DRAGON SH	TOTEM DRAGON												
	ONIC AURA		Black	Azul	Brass	Bronze	Cobre	0	Green	p	plata	White	
AURAS KNOWN		Alineamiento	B	□ Az	Br.	B D	ိ -	□ 0ro		□ Red	plq 🗆	×	
□ F	cido □ Electricity iuego □ Frío	18°C\\.											
Auras	Otro:												
Known PLAYERS HANDOOK 2		A CONTRACT											
☐ Energy × 2	pts returned energy damage			D	RAC	ONIC	ADAP	TATI	ON				
Shield	(when hit in melée)	From Level 3:	ing (E	ents	ing		ing	ing (eker			
□ Poder	Melée damage	ability From Level 13:	sreatly active	oquis tad)	Elem tad)	sreatl	Climb tad)	sreatl	sreatl active	e Sec	Fall tad)	ker active	
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	Water Breathing (always active)	Ventriloquism (a voluntad)	Endure Elements (a voluntad)	Water Breathing (always active)	Spider Climb (a voluntad)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (a voluntad)	Ice Walker (always active)	
☐ Resistencia × 5	Resistance to selected energy type	within 30 ft Equivalent Level	S ©	> © 1	1	S ©	၁	× °	≤ ©	FS	1	2 0	
□ Senses	Listen, Spot, Initiative	Save DC = 10 + CHA + Equivalent level											
□ Toughness	Damage reduction /magic												
□ Vigour	Hit points of fast healing			ity		ity							
	(when under half hit points)		pi.	Line of Electricity	re	Line of Electricity	pig	<u>.e</u>	cid	i.e	plo	plo	
DRAGON MAGIC	DC on selected energy type		Line of Acid	of El	Line of Fire	of El	Line of Acid	Cone of Fire	Cone of Acid	Cone of Fire	Cone of Cold	Cone of Cold	
☐ Energy ☐ Insight	Decipher Script, Knowledge		Line	Line	Line	Line	Line	Cone	Cone	Cone	Cone	Cone	
	and Spellcraft	Alassa		esde n		□ 30				nivel 4			
□ Poder	Caster level to overcome spell resistance	Alcance From level 12: □ 60 ft From level 20: □ 120 ft							From level 12: □ 30 ft From level 20: □ 60 ft				
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Nivel de Nivel de BREATH WEAPON Chaman del REFLEX Chaman del											
□ Stamina	Constitution checks;	DAMAGE	Drago	on	\		VECD	_		Drago		\	
	Fortitude saves Climb, Jump, Swim	d6 = (÷ 2	2)			= 1	0 + (÷ 2) +	CON
□ Swiftness {	Climbing, flying and			_	тог		F 1777	ALITY	7	_	(R	edondea	r hacia a
	swimming speeds) x		Nivel de		CHU	r vii	ALIII					
		CURACIÓN AL DÍA	(haman o Dragon				Misc					
		pg = ((2 ×		×	CAR) +						
		13				Point	. – s Healed		-				
*													
	n Shaman Level	Healing Effects									O = = + (h		:
= (÷ 5) + 1 (Round	Dazed, Fatigued, Si	ckened								Cost (I	nealing	5
	down)	Exhausted, Nausea	ted, Poi		Stunne	d							10
V.	ARITAS	Blinded, Deafened,							D	OCIO	NEC		20
		PER	RGAM	INUS			*		P	OCIO:	NES		
	CARGAS												
	-												
	CARGAS #												
	<u>8</u> 000 000 000												
	» <u>0</u>												
	46 44 000000000000000000000000000000000												
	CARGAS												
	0 000 000 000												
	igy # 00000000000000000000000000000000000												