

# DRAGON SHAMAN

Dragon  
Shaman  
Level

## DRACONIC AURA

### AURAS KNOWN

- ☐ Acid ☐ Electricity  
☐ Fire ☐ Cold  
☐ Другие:

Auras  
Known

### PLAYERS HANDBOOK 2

- ☐ Energy Shield   $\times 2$  pts returned energy damage (when hit in melee)  
☐ Power  Melee damage  
☐ Presence  Bluff, Diplomacy, Intimidate  
☐ Resistance   $\times 5$  Resistance to selected energy type  
☐ Senses  Listen, Spot, Initiative  
☐ Toughness  Damage reduction /magic  
☐ Vigour  Hit points of fast healing (when under half hit points)

### DRAGON MAGIC

- ☐ Energy  DC on selected energy type  
☐ Insight  Decipher Script, Knowledge and Spellcraft  
☐ Power  Caster level to overcome spell resistance  
☐ Resolve  Concentration, saves against fear, paralysis and sleep effects  
☐ Stamina  Constitution checks; Fortitude saves  
☐ Swiftress {  Climb, Jump, Swim  
  $\times 5$  Climbing, flying and swimming speeds

☐   
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### AURA BONUS MULTIPLIER

Dragon Shaman  
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$$= \left( \frac{\text{Dragon Shaman Level}}{5} \right) + 1 \quad (\text{Round down})$$

## ЖЕЗЛЫ

Заряды #

Заряды #

Заряды #

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Заряды #

## TOTEM DRAGON

### Alignment



Black  
☐

Blue  
☐

Brass  
☐

Bronze  
☐

Медь  
☐

Золото  
☐

Green  
☐

Red  
☐

Серебро  
☐

White  
☐

☐

## DRACONIC ADAPTATION

From Level 3:

- ☐ Activate ability

From Level 13:  
☐ Share effect with allies within 30 ft

Water Breathing  
(always active)

Ventriloquism  
(at will)

Endure Elements  
(at will)

Water Breathing  
(always active)

Spider Climb  
(at will)

Water Breathing  
(always active)

Water Breathing  
(always active)

Treasure Seeker  
(skill bonus)

Feather Fall  
(at will)

Ice Walker  
(always active)

Equivalent Level

Save DC = 10 + CHA + Equivalent level

1

1

2

1

## BREATH WEAPON

Line of Acid

Line of Electricity

Line of Fire

Line of Electricity

Line of Acid

Cone of Fire

Cone of Acid

Cone of Fire

Cone of Cold

Cone of Cold

Дальность  
From level 4: ☐ 30 ft  
From level 12: ☐ 60 ft  
From level 20: ☐ 120 ft

From level 4: ☐ 15 ft  
From level 12: ☐ 30 ft  
From level 20: ☐ 60 ft

### BREATH WEAPON DAMAGE

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### REFLEX SAVE DC

Dragon Shaman  
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$$\text{d6} = \left( \frac{\text{Dragon Shaman Level}}{2} \right) \quad \text{REFLEX SAVE DC} = 10 + \left( \frac{\text{Dragon Shaman Level}}{2} \right) + \text{ВЫН}$$

(Округлять к меньшему)

## TOUCH OF VITALITY

### HEALING PER DAY

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Прочее

$$\text{hp} = \left( 2 \times \frac{\text{Dragon Shaman Level}}{2} \times \text{XAP} \right) + \text{Прочее}$$

Points Healed

### Healing Effects

Cost (healing points)

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

## СВИТКИ

## ЗЕЛЬЯ