

Nivel de  
aman del  
Dragon

## AURAS KNOWN

□

- ☐ Ácido      ☐ Electricidad  
☐ Fuego      ☐ Frío  
☐ Otro:

<input type="checkbox"/> Energy Shield	<input type="text" value="x 2"/>	pts returned energy damage (when hit in mêlée)
<input type="checkbox"/> Poder	<input type="text"/>	Melée damage
<input type="checkbox"/> Presence	<input type="text"/>	Bluff, Diplomacy, Intimidate
<input type="checkbox"/> Resistencia	<input type="text" value="x 5"/>	Resistance to selected energy type
<input type="checkbox"/> Senses	<input type="text"/>	Listen, Spot, Initiative
<input type="checkbox"/> Toughness	<input type="text"/>	Damage reduction /magic
<input type="checkbox"/> Vigour	<input type="text"/>	Hit points of fast healing (when under half hit points)

<input type="checkbox"/> Energy	<input type="text"/>	DC on selected energy type
<input type="checkbox"/> Insight	<input type="text"/>	Decipher Script, Knowledge and Spellcraft
<input type="checkbox"/> Poder	<input type="text"/>	Caster level to overcome spell resistance
<input type="checkbox"/> Resolve	<input type="text"/>	Concentration, saves against fear, paralysis and sleep effects
<input type="checkbox"/> Stamina	<input type="text"/>	Constitution checks; Fortitude saves
<input type="checkbox"/> Swiftness	<input type="text"/>	Climb, Jump, Swim
	<input type="text" value="x 5"/>	Climbing, flying and swimming speeds
<input type="checkbox"/>	<input type="text"/>	
<input type="checkbox"/>	<input type="text"/>	
<input type="checkbox"/>	<input type="text"/>	
<input type="checkbox"/>	<input type="text"/>	

**AURA BONUS  
MULTIPLIER**

Dragon Shaman  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 5 \right) + 1 \quad (\text{Round down})$$

[illegible][illegible]

From Level 3: <input type="checkbox"/> Activate ability From Level 13: <input type="checkbox"/> Share effect with allies within 30 ft	Water Breathing (always active)	Ventriloquism (a voluntad)	Endure Elements (a voluntad)	Water Breathing (always active)	Spider Climb (a voluntad)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (a voluntad)	Ice Walker (always active)
Equivalent Level		1	1		2				1	
Save DC = 10 + CHA + Equivalent level		<input type="text"/>	<input type="text"/>		<input type="text"/>				<input type="text"/>	

	Line of Acid	Line of Electricity	Line of Fire	Line of Electricity	Line of Acid	Cono de Fuego	Cone of Acid	Cono de Fuego	Cono de Frío	Cono de Frío	
Alcance	Desde nivel 4 <input type="checkbox"/> 30 ft From level 12: <input type="checkbox"/> 60 ft Desde nivel 20: <input type="checkbox"/> 120 ft					Desde nivel 4 <input type="checkbox"/> 15 ft From level 12: <input type="checkbox"/> 30 ft Desde nivel 20: <input type="checkbox"/> 60 ft					

**BREATH WEAPON** Nivel de  
**DAMAGE** Chaman del  
Dragon

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

REFLEX  
SAVECD

$$\boxed{\phantom{000}} = 10 + \left( \frac{\text{Dragon}}{\div 2} \right) + \text{CON}$$

(Redondear abajo)

**CURACIÓN**  
**AL DÍA**

Nivel de  
Chaman del  
Dragon

Misc

$$\boxed{\text{pg}} = ( 2 \times \text{-----} \times \text{CAR} ) + \text{-----}$$

Puntos Curados

### Healing Effects

Cost (healing points)

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

## This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.

[illegible]