DRAGON SHAMAN Shaman	TOTEM DRAGON
Level / DRACONIC AURA	Black Blue Bronze Copper Gold Green Red Silver
AURAS KNOWN	Alignment
☐ Acid ☐ Electricity☐ Fire ☐ Cold	
Auras □ Other:	
Known	
PLAYERS HANDOOK 2	DRACONIC ADAPTATION
Shield × 2 pts returned energy damage (when hit in melée)	From Level 3: Activate Guine
□ Power Melée damage	reathing duism reathing the state of the sta
□ Presence Bluff, Diplomacy, Intimidate	Water Breathing (always active) Spider Climb (at will) Water Breathing (always active) Spider Climb (at will) Water Breathing (always active) 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	Equivalent Level 1 1 2 1
☐ 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 Line of Electricity Line of Fire Cone of Fire Cone of Fire Cone of Fire Cone of Cold Cone of Cold
DRAGON MAGIC	f Aci f Ele of Fire of Fire of Co of Co
☐ Energy DC on selected energy type	Line of Acid Line of Electr Line of Electr Line of Fire Cone of Fire Cone of Fire Cone of Cold Cone of Cold
☐ Insight ☐ Decipher Script, Knowledge and Spellcraft	From level 4:
Power Caster level to overcome spell resistance	Alcance From level 12:
☐ Resolve Concentration, saves against fear, paralysis and sleep effects	D. 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
□ Stamina Constitution checks; Fortitude saves	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$
□ Swiftness Climb, Jump, Swim	(Arredonda para E
Climbing, flying and swimming speeds	TOUCH OF VITALITY
	Dragon HEALING Shaman
	PER DAY Level Outros
	hp = (2 × × CAR) +
	Points Healed
	- }
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AURA BONUS Dragon Shaman MULTIPLIER Level	Healing Effects Cost (healing points)
= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Sickened 5
down)	Exhausted, Nauseated, Poisoned, Stunned
VARINHAS	Blinded, Deafened, Diseased 20
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