DRAGON SI	HAMAN Shaman	TOTEM DRAGON											
	CONIC AURA		Black	Blue	Brass	Bronze	Медь	Золото	Green	Red	Серебро	White	
AURAS KNOWN		Мировоззрение	B	B	- B	B B	Ĭ	36	G	□ Re	°C	M	
	Acid □ Electricity Огонь □ Cold	18°C 70						_		_		_	
Auras	Другие:	100 Sec. 100											
Known PLAYERS HANDOOK		*****					7						
□ Energy × 2				Γ			ADAP	TATI	ON				
Shield	(when hit in melée)	From Level 3:	ing	E	ents	ing		ing	ing	ker			
□ Сила	Melée damage	ability From Level 13:	reath active	guisi	Elem	ireath active	climb	ireath active	sreath active	e See	Fall	<b>ker</b> active	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (always active)	Ventriloquism (at will)	Endure Elements (at will)	Water Breathing (always active)	Spider Climb	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (at will)	Ice Walker (always active)	
□ Resistance × 5	Resistance to selected energy type	within 30 ft Equivalent Level	W <sub>8</sub>	2 te	표 <sup>tb</sup>	(al	2 2	W <sub>(al</sub>	(al	i s	1 (at	lc (al	
□ 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)		-	Line of Electricity		Line of Electricity	-	a)	р	d)	p	р	
DRAGON MAGIC			f Acid	f Elec	f Fire	f Elec	f Acid	of Fire	of Aci	of Fire	of Col	of Col	
□ 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		O		level 4:			
□ Сила	Caster level to overcome spell resistance	Дальность From level 12: □ 60 ft From level 20: □ 120 ft From level 20: □ 60 ft											
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	D. 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1											
□ Stamina	Constitution checks; Fortitude saves									ЫН			
□ Swiftness {	Climb, Jump, Swim										(Ok	 круглять	к мен
× 5	Climbing, flying and swimming speeds	×				CH O	F VIT	ALITY	7.				,
		HEALING DED DAY		Dragor Shama				П					
		PER DAY	( 2 ×	Level		XAP	`	Прочее					
		hp =	(		<b>^</b>								
						Очков	Вылечен	10					_
<u> </u>													
AURA BONUS Drag	gon Shaman												
MULTIPLIER	Level	Healing Effects									Cost (h	nealing p	oints
= (	÷ <b>5</b> ) + <b>1</b> (Round down)	Dazed, Fatigued, Si Exhausted, Nausea		conod	Stunna	4							5 10
	ЖЕЗЛЫ	Blinded, Deafened,			Juiiile(	и							20
		` (	ВИТЕ	КИ		<b>#</b> (	*			ЗЕЛЕ	Ro		,
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