DRAGON S	HAMAN Shaman		TOTEM DRAGON											
	Level /ACONIC AURA	1	Noir	Bleu	Brass	Bronze	Cuivre		Green	Rouge	Argent	Blanc		
AURAS KNOWN		Alignement	ž		B	B	o o	0 n	- E	ă D	Ā			
	Acide 🗆 Électricité Feu 🗆 Froid	87 ( ) o				_				_				
Auras	Autre:	CHANGE SING												
Known		O' Ak												
PLAYERS HANDOOF  ☐ Energy				D	RAC	ONIC.	ADAP	TATI	ON					
Shield	(when hit in melée)	From Level 3:	ng	_	nts	ng		ng	ng	ker				
□ Pouvoir	Melée damage	ability From Level 13:	eathii actif)	quisn	:leme	eathi actif)	limb	eathi actif)	eathi actif)	Seel us)	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		7		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	_	p.	_	bid	bio		
DRAGON MAGIC			f Aci	ıf Elec	of Fire	ıf Elec	f Aci	de feı	of Ac	de fe	de fro	de frc		
□ Energy	DC on selected energy type		Line of Acid	ine o	Line of Fire	ine o	Line of Acid	Cône de feu	Cone of Acid	Cône de feu	Cone de froid	Cone de froid		
□ Insight	Decipher Script, Knowledge and Spellcraft	Doutée	F	rom lev	/el 4:	 □ 9m		O	From	level 4:	1	5 ft		
□ Pouvoir	Caster level to overcome spell resistance	Portée			vel 12: vel 20:					level 12 level 20				
□ 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	×			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	agon Shaman Level	Healing Effects									Cost (h	oaling	nointe)	
= (	÷ 5 ) + 1 (Round	Dazed, Fatigued, Si	ckened								COSt (II	lealing	<b>5</b>	
	down)	Exhausted, Nausea	ted, Poi		Stunned	d							10	
В	AGUETTES	Blinded, Deafened,											20	
	# # 0000000000000000000000000000000000		RCHE	MINS		<b>"</b> (	) <b>x</b>		H	POTIO	NS		,	
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