

Shaman

A Shaman's magic comes from the power of nature. Tribal cultures across the world practice shamanism, but many others have followed the path of the Shaman during other tides of Shadow. To a Shaman, the world is filled with living spirits, powers he calls on for magical aid. Shamans are in tune with the natural flow of the energies of life and magic.

Select this advanced class if you want your character to become connected to nature and become a Shaman.

The fastest path to this advanced class is through the Dedicated hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become a Shaman, a character must fulfil the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (theology & philosophy) 6 ranks, Survival 6 ranks

Special: The character must also fulfil extra requirements based on their Totem. See below for details.

CLASS INFORMATION

The following information pertains to the Shaman advanced class

Hit die

The Shaman gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Shaman gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Shaman's class skills are as follows.

Concentration (Con), Handle Animal (Cha), Knowledge (arcane lore, current events, earth & life sciences, popular culture, theology & philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis). The Shaman also gains additional class skills from his Totem.

Skill Points at Each Level: 5+ Int Modifier

Table: The Shaman

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 st	+0	+1	+0	+2	Divine skills, Totem Power 1, divine spells	+1	+1
2 nd	+1	+2	+0	+3	Spirit Guide, divine spells	+1	+1
3 rd	+2	+2	+1	+3	Bonus feat, divine spells	+2	+1
4 th	+3	+2	+1	+4	Rebuke animals, divine spells	+2	+2
5 th	+3	+3	+1	+4	Combat casting, totem power 2, divine spells	+3	+2
6 th	+4	+3	+2	+5	Bonus feat, divine spells	+3	+2
7 th	+5	+4	+2	+5	Rebuke magical beasts, divine spells	+4	+3
8 th	+6	+4	+2	+6	Totem power 3, divine spells	+4	+3
9 th	+6	+4	+3	+6	Bonus feat, divine spells	+5	+3
10 th	+7	+5	+3	+7	Maximise spell, divine spells	+5	+4

CLASS FEATURES

All of the following features pertain to the Shaman advanced class.

Divine skills

A Shaman has access to the following divine skills. These skills are considered class skills for the Shaman, and he can use his skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include divine applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft (Int): Trained only. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, Spellcraft is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Divine spells

The Shaman's key characteristic is the ability to cast Divine spells (see Chapter Ten of the D20M core rulebook for more details on Divine spells). He is limited to a certain number of spells per day, according to his Shaman level. In addition, the Shaman receives bonus spells per day based on his Wisdom score. Determine the Shaman's total number of spells per day by consulting the two tables below.

Shaman Level	Spell-slots per day by spell level					
	0	1	2	3	4	5
1 st	3	1+d	-	-	-	-
2 nd	4	2+d	-	-	-	-
3 rd	4	2+d	1+d	-	-	-
4 th	5	3+d	2+d	-	-	-
5 th	5	3+d	2+d	1+d	-	-
6 th	5	3+d	3+d	2+d	-	-
7 th	6	4+d	3+d	2+d	1+d	-
8 th	6	4+d	3+d	3+d	2+d	-
9 th	6	4+d	4+d	3+d	2+d	1+d

10 th	6	4+d	4+d	3+d	3+d	2+d
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Wis Score	Bonus Spell-slots per day by spell level				
	1	2	3	4	5
12-13	1	-	-	-	-
14-15	1	1	-	-	-
16-17	1	1	1	-	-
18-19	1	1	1	1	-
20-21	2	1	1	1	1
22-23	2	2	1	1	1

The Shaman casts and memorises spells in a manner identical to that of an Acolyte. Spells marked *d* are *domain spells*, and must be memorised from a smaller selection than the rest of the Shaman's spells. The Shaman's domain is dependent on his Totem. All spells which are part of the Shaman's Domain are cast as if his caster level were one higher than it actually is, regardless of whether a Domain spell slot was used for them. Domain spells may be selected from any spell, arcane or divine, which are part of the domain. Regardless, they are cast as divine spells.

The difficulty class for saving throws to resist the effects of a Shaman's spells is 10+ the spell level + the Shaman's Wisdom modifier.

Totem Power

Each Shaman has a Totem. A Totem is a powerful spirit that gives the Shaman magical power and knowledge. The Shaman, in turn, follows the ideals represented by the Totem.

Upon taking his first level in this class, a Shaman must select a Totem. To select a Totem, a Shaman must fulfil certain requirements. Each Totem grants abilities at various levels, and also grants the Shaman extra class skills for this class only. Finally, it provides the Shaman with a Domain from which to select Domain Spells, and a bonus to all spells cast from that Domain. If a Shaman ever violates the ways of their Totem, or loses the required allegiance, he loses all class abilities until he has redeemed himself in the eyes of his Totem.

