
= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Si Exhausted, Nausea		oonad (Otume -	1							5	
	BAGUETTES	Blinded, Deafened,			otunneo	ı							10 20	
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