DRAGON SHAMAN

Dragon Shaman Level

DRACONIC AURA

AURAS KNOWN

Auras Known

☐ Acid ☐ Electricity
☐ Огонь ☐ Cold
☐ Другие:

PLAYERS HANDOOK 2

☐ Energy Shield	× 2	pts returned energy damage (when hit in melée)
☐ Сила		Melée damage
☐ Presence		Bluff, Diplomacy, Intimidate
☐ Resistance	× 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
☐ Сила		Caster level to overcome spell resistance
☐ Resolve		Concentration, saves against fear, paralysis and sleep effects
☐ Stamina		Constitution checks; Fortitude saves
☐ Swiftness		Climb, Jump, Swim
	× 5	Climbing, flying and swimming speeds
☐		
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AURA BONUS MULTIPLIER = (Dragon Shaman Level ÷ 5) + 1 (Round down)

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TOTEM DRAGON

Мировоззрение	Black	Blue	Brass	Bronze	Медь	Золото	Green	Red	Серебро	White	
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

DRACONIC ADAPTATION

	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)	
From Level 3: ☐ Activate ability From Level 13: ☐ Share effect with allies within 30 ft											
Equivalent Level		1	1		2				1		
Save DC = 10 + CHA + Equivalent level		☐	☐		☐				☐		

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 d6 = (Dragon Shaman Level ÷ 2)

REFLEX SAVE DC = 10 + (Dragon Shaman Level ÷ 2) + ВЫН

(Округлять к меньшему)

TOUCH OF VITALITY

HEALING PER DAY hp = (2 × Dragon Shaman Level × ХАР) + Прочее

Очков Вылечено

Healing Effects	Cost (healing points)
Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

СВИТКИ

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