<b>DRAGON S</b>	HAMAN Shaman		TOTEM DRAGON											
	Level /ACONIC AURA		Black	Blue	Brass	Bronze	Медь	Золото	Green	Red	Серебро	White		
AURAS KNOWN		Мировоззрение			- B	B D	Ž	33		B.	o o	>		
	I Acid □ Electricity I Огонь □ Cold													
Auras	] Другие:	1000000											\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
Known PLAYERS HANDOOK		本業												
□ Energy ×	pts returned energy damage	From Level 3:		Γ			ADAP	TATI	ON					
Shield	(when hit in melée)	☐ Activate ability	hing e)	Ë	Endure Elements (at will)	hing e)	q	hing e)	hing e)	Treasure Seeker (skill bonus)		(e)		
□ Сила	Melée damage	From Level 13:	<b>Breat</b> activo	oquis	Elem	<b>Breat</b> active	Clim	<b>Breat</b> active	<b>Breat</b> active	re Se	r Fall	<b>Iker</b> 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 kill bo	Feather Fall (at will)	Ice Walker (always active)		
□ Resistance ×	Resistance to selected energy type	within 30 ft Equivalent Level	<b>W</b> ©	1	1	<b>X</b> ©	2	× ©	<b>×</b> ©	<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)		70	Line of Electricity		Line of Electricity	70	a	p.	a	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			_	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	Dragon   Dragon   BREATH WEAPON   Shaman   REFLEX   Shaman   DAMAGE   Level   SAVE DC   Level												
□ Stamina	Constitution checks; Fortitude saves	d6 = (	Leve	÷ 2	2)	SA	VE DC	= 1	0 + (	Level	÷ 2	) +B	ы	
□ Swiftness {	Climb, Jump, Swim										(Ok	круглять	к мен	
×	Climbing, flying and swimming speeds	X		D		CH O	F VIT	ALITY	7				,	
		HEALING PER DAY		Dragor Shama Level				Ппошая						
			( 2 ×	Level	×	XAP	) +	Прочее						
		hp = 1	` - "				. ' -		-					
						UЧК0В	Вылечен	10					_	
<u></u>		[												
	ngon Shaman													
MULTIPLIER _ (	Level	Healing Effects									Cost (h	nealing p		
= (	÷ <b>5</b> ) + <b>1</b> (Round down)	Dazed, Fatigued, Si Exhausted, Nausea		soned :	Stunne	d							5 10	
	ЖЕЗЛЫ	Blinded, Deafened,			- willie	en.							20	
			ВИТЕ	КИ		<b>#</b> (	*			ЗЕЛЕ	Ro		,	
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