DRAGON S	HAMAN Shaman				TC)TEM	DRA	GON						
	Level /ACONIC AURA		Black	Blue	Brass	Bronze	Cuivre		Green	Red	Argent	White		
AURAS KNOWN		Alignement			B	B	o o	0 n		B.	□ Ar	≫		
	Acide	8t \\ \(\frac{1}{2} \rightarrow \frac{1}{2} \rightarr					•							
Auras	Autre:	94,000												
Known		OF The												
PLAYERS HANDOOK				Д	RAC	DNIC.	ADAP	TATI	ON					
□ Energy × :	pts returned energy damage (when hit in melée)	From Level 3:	ng		nts	ng		ng	ng	(er				
□ Pouvoir	Melée damage	ability From Level 13:	eathii actif)	quism	leme	eathi actif)	limb	eathi actif)	eathi actif)	Seek	Fall	er actif)		
□ Presence	Bluff, Diplomacy, Intimidate	Share effect with allies within 30 ft	Water Breathing (Toujours actif)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (Toujours actif)	Spider Climb	Water Breathing (Toujours actif)	Water Breathing (Toujours actif)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (Toujours actif)		
□ Resistance ×	Resistance to selected energy type	Equivalent Level	> _	1	1	> -	2	> -	> _		1			
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level												
□ Toughness	Damage reduction /magic	BREATH WEAPON												
□ Vigueur	Hit points of fast healing (when under half hit points)		70	Line of Electricity		Line of Electricity	70	۵	p <u>.</u>	a)	PI	PI		
DRAGON MAGIC			f Aci	f Elec	f Fire	f Elec	f Aci	of Fir	of Ac	of Fir	of Co	of Co		
□ Energy	DC on selected energy type		Line of Acid	ine o	Line of Fire	ine o	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold		
□ Insight	Decipher Script, Knowledge and Spellcraft	Dortée	F	rom lev	/el 4:	 □ 9m		S	From	level 4:	_ 1	5 ft		
□ Pouvoir	Caster level to overcome spell resistance	Portee										vel 12: □ 9m vel 20: □ 18m		
□ 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'inféri	
	Climbing, flying and swimming speeds	X			TOU	СН О	F VIT	ALITY	Z .				*	
		HEALING		Dragon Shamai										
		PER DAY	,	Level			\	Divers						
		pv = (2 ×		× (CHA	<i>.)</i> + _		_					
						Point	s Healed							
AURA BONUS Dra MULTIPLIER	agon Shaman Level	Healing Effects									Coot /L	oalina	nointa\	
= (÷ 5) + 1 (Round	Dazed, Fatigued, Si	ckened								Cost (h	icaiiiig	points) 5	
	down)	Exhausted, Nausea	ted, Poi		Stunned	d							10	
В	AGUETTES	Blinded, Deafened,											20	
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