DRAGON SH	* TOTEM DRAGON													
	Level /CONIC AURA	!	Black	Blue	Brass	Bronze	Rame	Oro	Green	Red	Argento	White		
AURAS KNOWN		Allineamento		<u>B</u>	B B	<u> </u>	R	0 0	G	Bé	□ Ar			
□ F										_				
Auras	Altre:	\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\												
Known PLAYERS HANDOOK 2		X co. The												
□ Energy × 2	pts returned energy damage			Ι	RAC	ONIC	ADAP	TATI	ON					
Shield	(when hit in melée)	From Level 3: Activate	ing	E	ents	ing		ing	ing	ker				
□ POTERE	Melée damage	ability From Level 13:	reath active	quisr	Elem	reath active	Climb	reath active	reath 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)		
□ Resistenza × 5	Resistance to selected energy type	within 30 ft Equivalent Level	× 😊	1	ш © 1	× ©	2	×	8 🖱	<u> </u>	1	2 (0)		
□ 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)		-	Line of Electricity		Line of Electricity	-	g)	Р	d)	р	P		
DRAGON MAGIC			f Acid	f Elec	f Fire	f Elec	f Acid	of Fire	of Aci	of Fire	of Col	of Col		
□ Energy	DC on selected energy type		Line of Acid	ine o	Line of Fire	ine 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 le		□ 30		0		level 4:	_	_		
□ POTERE	Caster level to overcome spell resistance	Gittata	From level 12: ☐ 60 ft From level 20: ☐ 120 ft							From level 12: □ 30 ft From level 20: □ 60 ft				
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	BREATH WEAPON Shaman REFLEX Sh							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$								COS				
□ Swiftness {	Climb, Jump, Swim				,				`		(A	rrotonda	to per di	
× 5	Climbing, flying and swimming speeds	X			TOU	СН О	F VIT	ALITY	Z				*	
		HEALING		Drago: Shama	n									
		PER DAY	· ~ ~	Level		CAD) _	Varie						
		pf -	(2 ^			CAR	. / -		_					
						Point	s Healed							
<u> </u>													-	
AURA BONUS Drago	on Shaman													
MULTIPLIER	Level	Healing Effects									Cost (h	ealing	points)	
= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Si			0.								5	
BA	CCHETTE	Exhausted, Nauseat Blinded, Deafened,			Stunne	a							10 20	
DA	CGILITE	PEI	RGAM	ENE		" (1		1	POZIC	NI		,	
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