DRAGON	SHAMAN Shaman	×			TO	TEM	DRA	GON					,	
	PRACONIC AURA Acid Electricity Ognień Cold	Charakter	□ Black	□ Blue	Brass	□ Bronze	Miedź	□ Złoto	Green	□ Red	Srebro	□ White		
Auras Known	□ Inne:		\$ \$											
PLAYERS HANDO	OOK 2			D	RACO	ONIC.	ADAP	TATI	ON					
□ Energy Shield	pts returned energy damage (when hit in melée)	Od 3 poziomu:								70				
□ Moc	Melée damage	☐ Activate ability	eathin tive)	uism	emen	eathin tive)	dmi	eathin tive)	eathin tive)	Seeke s)	all a	ir tive)		
□ Presence	Bluff, Diplomacy, Intimidate	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	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall	Ice Walker (always active)		
□ Resistance	× 5 Resistance to selected energy type	Equivalent Level	7 U	1	1	20	2	20	7		1			
□ 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			p	4)	p	ь		
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	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold		
□ Insight	Odszyfrowywanie Zapisków, Wied: i Czarostwo	Zasięg	(Od 4 poz From lev	ziomu:	□ 9m		0	Od 4 poziomu: 1			5 ft		
□ Moc	Caster level to overcome spell resistance	2.0.43		rom lev										
□ 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	bamage	Leve	el + 2	2)	SA	VE DC	= 1	o + (Level	÷ 2) +	BD	
□ Swiftness {	Climb, Jump, Swim	(Zaokrąglane w												
	× 5 Climbing, flying and swimming speeds	TOUCH OF VITALITY												
		HEALING PER DAY		Dragon Shamar Level				lnna						
		_ (2 ×	Level	×	СНА) +	Inne						
		pw	pw - (2 ^ CHA) - Punkty Wyleczone											
						Pulikty	wyreczo	ne					_	
	<u>}</u>													
AURA BONUS MULTIPLIER S	Poziom													
MOLIFIER 5	Smoczego Szamana (Round	Healing Effects	okonod								Cost (h	nealing	points) 5	
	down)	Dazed, Fatigued, Sid Exhausted, Nauseat		soned, S	Stunned	d							10	
Ĭ.	RÓŻDŻKI	Blinded, Deafened,											20	
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