DRAGON S	HAMAN Dragon Shaman				TO	OTEM	DRAG	GON					,
	Level		Black	Azul	Brass	Bronze	Cobre	Oro	Green	Red	Plata	White	
AURAS KNOWN		Alineamiento	B	□ Az	□ Br	B.	ိ -	0 n	Gr	□ Re	- Pig	× =	
	I Ácido □ Electricity I Fuego □ Frío							_					
Auras	Otro:												
Known		X SVIII											
PLAYERS HANDOOK ☐ Energy				D	RAC	ONIC A	ADAP	TATI	ON				
Shield	(when hit in melée)	From Level 3:	ng	_	nts	ng		ng	ng	ker			
□ Poder	Melée damage	ability From Level 13:	reath ctive)	quisn	Eleme	eath ictive)	limb	reathi ctive)	reath ctive)	Seelus)	Fall	ctive)	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies within 30 ft	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)	
☐ Resistencia × 5	energy type	Equivalent Level Save DC = 10 + CHA		1	1		2			1-0	1		
□ Senses	Listen, Spot, Initiative	+ Equivalent level											
□ Toughness	Damage reduction /magic	BREATH WEAPON											
□ Vigour	Hit points of fast healing (when under half hit points)		р	Line of Electricity	4	Line of Electricity	p	e e	þi	e e	PI	ΡI	
DRAGON MAGIC			f Aci	of Elec	f Fire	ıf Elec	f Aci	of Fir	of Ac	of Fir	of Co	of Co	
□ 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	Alass	ı	rom lev	/el 4:	□ 30 f	t	0	From	level 4:	1	5 ft	
□ Poder	Caster level to overcome spell resistance	Alcance		□ 60 f			From level 12: ☐ 30 ft From level 20: ☐ 60 ft						
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	BREATH WEAPON Shaman REI					FLEX	1		Drago Shama	n ın		
□ Stamina	Constitution checks; Fortitude saves	$ \begin{array}{c} \text{DAMAGE} \\ \text{d6} = \begin{pmatrix} & \text{tevel} \\ \text{d6} & \text{tevel} \\ \text{d6} & \text{d6} \\ \end{array} $							Level	÷ 2) + (CON	
□ Swiftness { × 5	Climb, Jump, Swim				,				`			(Redond	 lear aba
	Climbing, flying and swimming speeds	×			TOU	CH O	F VIT	ALITY	Z .				*
	Japan a	CURACIÓN		Dragon Shamar									
		AL DÍA	,	Level)	Misc					
		pg = (2 ×		×	CAR) + -		-				
						Points	s Healed						
AURA BONUS Dra MULTIPLIER	Healing Effects Cost (healing points											oointe)	
= (÷ 5) + 1 (Round	Dazed, Fatigued, Sig	ckened								505t (II	icumy	5 5
	down)	Exhausted, Nauseat	ed, Poi		Stunne	d							10
×	VARITAS	Blinded, Deafened, I								0.63-6-	\TE-0-		20
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