DRAGON	SHAMAN Shaman				TO		DRAG	GON					*
	RACONIC AURA Acid Electricity Ognień Cold	Charakter	□ Black	□ Blue	Brass	□ Bronze	Miedź	□ Złoto	Green	□ Red	Srebro	□ White	
Auras Known	□ Inne:												
PLAYERS HANDO	DRACONIC ADAPTATION												
□ Energy Shield	pts returned energy damage (when hit in melée)	Od 3 poziomu:	j d							<u>-</u>			
□ Moc	Melée damage	☐ Activate ability	eathir	uism iie)	lemen	eathir	imb iie)	eathir	eathir	Seek(s)	all iie)	er tive)	
□ Presence	Bluff, Diplomacy, Intimidate	From Level 13: Share effect with allies within 30 ft	Water Breathing (always active)	Ventriloquism (na życzenie)	Endure Elements (na życzenie)	Water Breathing (always active)	Spider Climb (na życzenie)	Water Breathing (always active)	Water Breathing (always active)	Treasure Seeker (skill bonus)	Feather Fall (na życzenie)	Ice Walker (always active)	
□ Resistance	× 5 Resistance to selected energy type	Equivalent Level		1	1		2				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	_	0)	p	a)	р	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	a Zasięg	(Od 4 po	ziomu:	□ 9m		0	Od 4 poziomu:			5 ft	
□ Moc	Caster level to overcome spell resistance	Zuoięg	Zasięg From level 12: □ 18m From level 12: □ 9 From level 20: □ 120 ft From level 20: □										
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Dragon Dragon BREATH WEAPON Shaman REFLEX Shaman											
□ Stamina	Constitution checks; Fortitude saves	DAMAGE k6 = (Leve	el ÷ 2	2)	SA	VE DC	= 1	o + (Level	÷ 2) +	BD
□ Swiftness {	Climb, Jump, Swim × 5 Climbing, flying and	(Zaokrąglane w c											
	TOUCH OF VITALITY												
		HEALING PER DAY		Dragon Shamai Level				Inne					
		pw = (2 ×	Level	×	СНА) +	IIIIe					
		_			Dunkty	. / _ Wyleczo	nρ	-					
						Tunkty	vv y ICC20	110					
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AURA BONUS MULTIPLIER S	Poziom Imoczego Szamana	<u></u>									0 //		
=	(÷ 5) + 1 (Round	Healing Effects Dazed, Fatigued, Signature	ckened								Cost (n	nealing	points) 5
	down)	Exhausted, Nauseat	ted, Poi		Stunned	d							10
×	RÓŻDŻKI	Blinded, Deafened,			_			_	73.4	TIZOT	TIDAZ	_	20
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