DRAGON SHAMAN Shaman	1		T	OTEM	DRAG	GON					-	
Level / DRACONIC AURA	1	Black	Brass	Bronze	Cuivre	_	Green	Red	Argent	White		
AURAS KNOWN	Alignement			B	ت ت	0 n	<u>-</u>	□ R	⊸	>		
☐ Acid ☐ Electricity ☐ Fire ☐ Cold	0. O.											
Auras   Autre:	CHO CHIEF											
Known PLAYERS HANDOOK 2	***********											
☐ Energy			DRAC	ONIC.	ADAP	TATI	ON					
Shield (when hit in melée)	From Level 3:	ing (	ents	ning (		ning (	ing (	sker				
□ Power Melée damage	ability From Level 13:	Breathi s active) loquism	Elem	sreath active	climb	sreath active	sreath active	e See	Fall	<b>ker</b> 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 (at will)	Ice Walker (always active)		
☐ Resistance	Equivalent Level	N © N		(a W	2	(a	W (a	Tr (s)	1 1	(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)		Line of Acid	culcity	Line of Electricity	p	e	þi	.е	ple	ple		
DRAGON MAGIC		of Aci	of Fire	of Ele	of Aci	of Fir	of Ac	of Fi	Cone of Cold	Cone of Cold		
☐ Energy DC on selected energy type		Line of Acid	Line of Fire	Line (	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone	Cone		
☐ Insight ☐ Decipher Script, Knowledge and Spellcraft			level 4:	□ 30			_	level 4:				
□ Power □ Caster level to overcome spell resistance	Portée   From level 12:											
Concentration, saves against fear, paralysis and sleep effects	Dragon Dragon  BREATH WEAPON Shaman  REFLEX Shaman											
□ Stamina Constitution checks; Fortitude saves	DAMAGE   = (	Level	÷ 2 )		VE DC	=1	o + (	Level		) + (	CON	
□ Swiftness   Climb, Jump, Swim			,				`		(	arrondi a		
Climbing, flying and swimming speeds	×		JOT	J <b>CH O</b>	F VIT	ALITY	7				,	
	HEALING	Sha	ngon Iman									
	PER DAY	Le	evel	OTT A	).	Divers						
	pv - (	<b>2</b> ^	····· ·	CHA			-					
				Point	s Healed							
AURA BONUS Dragon Shaman												
MULTIPLIER Level	Healing Effects								Cost (h	ealing p	points	
= ( ÷ 5 ) + 1 (Round down)	Dazed, Fatigued, Sic Exhausted, Nauseate		م المالية	٦.							5	
BAGUETTES	Blinded, Deafened, D		eu, Stunne	u							10 20	
2110021120	PAR	CHEMI	NS	<b>"</b> (	*		F	OTIO	NS		,	
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