DRAGON S	SHAMAN Smoczego	*	TOTEM DRAGON											
	Szamana /RACONIC AURA	1	Black	Blue	Brass	Bronze	Miedź	Złoto	Green	Red	Srebro	White		
AURAS KNOWN		Charakter			_ □	B	∑	Z	- - -	<u>~</u>	S	≫ □		
	☐ Kwas☐ Electricity☐ Ognień☐ Cold	PANILO SECONO												
Auras	□ Inne:	C. Holy Con												
PLAYERS HANDOO		*****												
- F	x 2 pts returned energy damage		DRACONIC ADAPTATION Od 3 poziomu:											
Shield	(when hit in melée)	☐ Activate	ing (E	ents	ing		ing	ing	sker				
□ Moc	Melée damage	ability Od 13 poziomu:	Sreatl active	oquis enie)	Elem enie)	Sreatl active	Climb enie)	Sreatl active	Sreatl active	re See	r Fall enie)	ker active		
□ Presence	Bluff, Diplomacy, Intimidate	☐ Share effect with allies	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 □	Resistance to selected energy type	within 30 ft Equivalent Level	(a W	1	<u>ப்</u> 5 1	(a W	2 2	(a W	(a W	L S	1	(a		
□ Senses	Listen, Spot, Initiative	Rz. Obr. = 10 + CHA + Odpowiadający poz	iom											
□ Toughness	Damage reduction /magic	BREATH WEAPON												
□ Vigour	Hit points of fast healing (when under half hit points)		70	Line of Electricity		Line of Electricity	70	a	p <u>.</u>	a	PI	PI		
DRAGON MAGIC			of Aci	of Ele	of Fire	of Ele	of Aci	of Fir	of Ac	of Fir	of Co	of Co		
□ 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		 Od 4 poz						_	u: 🗆 1			
□ Moc	Caster level to overcome spell resistance	Zasięg												
□ Resolve	Concentration, saves against fear, paralysis and sleep effects	Poziom Poziom BREATH WEAPON Smoczego REFLEX Smoczego DAMAGE Szamana SAVE DC Szamana												
□ Stamina	Constitution checks; Fortitude saves	k6 = (Szama	ana ÷ 2	2)	JA.	VE DC	= 1	0 + (Szamaı	• 2) +	BD	
□ Swiftness {	Climb, Jump, Swim	(Zaokrąglane											lane w	
	swimming speeds)×		Poziom		СН О	F VIT	ALITY	<u> </u>				,	
		HEALING PER DAY		Smoczeg Szaman	0			Inne						
		l (2 ×	Jzaman		СНА) +	IIIIC						
		pw] - \	_				. / _ Wyleczo		-					
						Pulikty	wyieczo	iie						
	<u></u>	[
AURA BONUS	Poziom	2												
MULTIPLIER Sm	noczego Szamana (÷ 5) + 1 (Round	Healing Effects									Cost (h	nealing p		
	down)	Dazed, Fatigued, Si Exhausted, Nausea		soned, S	Stunned	ł							5 10	
ĭ	RÓŻDŻKI	Blinded, Deafened,	Disease	ed									20	
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