At 1st, 5th and 8th level, the Shaman gains an additional ability, dependant on their Totem. They are listed as First, Second and Third Totem Power (respectively). If the Totem Power grants a Talent from any Basic Class Talent Tree, it is usually specified or allows a choice from a specific tree. Regardless of how many Totems the Shaman qualifies for, he must choose only one.

Example Totems are given at the end of this document, but this is by no means a complete list of Totems. The GM and Player should negotiate a balanced Totem for the character if another Totem is needed, using the existing totems as a guideline.

If a Shaman gains a Basic Class talent as a Totem Power, his effective level in the basic class is equal to half his Shaman level, plus any actual levels in the relevant class.

Spirit Guide

At 2nd level, a Shaman gains the ability to summon a Spirit Guide. This is identical to the Mage ability Summon Familiar, as detailed on pp. 320 and 321 of the D20 Modern Core Rulebook. A Shaman's Spirit Guide may be chosen from the following starting list, and regardless of the shaman's totem, has beginning statistics equal to a Vivilor summoned by the Summon Vivilor I spell, and gain hit points and abilities as a Mage's Familiar. They never gain more powers based on their HD (they do not become higher-level Vivilors):

Animal Guide

Bear

Bird

Cat

Horse

Insect

Man

Snake

Wolf

Shaman Benefits

Shaman gains +2 bonus on Fortitude saves

Shaman gains +3 bonus on Spot checks during daylight or night-time (choose one)

Shaman gains +3 bonus on Move Silently checks

Shaman gains +3 hit points

Shaman gains +2 bonus on Reflex saves

Shaman gains +3 on Gather Information checks.

Shaman gains +3 bonus on Bluff checks

Shaman gains +3 bonus on Knowledge (tactics) checks

Bonus feats

At 3rd, 6th and 9th level, the Shaman gets a bonus feat. The bonus feat must be selected from the following list, and the Shaman must meet all the prerequisites of the feat to select it.
Animal Affinity, Alertness, Combat Expertise, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Guide, Iron Will, Studious.

Rebuke Animals

At 4th level, a Shaman learns to repel animals. This ability is identical to the Turn/Rebuke Undead ability of the Acolyte class, except that it applies to creatures with the Animal type. Regardless of allegiances, all Shamans rebuke and command (rather than turn and destroy) Animals.

Combat casting

At 5th Level, a Shaman becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Rebuke Magical Beasts

At 7th level, a Shaman learns to repel magical beasts. This ability is identical to the Turn/Rebuke Undead ability of the Acolyte class, except that it applies to creatures with the Magical Beast type. Regardless of allegiances, all Shamans rebuke and command (rather than turn and destroy) Magical Beasts.

Maximise spell

At 10th level, a Shaman learns to cast some spells to maximum effect. All variable, numeric effects of a maximised spell automatically achieve their maximum values. A maximised spell uses up a spell-slot three levels higher than the spell's actual level.

SAMPLE TOTEMS

Bear

Bear is a powerful, yet gentle and wise Totem. She is kind and giving, and tireless in her work. Bear Shamans tend to be calm, cool and collected. A Bear Shaman cannot turn down someone who needs healing without a good reason.

Requirements: Intimidate 6 ranks, Power Attack, Allegiance (Good)

Benefits: +1 caster level on Conjuraction (Healing) spells, Conjuraction (Healing) spells are Domain spells.

Bonus Class Skills: Climb, Intimidate

First Totem Power: +4 stability bonus to resist Bull Rush attacks.

Second Totem Power: Massive damage threshold increases by 3

Third Totem Power: Damage Reduction 1/- (as the Tough Hero talent, stacks)

Bird

Bird Shamans are as varied as the bird Totems they follow. Owl Shamans are nocturnal loners, while Raven Shamans love to eat, and will rarely turn down an offer of food. Eagle Shamans are proud and noble and intolerant, and will brave great danger to defeat polluters and other evildoers.

Requirements: Navigate 6 ranks, Dodge, Allegiance (Nature)

Benefits: +1 caster level on Divination spells, Divination spells are Domain spells.

Bonus Class Skills: Navigate, Spot

First Totem Power: Spot checks have -2 penalty per 20ft. increment rather than 10ft.

