DRAGON	N SHAMAN Drachen-	TOTEM DRAGON												
DIMOUI	Stufe /		Schwarz	n.	Messing	Bronze	Kupfer	pl	Ë	+	Silber	Si		
AURAS KNOWI	DRACONIC AURA	Gesinnung	Sch	□ Blau	Me	□ Bro	□ Kup	plo9 🗆	□ Grün	□ Rot	Silk	□ Weiß		
	□ Säure □ Elektrizität □ Feuer □ Kälte	*c4,0						Ш		Ш		Ш		
Auras Known	□ Weitere:	CHANGE STATE												
PLAYERS HAN	D00K 2	** ×			DACO	ONIC A	ADAD	TI A TITLE) NI	*				
□ Energie Schild	pts returned energy damage (when hit in melée)	Ab Stufe 3:	D							er nus)				
□ Macht	Melée damage	ability Ab Stufe 13:	tmun ctiv)	quism	leme	tmun tiv)	klette	tmun tiv)	tmun ctiv)	Seek tenbor	_	er ctiv)		
□ Presence	Bluffen, Diplomatie, Einschüchtern	☐ Share effect with allies	Wasseratmung (immer aktiv)	Ventriloquism (at will)	Endure Elements (at will)	Wasseratmung (immer aktiv)	Spinnenklettern (at will)	Wasseratmung (immer aktiv)	Wasseratmung (immer aktiv)	Treasure Seeker (Fertigkeitenbonus)	Federfall (at will)	Ice Walker (immer aktiv)		
□ Resistenz	× 5 Resistance to selected energy type	within 30 ft Equivalent Level	> :=	1	ш © 1	S :=	2	W :□	> :=	L (i)	1	<u>2</u> :=		
□ Senses	Lauschen, Entdecken, Initiative	Save DC = 10 + CHA + Equivalent level												
☐ Toughness	Damage reduction /magic				BR	EATH	WEA	PON						
□ Vigour	Hit points of fast healing (when under half hit points)			Line of Electricity		Line of Electricity			-					
Drachenmagie			Acid	Elect	Fire	Elect	Acid	of Fire	f Acid	of Fire	egel	egel		
□ Energy	SG bei gewählter Energieart		ine of Acid	ine of	Line of Fire	ine of	ine of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Kältekegel	Kältekegel		
□ Insight	Schriftzeichen entschlüsseln, Wiskund Zauberkunde		_	Ab Stufe	e 4:	□ 9 m	_	S	Ab Stu	ıfe 4:	□ 4	,5m		
□ Macht	Caster level to overcome spell resistance	Reichw		Ab Stufe Ab Stufe		□ 18 r				ıfe 12: ıfe 20:	□ 9 □ 1			
□ Resolve	Concentration, saves against fear, paralysis and sleep effects						FLEX			Drachei schamar				
□ Stamina	Constitution checks; Fortitude saves	DAMAGE W6 =	Stuf	fe ÷ 2	2.)	wt	JRFSG	_ = 1	0 + (Stufe	÷ 2) +	KΩ	
□ Swiftness {	Klettern, Springen, Schwimmen	WO			- /					`		'	unden)	
- Ownthess	× 5 Kletternd, fliegend und schwimmend	TOUCH OF VITALITY												
		HEILT		Dracher schaman										
		PRO TAG	(2 ×	Stufe		CII) .	onstiges						
		TP = (2 × × CH) +												
						geheilt	te Punkte	9						
	<u> </u>													
AURA BONUS	Dragon Shaman													
MULTIPLIER	Level = (÷ 5) + 1 (ab-	Healing Effects Cost (healing points												
	= (÷ 5) + 1 (ab-runden)	Dazed, Fatigued, S Exhausted, Nausea		soned, S	Stunne	d							5 10	
×	ZAUBERSTÄBE	Blinded, Deafened,	Disease		N		7		г	ľRÄN	KE		20	
	* # 000000000	Jen									ICL			
	LADO													
	# 000 000 000													
	<u> </u>													
	83 # 00000000000000000000000000000000000													
	4 000 000 000 000 000 000 000 000 000 0													
	3 000 000 000													
	# COOOCO													