DRAGON SHAMAN

Dragon Shaman Level [   ]

DRACONIC AURA

AURAS KNOWN

[   ]

Auras Known

- ☐ Ácido
- ☐ Fuego
- ☐ Otro:
- ☐ Electricity
- ☐ Frío

PLAYERS HANDOOK 2

☐ Energy Shield	× 2	pts returned energy damage (when hit in melée)
☐ Poder		Melée damage
☐ Presence		Bluff, Diplomacy, Intimidate
☐ Resistencia	× 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
☐ Poder		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
☐		
☐		
☐		
☐		

AURA BONUS MULTIPLIER   Dragon Shaman Level

[   ] = ([   ] ÷ 5) + 1   (Round down)

VARITAS

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

TOTEM DRAGON

Alineamiento	Black	Azul	Brass	Bronze	Cobre	Oro	Green	Red	plata	White	
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

BUENO · LEGAL · CAOTICO · MALIGNO

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		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

Alcance:

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 CD   Dragon Shaman Level

[   ] = 10 + ([   ] ÷ 2) + CON   (Redondear abajo)

TOUCH OF VITALITY

CURACIÓN AL DÍA   Dragon Shaman Level   Misc

[   ] pg = (2 × [   ] × CAR) + [   ]

Points Healed

[   ]

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

PERGAMINOS

[   ]
[   ]
[   ]
[   ]
[   ]
[   ]
[   ]
[   ]

POCIONES

[   ]
[   ]
[   ]
[   ]
[   ]
[   ]
[   ]
[   ]