DRAGON SHAMAN Shaman	TOTEM DRAGON
Level / DRACONIC AURA	Black Brass Brass Bronze Gold Gold Silver White
AURAS KNOWN	Alignment
☐ Acid ☐ Electricity ☐ Fire ☐ Cold	
Auras Other:	
Known PLAYERS HANDOOK 2	
□ Energy × 2 pts returned energy damage	DRACONIC ADAPTATION
Shield (when hit in melée)	From Level 3: Activate State of the property
□ Poder	applicative the string active to the string active
□ Presence Bluff, Diplomacy, Intimidate	Water Breathing (always active) Spider Climb (at will) Water Breathing (always active) Spider Climb (always active) Water Breathing (always active) Water Breathing (always active) Treasure Seeker (skill bonus) Feather Fall (at will) Ice Walker (always active)
☐ Resistance	within 30 ft 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
☐ Senses ☐ Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level
☐ Toughness ☐ Damage reduction /magic	BREATH WEAPON
Uvigour Hit points of fast healing (when under half hit points)	Line of Acid Line of Electricity Line of Fire Line of Fire Cone of Fire Cone of Fire Cone of Cold Cone of Cold
DRAGON MAGIC	f Acic f Fire of Fire of Fire of Col
☐ Energy DC on selected energy type	Line of Acid Line of Fire Line of Fire Cone of Fire Cone of Fire Cone of Cold Cone of Cold
☐ Insight ☐ Decipher Script, Knowledge and Spellcraft	From level 4:
Poder Caster level to overcome spell resistance	Alcance From level 12: □ 18m From level 12: □ 9m From level 20: □ 36m From level 20: □ 18m
☐ Resolve ☐ ☐ Concentration, saves against fear, paralysis and sleep effect	
☐ Stamina Constitution checks; Fortitude saves	$ \begin{array}{ c c c c c } \hline & DAMAGE & Level & SAVE DC & Level \\ \hline & d6 & = (\div 2) & = 10 + (\div 2) + CON \end{array} $
□ Swiftness	(Arredonda para B
× 5 Climbing, flying and swimming speeds	TOUCH OF VITALITY
	Dragon HEALING Shaman
	PER DAY Level Outros hp = (2 × × CAR) +
	hp - (2 ^ CAR) -
	Points Healed
	⊣ (
AURA BONUS Dragon Shaman	
MULTIPLIER Level	Healing Effects Cost (healing points)
= (÷ 5) + 1 (Round down	
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