DRAGON SHAMAN

Dragon Shaman Level ⬚

DRACONIC AURA

AURAS KNOWN

☐ Acid   ☐ Electricity
☐ Fire   ☐ Cold
☐ Other: _____

Auras Known

PLAYERS HANDOOK 2

☐ Energy Shield	× 2	pts returned energy damage (when hit in melée)
☐ Power		Melée damage
☐ Presence		Bluff, Diplomacy, Intimidate
☐ Resistance	× 5	Resistance to selected energy type
☐ Senses		Listen, Spot, Initiative
☐ Toughness		Damage reduction /magic
☐ Vigour		Hit points of fast healing (when under half hit points)

DRAGON MAGIC

☐ Energy		DC on selected energy type
☐ Insight		Decipher Script, Knowledge and Spellcraft
☐ Power		Caster level to overcome spell resistance
☐ Resolve		Concentration, saves against fear, paralysis and sleep effects
☐ Stamina		Constitution checks; Fortitude saves
☐ Swiftness {		Climb, Jump, Swim
	× 5	Climbing, flying and swimming speeds
☐		
☐		
☐		
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AURA BONUS MULTIPLIER   Dragon Shaman Level

☐ = (_____ ÷ 5) + 1   (Round down)

WANDS

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐

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TOTEM DRAGON

Alignment	Black	Blue	Brass	Bronze	Copper	Gold	Green	Red	Silver	White	
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

DRACONIC ADAPTATION

	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)
From Level 3: ☐ Activate ability From Level 13: ☐ Share effect with allies within 30 ft										
Equivalent Level		1	1		2				1	
Save DC = 10 + CHA + Equivalent level		☐	☐		☐				☐	

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: ☐ 30 ft From level 12: ☐ 60 ft From level 20: ☐ 120 ft					From level 4: ☐ 15 ft From level 12: ☐ 30 ft From level 20: ☐ 60 ft				

BREATH WEAPON DAMAGE   Dragon Shaman Level

_____ d6 = (_____ ÷ 2)

REFLEX SAVE DC   Dragon Shaman Level

_____ = 10 + (_____ ÷ 2) + CON

(Round down)

TOUCH OF VITALITY

HEALING PER DAY   Dragon Shaman Level   Misc

_____ hp = (2 × _____ × CHA) + _____

Points Healed

Healing Effects	Cost (healing points)
Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

SCROLLS

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POTIONS

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