

Shaman

The shaman is the wise elder, the healer, and the mystic warrior among the more primitive races. It is the role of the shaman to instruct the young, maintain the traditions and culture of the tribe and to arbitrate disputes within the tribe.

It is the shaman who passes on the wisdom of the ancestors to the young, who communes with the tribes totem spirits, and in times of war, calls the wrath of the spirits down upon his tribes foes.

As a mystic warrior, the shaman is not afraid to stand in battle beside his brothers, what he lacks in the sheer ferocity of the berserker he more than makes up for with carefully woven strands of magic and the help of guardian spirits.



Alignment: Any non=lawful

Hit Die: d8

Skill points at first level: (4 +Int modifier)x4

Skill points each additional level: 4 +Int modifier

Class Skills:

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature)(Int), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Weapon and Armor Proficiencies:

All simple weapons + martial axes, flails, and hammers: All light and medium armors, and shields.

Table: The Shaman

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	-----Spells per Day-----									
						0	1	2	3	4	5	6	7	8	9
1	0	+2	0	+2	Totem Spirit	3	1								
2	+1	+3	0	+3	Track	4	2								
3	+2	+3	+1	+3	Lesser Totem Armor	4	2	1							
4	+3	+4	+1	+4		5	3	2							
5	+3	+4	+1	+4	Guardian Spirit	5	3	2	1						
6	+4	+5	+2	+5	Ancestral Knowledge	5	3	3	2						
7	+5	+5	+2	+5	Ancestral Blessing	6	4	3	2	1					
8	+6/+1	+6	+2	+6	Totem Form	6	4	3	3	2					
9	+6/+1	+6	+3	+6		6	4	4	3	2	1				
10	+7/+2	+7	+3	+7	Totem Armor	6	4	4	3	3	2				
11	+8/+2	+7	+3	+7		6	5	4	4	3	2	1			
12	+9/+4	+8	+4	+8	Ancestral Knowledge	6	5	4	4	3	3	2			
13	+9/+4	+8	+4	+8		6	5	5	4	4	3	2	1		
14	+10/+5	+9	+4	+9	Spirit Sight	6	5	5	4	4	3	3	2		
15	+11/+6/+1	+9	+5	+9		6	5	5	4	4	4	3	2	1	
16	+12/+7/+2	+10	+5	+10		6	5	5	5	4	4	3	3	2	
17	+12/+7/+2	+10	+5	+10	Greater Totem Armor	6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11	Ancestral Knowledge	6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4

Chaotic, Evil, Good, and Lawful Spells: A shaman cannot cast spells from an alignment opposed to his own. For example, a neutral good druid cannot cast evil spells. Spells associated with Chaos, Evil, Good, and Law are identified as such on the "Level" line of the spell description.

Totem Spirit: At first level the shaman chooses a totem spirit to guide him through life. The shaman will be granted extra abilities based upon his totem, but must follow hit totems tenets.

Bat: The lord of the night, Bat grants those who follow him 30' Darkvision and the use of the Blind-Fight feat. Followers of the bat may not use spells with the light descriptor or use artificial light sources such as lanterns or torches.

Bear: The healer and the protector, those who follow mother bear receive +1 caster level on all healing and defensive spells. She requires those who follow her to offer healing to wounded or sick innocents.

Coyote: The great trickster, Coyote instructs though humor, makes fools of those whose pride has grown to great, and encourages the questioning of that which is known to be true. His followers receive Bluff as a class skill and +4 to all Bluff skill checks. Coyote places no restrictions on his followers.

Fox: Cunning always overcomes strength, one should seek to overcome obstacles through wits and not strength of arms. The Followers of Fox receive Disable Device, Open locks, and Pick Pockets as class skills. Fox expects his followers to overcome their foes by outsmarting them, not a simple application of force. There will, however, be times when an application of force is the intelligent choice.

Horse: The Horse stands for endurance and his followers can continue on long after others collapse from exhaustion. Horse grants those who follow him +1 Constitution and the Endurance feat. Those who follow Horse may never stop to rest while others continue on.

Mouse: Ever wise to the ways of the world, Mouse is a quick study, ever adapting to new ways, always mindful of the world around him, always taking advantage of plentiful times to prepare for the hard times to come. The followers of mouse gain +1 to all wisdom skill checks. Mouse will not suffer a fool, his followers should always prepare ahead and never rush foolishly when they have the time to prepare for what they know may lay ahead.