Second Totem Power: Ignore first 10ft of any fall

Third Totem Power: Uncanny Dodge X (+1 level of Uncanny Dodge)

Cat

Cat is stealthy, sly, and rather vain. She knows many secrets, but shares few of them. Cat Shamans tend to be loners who keep their own council. They are fastidiously clean and presentable whenever possible. They will generally toy with their opposition, rather than going directly for the kill.

Requirements: Move silently 6 ranks, Weapon Finesse (any), Allegiance (Self)

Benefits: +1 caster level on Illusion spells, Illusion spells are Domain spells

Bonus Class Skills: Hide, Move Silently

First Totem Power: Listen checks have -2 penalty per 20ft. increment rather than 10ft.

Second Totem Power: +2 inherent bonus to Charisma

Third Totem Power: Trick (as Smart Hero talent).

Horse

Swift and strong, Horse is the embodiment of freedom. She roams across the land and cannot bear confinement. Though never wilful or malicious, Horse can be unpredictable. Horse Shamans tend to be slippery types who avoid long-term commitments. They also hate to be confined to one area for too long.

Requirements: Ride 6 ranks, Run, Allegiance (Chaos)

Benefits: +1 caster level on Conjunction (Creation) spells, Conjunction (Creation) spells are Domain spells

Bonus Class Skills: Jump, Ride

First Totem Power: +2 class bonus to Strength for purposes of amount carried and +2 bonus to Survival

Second Totem Power: +2 inherent bonus to Constitution

Third Totem Power: Increased Speed (as Fast Hero talent).

Insect

Insect Shamans are servants of Insect Totems and the alien agendas they pursue. The Totems exert a strong and warping influence over the Shaman's consciousness, turning them away from metahuman concerns towards the cryptic and inhuman patterns of insect existence. Insect Shamans are very set in their ways, and can find it hard to adapt to a change in environment or situation.

Requirements: Balance 6 ranks, Defensive Martial Arts, Allegiance (Law)

Benefits: +1 caster level on Transmutation spells, Transmutation spells are Domain spells. Insect Shamans rebuke and command creatures of the Vermin type rather than those of the Animal Type from 4th level onwards.

Bonus Class Skills: Balance, Climb

First Totem Power: Alien Mind (+4 to save vs Enchantment spells)

Second Totem Power: +2 inherent bonus to Intelligence

Third Totem Power: 1 talent from Unbreakable Tree and 1 from Energy Resistance Tree (tough hero).

Man

A Shaman of Man is a rare occurrence. Those who do manage to tap into the collective psyche of humanity, however, can gain great power from the myriad of thoughts and emotions surrounding them.

Requirements: Gather Information 6 ranks, Heroic Surge, Allegiance (Good)

Benefits: +1 caster level on Transmutation spells, Transmutation spells are Domain spells

Bonus Class Skills: Craft (any one), Gather Information

First Totem Power: May make Gather Information checks for General and Specific information as a Full-Round action. Any required Purchase DC is reduced by 10.

Second Totem Power: +2 inherent bonus to Charisma

Third Totem Power: Favour (as Charismatic Hero talent).

Snake

Snake is wise and knows many secrets. She is a good councillor, but always exacts a price for her advice. Snake Shamans are pacifists; they only fight to protect themselves and others. Snake Shamans are obsessed with learning secrets and take great risks in order to do so. They trade their knowledge to others for whatever they can get in exchange.

Requirements: Knowledge (any except Theology & Philosophy) 6 ranks, Combat Reflexes, Allegiance (Knowledge)

Benefits: +1 caster level on Divination spells, Divination spells are Domain spells

Bonus Class Skills: Bluff, Knowledge (any one)

First Totem Power: +2 bonus on Initiative checks, restore one more hit point than normal when using Treat Injury.

Second Totem Power: Heroic Surge feat (does not stack)

Third Totem Power: +2 inherent bonus to Intelligence

Wolf

Wolf is recognised as a hunter and warrior worldwide. He is fiercely loyal to other members of his pack. As the old saying goes, Wolf wins every fight but one, and in that one, he dies. Wolf Shamans

are loyal to family and friends unto death. They do not show cowardice in battle, and their word is their bond.

Requirements: Knowledge (tactics) 6 ranks, Combat Expertise, Allegiance (Any organisation)

Benefits: +1 caster level on Enchantment spells, Enchantment spells are Domain spells

Bonus Class Skills: Intimidate, Knowledge (tactics)

First Totem Power: +1 bonus to Reputation, +1 bonus on Intimidate checks

Second Totem Power: Plan talent

Third Totem Power: Scent, as detailed on page 228 of the D20M Core Rulebook