DRAGON SHAMAN Shaman	TOTEM DRAGON
Level / DRACONIC AURA	Black Brass Brass Or Or Argent White
AURAS KNOWN	Alignement
☐ Acid ☐ Electricity ☐ Feu ☐ Cold	
Autre:	
Known	
PLAYERS HANDOOK 2	DRACONIC ADAPTATION
Shield x 2 pts returned energy damage (when hit in melée)	From Level 3:
□ Pouvoir Melée damage	Streathi active) Streathi active)
□ Presence Bluff, Diplomacy, Intimidate	wways ways ways ways ways ways ways ways
☐ Resistance	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 Line of Acid Cone of Fire Cone of Fire Cone of Cold Cone of Cold
DRAGON MAGIC	f Acii f Elec f Fire of Fir
☐ Energy DC on selected energy type	Line of Acid 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: 30 ft From level 4: 15 ft
Caster level to overcome spell resistance	Portée From level 12: □ 60 ft From level 12: □ 30 ft From level 20: □ 120 ft From level 20: □ 60 ft
Resolve Concentration, saves against fear, paralysis and sleep effects	Dragon Dragon BREATH WEAPON Shaman REFLEX Shaman
☐ 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	(arrondi à l'in
Climbing, flying and swimming speeds	TOUCH OF VITALITY
	Dragon HEALING Shaman
	PER DAY Level Divers
	pv = (2 × × CHA) +
	Points Healed
AURA BONUS Dragon Shaman MULTIPLIER Level	Healing Effects Cost (healing poin
= (÷ 5) + 1 (Round	Dazed, Fatigued, Sickened
down)	Exhausted, Nauseated, Poisoned, Stunned
BAGUETTES	Blinded, Deafened, Diseased 2
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