

DRAGON SHAMAN

Dragon Shaman Level

DRACONIC AURA

AURAS KNOWN

- ☐ Acid ☐ Electricity
☐ Fire ☐ Cold
☐ Altre:

Auras Known

PLAYERS HANDBOOK 2

- ☐ Energy Shield $\times 2$ pts returned energy damage (when hit in m  le)
- ☐ Power M  le damage
- ☐ Presence Bluff, Diplomacy, Intimidate
- ☐ Resistance $\times 5$ 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
- ☐ Swiftess Climb, Jump, Swim
- ☐ Swiftess $\times 5$ Climbing, flying and swimming speeds

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AURA BONUS MULTIPLIER

Dragon Shaman Level

$$\text{Multiplier} = \left(\frac{\text{Level}}{5} \right) + 1 \quad (\text{Round down})$$

BACCHETTE

CARICHE #

CARICHE #

CARICHE #

CARICHE #

CARICHE #

TOTEM DRAGON

Alignment



Black

Blue

Brass

Bronze

Rame

Oro

Green

Red

Argento

White

DRACONIC ADAPTATION

From Level 3:

- ☐ Activate ability

From Level 13:

- ☐ Share effect with allies within 30 ft

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)

Equivalent Level

Save DC = 10 + CHA + Equivalent level

1

1

2

1

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

Gittata

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

REFLEX SAVE DC

Dragon Shaman Level

$$\text{d6} = \left(\frac{\text{Level}}{2} \right) \quad \text{Reflex Save DC} = 10 + \left(\frac{\text{Level}}{2} \right) + \text{COS}$$

(Arrotondato per difetto)

TOUCH OF VITALITY

HEALING PER DAY

Dragon Shaman Level

Altro

$$\text{pf} = \left(2 \times \frac{\text{Level}}{5} \times \text{CAR} \right) + \text{Altro}$$

Points Healed

Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

PERGAMENE

POZIONI