DRAGO	N SHAMAN Dragon Shaman	*			T	ОТЕМ	DRAG	GON					,
AURAS KNOW	DRACONIC AURA	Alignment	□ Black	□ Blue	□ Brass	□ Bronze	□ Copper	plo9 🗆	Green	□ Red	Silver	□ White	
Auras Known	□ Other: 												
PLAYERS HAN	IDOOK 2		-	I	)RAC	ONIC.	ΔΝΔΡ	ΤΔΤΙ	OM				
□ Energy Shield	x 2 pts returned energy damage (when hit in melée)	From Level 3:	ng							(er			
□ Power	Melée damage	ability From Level 13:	reathi	quism	Elemel	reathi active)	Climb	reathi active)	reathi active)	e Seek	Fall	ker active)	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing	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	× 5 Resistance to selected energy type	within 30 ft Equivalent Level	> =	1	1	> =	2	> 3	> =	F 3	1	2 3	
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level											
☐ Toughness	+ Equivalent level												
□ Vigor	Hit points of fast healing (when under half hit points)			icity									
DRAGON MAG			cid	lectr	i.e	lectr	cid	Fire	Acid	Fire	Cold	Cold	
□ Energy	DC on selected energy type		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	
□ Insight	Decipher Script, Knowledge and Spellcraft			From le		☐ 30 t	_	Con	_	level 4:			
□ Power	Caster level to overcome spell resistance	Range		From le	vel 12:	□ 60	ft		From	level 12	2: □ 3 0: □ 6	0 ft	
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	BREATH WEAPON Shaman REI								Drago Shama	n		
☐ Stamina	Constitution checks; Fortitude saves	DAMAGE	Lev		, )		VE DC	<b>□</b> -₄	o + (	Level		) +	TON
	Climb, Jump, Swim	d6 = (			۷ )				0 . (		· Z		
☐ Swiftness <	× 5 Climbing, flying and	(Round down) TOUCH OF VITALITY											
	swimming speeds			Dragor	ı								
		HEALING PER DAY		Shama Level	n			Misc					
		hp = (	2 ×		×	СНА	) +						
						Point	s Healed		-				
		<b></b>											
	<u>^</u>												
AURA BONUS													
MULTIPLIER	Level	Healing Effects Cost (healing points)											
<u> </u>	= ( ÷ 5 ) + 1 (Round down)	Dazed, Fatigued, Sid Exhausted, Nauseat			Stunna	Ч							5 10
	WANDS	Blinded, Deafened, I			otunne	u							20
		× Se	CRO	LLS		<b>#</b> (	` .		I	POTIO	NS		*
	CHARGES # 00000000000000000000000000000000000												
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