DRAGON SHAMAI	TOTEM DRAGON												
DRACONIC AUI	Level /	1	Black	Blue	Brass	Bronze	Copper	Gold	Green	Red	Silver	White	
AURAS KNOWN		Alignment			B.	B) 	09	G.	□ Re	Si S	× □	
□ Fire □ (Electricity Cold	, 8°, \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		_						_			
Auras □ Other:		100 Sept											
Known PLAYERS HANDOOK 2		******											
	d energy damage			D		ONIC.	ADAP	TATIO	ON				
Shield (when hit i	n melée)	From Level 3:	ing (E	ents	ing		ing	ing	sker			
□ Power Melée dama	ige	ability From Level 13:	sreath active	oquisi	Elem	sreath active	climb	sreath active	sreath active	e See	Fall	ker active	
Presence Bluff, Diplor 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 energy typ		within 30 ft Equivalent Level	W; (al	1	1	W (al	2	W _s	W _{(al}	T (s)	1 Le	lc (al	
☐ Senses ☐ Listen, Spot	, Initiative	Save DC = 10 + CHA + Equivalent level											
□ Toughness □ □ Damage red	Damage reduction /magic BREATH WEAPON												
☐ Vigour ☐ Hit points o (when und	f fast healing er half hit points)		-	Line of Electricity		Line of Electricity	-	a	р	a)	pl	р	
DRAGON MAGIC			f Aci	f Elec	f Fire	f Elec	f Aci	of Fir	of Aci	of Fir	of Co	of Co	
□ Energy DC on selec	ted 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 So and Spellc	cript, Knowledge raft			rom lev		□ 30 f	_	O		level 4:		_	
	to overcome	Дальность From level 12: □ 60 ft From level 12: □ 30 ft From level 20: □ 120 ft From level 20: □ 60 ft											
☐ Resolve Concentrati fear, paraly		Dragon											
□ Stamina Constitution Fortitude s	saves	d6 = (Leve	÷ 2	2)	SA	VE DC	= 1	0 + (Level	÷ 2) + (CON
□ Swiftness Climb, Jump, Swim Climbing, flying and											(Ок	сруглять	к мені
x 5 Climbing, fly swimming		×		D		CH O	F VIT	ALITY	7.				,
		HEALING PER DAY		Dragon Shamar Level				Ппс					
			2 ×	Level	×	СНА) +	Прочее					
		hp = (\ 										
						Point	s Healed						_
<u> </u>		 											
AURA BONUS Dragon Shaman													
MULTIPLIER Level	10	Healing Effects									Cost (h	ealing p	oints)
= (÷5,	+ 1 (Round down)	Dazed, Fatigued, Si Exhausted, Nausea		onad (Stunnor	I							5 10
WANDS		Blinded, Deafened,			Juille(4							20
		×	СВИТК	И		F	*			ЗЕЛЬ	Я		,
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зарядов													
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