Owl: The silent hunter, Owl strikes swiftly from the darkness and is gone again. Never is Owl loud or boastful, never does he advertise to his prey that he is about to strike. Followers of Owl gain +2 to all Hide and Move Silently skill checks. Followers of Owl will always seek to strike while their prey is unaware and will never advertise that they are planning to attack.

Wolf: The noble warrior, followers of Wolf receive a +1 attack bonus. A follower of Wolf must fight with honor, he will never strike a foe who is down or who has surrendered, nor will he ever attack from hiding. Wolf never abandons his packmates.

Track: At 2'nd level shamans gain track as a bonus feat.

Totem Armor: At 3'rd level Shaman gain the Totem armor ability. While unarmored the Shaman's spirit allies will protect him from harm. At 3'rd level this is a +2 bonus to AC, this increases to +4 at 10'th level and +6 at 17'th level. Totem Armor counts as force armor and is effective against incorporeal attacks. Totem Armor imposes no armor check penalty or speed reduction.

Guardian Spirit: A spirit animal of the matching the shaman's totem appears to accompany the shaman. The guardian has stats matching a normal animal of his type with the following exceptions.

Hit Die: Treat as the shaman's character level.

Hit Points: One-half of the shaman's total, rounded down. if the shaman has 29 hp the familiar will have 14.

Ancestral Knowledge: Once per day the shaman may call upon the knowledge of his ancestors. The shaman may take a skill level equal to his level in any skill for one skill check. This ability can be used twice per day at level 12 and three time per day at level 18

Ancestral Blessing: Once per day the Shaman may invoke the blessing of his ancestors, the acts as the Prayer spell with a duration of 1 minute / level.

Spirit Sight: The Shaman gains all the benefits of True Seeing as cast by a divine spellcaster as a supernatural ability.

Spells:

0 Level: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Inflict Minor Wounds, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

1'st Level: Bless, Change Self, Chill Touch, Cure Light Wounds, Detect Chaos/ Evil/ Good/ Law, Divine Favor, Doom, Endure Elements, Entangle, Identify, Inflict Light Wounds, Mage Armor, Magic Weapon, Obscuring Mist, Protection from Chaos / Evil / Good / Law, Shield, Sleep

2'nd Level: Aid, Alter Self, Augury, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Endurance, Flame Blade, Hold Person, Inflict Moderate Wounds, Invisibility, Lesser Restoration, Protection from Arrows, Remove Paralysis, Resist Elements, See Invisibility, Spiritual Weapon, Summon Swarm

3'rd Level: Bestow Curse, Clairaudience / Clairvoyance, Cure Serious Wounds, Dispel Magic, Flame Arrow, Greater Magic Weapon, Haste, Inflict Serious Wounds, Magic Circle against Chaos/ Evil/ Good/ Law, Neutralize Poison, Poison, Prayer, Protection from Elements, Remove Curse, Remove Disease, Sleet Storm, Slow, Speak with Dead

4'th Level: Break Enchantment, Cure Critical Wounds, Death Ward, Discern Lies, Dismissal, Divination, Divine Power, Fear, Flame Strike, Freedom of Movement

Giant Vermin, Ice Storm, Inflict Critical Wounds, Lesser Geas, Phantasmal Killer, Reincarnate, Restoration, Scrying, Sending, Solid Fog, Spell Immunity

5'th Level: Atonement, Circle of Doom, Cloudkill, Commune with Nature, Cone of Cold, Dream, Ethereal Jaunt, False Vision, Hallow, Healing Circle, Hold Monster, Insect Raise Dead, Lesser Planer Binding, Magic Jar, Nightmare, Plague, Plane Shift, Righteous Might, Seeming, Slay Living, Spell Resistance, Unhallow

6'th Level: Acid Fog, Banishment, Etherealness, Forbiddance, Greater Dispelling, Harm, Heal, Legend Lore, Repulsion

7'th Level: Blasphemy, Control Weather, Creeping Doom, Destruction, Greater Restoration, Greater Scrying, Holy Word, Insanity, Regenerate, Resurrection, Shadow Walk, Spell Turning, Vision

8'th Level: Antipathy, Cloak of Chaos, Holy Aura, Iron Body, Mass Heal, Maze, Mind Blank, Sympathy, Trap the Soul, Unholy Aura

9'th Level: Astral Projection, Foresight, Freedom, Imprisonment, Implosion, Soul Bind, Storm of Vengeance, True Resurrection, Weird