DRAGON SH	AMAN Shaman	TOTEM DRAGON											
	ONIC AURA		Black	Blue	Brass	Bronze	Медь	Золото	Green	Red	Серебро	White	
AURAS KNOWN		Мировоззрение			B	B	∑	3	<u> </u>	B.	ٽ □		
□ Acid □ Electricity □ Огонь □ Cold		10 10 10 10 10 10 10 10 10 10 10 10 10 1											
Auras	lругие:	**************************************											
Known PLAYERS HANDOOK 2		* *											
☐ Energy × 2	pts returned energy damage	From Level 3:		D			ADAP	TATIO	ON				
Shield	(when hit in melée)	☐ Activate	hing e)	Ë	Endure Elements (at will)	hing e)	q	hing e)	hing e)	Treasure Seeker (skill bonus)		(e)	
□ Сила	Melée damage	ability From Level 13:	Breat active	oquis	Elem	Breat active	Clim	Breat active	Breat active	re Se	r Fall	Iker active	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (always active)	Ventriloquism (at will)	ndure it will)	Water Breathing (always active)	Spider Climb	Water Breathing (always active)	Water Breathing (always active)	reasu	Feather Fall (at will)	Ice Walker (always active)	
□ Resistance × 5	Resistance to selected energy type	within 30 ft Equivalent Level	× ©	1	1	X ©	2	(w	X ©	<u> </u>	1	<u> </u>	
□ 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)		ъ	Line of Electricity		Line of Electricity	70	a	pi	Ф	PI	p	
DRAGON MAGIC			of Aci	of Elec	of Fire	of 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	ine of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold	
□ Insight	Decipher Script, Knowledge and Spellcraft			rom lev		□ 30		J		level 4:			
□ Сила	Caster level to overcome spell resistance	Дальность 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	BREATH WEAPON Shaman REFLEX Shaman											
□ Stamina	Constitution checks; Fortitude saves										ын		
□ Swiftness {	Climb, Jump, Swim										(Ok	круглять	к мені
× 5	Climbing, flying and swimming speeds	\				CH O	F VIT	ALITY	7				,
		HEALING PER DAY		Dragor Shamai				П					
			(2 ×	Level		XAP) _	Прочее					
		пз = ((^		. / T _						
						Очков	Вылечен	10					_
<u></u>	J	[
	n Shaman												
MULTIPLIER	Level	Healing Effects									Cost (h	nealing p	oints)
= (÷ 5) + 1 (Round down)	Dazed, Fatigued, Si Exhausted, Nausea		ennad (Stunna	4							5 10
K	КЕЗЛЫ	Exnausted, Nausea Blinded, Deafened,			otunne(u							20
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