

# DRAGON SHAMAN

Dragon  
Shaman  
Level

## DRACONIC AURA

### AURAS KNOWN

- ☐ Acid ☐ Electricity  
☐ Ogień ☐ Cold  
☐ Inne:

Auras  
Known

### PLAYERS HANDBOOK 2

- ☐ Energy Shield   $\times 2$  pts returned energy damage (when hit in melee)  
☐ Moc  Melee damage  
☐ Presence  Bluff, Diplomacy, Intimidate  
☐ Resistance   $\times 5$  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  Odszyfrowywanie Zapisków, Wiedza i Czarostwo  
☐ Moc  Caster level to overcome spell resistance  
☐ Resolve  Concentration, saves against fear, paralysis and sleep effects  
☐ Stamina  Constitution checks; Fortitude saves  
☐ Swiftess  Climb, Jump, Swim  
☐   $\times 5$  Climbing, flying and swimming speeds

☐   
☐   
☐   
☐

### AURA BONUS MULTIPLIER

Poziom  
Smoczego Szamana

$$\text{Multiplier} = \left( \frac{\text{Level}}{5} \right) + 1 \quad (\text{Round down})$$

## RÓŻDŹKI

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## TOTEM DRAGON

Charakter



Black



Blue



Brass



Bronze



Miedź



Złoto



Green



Red



Srebro



White



## DRACONIC ADAPTATION

Od 3 poziomu:

- ☐ Activate ability

From Level 13:  
☐ Share effect with allies within 30 ft

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)

Equivalent Level

Save DC = 10 + CHA + Equivalent level

1

1

2

1

## 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

Zasięg

Od 4 poziomu: ☐ 9m  
From level 12: ☐ 60 ft  
From level 20: ☐ 120 ft

Od 4 poziomu: ☐ 15 ft  
From level 12: ☐ 9m  
From level 20: ☐ 60 ft

### BREATH WEAPON DAMAGE

Dragon  
Shaman  
Level

### REFLEX SAVE DC

Dragon  
Shaman  
Level

$$k6 = \left( \frac{\text{Level}}{2} \right) \quad \text{REFLEX SAVE DC} = 10 + \left( \frac{\text{Level}}{2} \right) + \text{BD}$$

(Zaokrąglane w dół)

## TOUCH OF VITALITY

### HEALING PER DAY

Dragon  
Shaman  
Level

Inne

$$pw = \left( 2 \times \text{Level} \times \text{CHA} \right) + \text{Inne}$$

Punkty Wyleczone

### Healing Effects

Cost (healing points)

Dazed, Fatigued, Sickened	5
Exhausted, Nauseated, Poisoned, Stunned	10
Blinded, Deafened, Diseased	20

## ZWOJE

## MIKSTURY