

# 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  lee)
- ☐ POTERE  M  lee damage
- ☐ Presence  Bluff, Diplomacy, Intimidate
- ☐ Resistenza   $\times 5$  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
- ☐ POTERE  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

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

## BACCHETTE

CARICHE

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CARICHE

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## TOTEM DRAGON

### Allineamento



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

$$\text{d6} = \left( \frac{\text{Dragon Shaman Level}}{2} \right)$$

$$\text{REFLEX SAVE DC} = 10 + \left( \frac{\text{Dragon Shaman Level}}{2} \right) + \text{COS}$$

(Arrotondato per difetto)

## TOUCH OF VITALITY

### HEALING PER DAY

Dragon Shaman Level

Altro

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

Points Healed

### Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened

5

Exhausted, Nauseated, Poisoned, Stunned

10

Blinded, Deafened, Diseased

20

## PERGAMENE

## POZIONI