

# PLAYER Paraphernalia



**THE TOTEMIC SENTINEL**  
**(HYBRID FIGHTER/DRUID CLASS)**

**#31**



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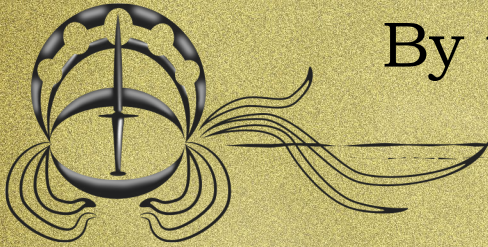
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# PLAYER PARAPHERNALIA #31

By the Knotty-Works



Welcome to the thirty first issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces a new hybrid class, the Totemic Sentinel. Combining the skill and martial prowess of the fighter with the shape shifting ability of the druid.

## The Totemic Sentinel

Unleashing the beast within is the mantra of the totemic sentinel. These nature bound warriors choose a single animal and spend their lives revering them, studying them, and eventually channeling the animal's spirit. Where conventional warriors rely on manufactured skin and claws, the totemic sentinel relies on the gifts of the bestial blessing.

**Role:** The Totemic Sentinel serves both as a capable and fearsome melee combatant as well as a secondary healer or general spell caster for assisting the overall strength of the party. Though not as well protected as a fighter, the natural attacks and ferocity granted by the totemic spirit makes up for the lack of the metal gear used by more traditional combatant.

**Alignment:** Any Neutral

**Hit Die:** d10

**Parent Classes:** Druid and Fighter

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The totemic sentinel's class skills include [Climb](#), [Craft](#), [Fly](#), [Handle Animal](#), [Intimidate](#), [Knowledge](#) (nature), [Perception](#), [Profession](#), [Spellcraft](#), [Survival](#), [Swim](#).

**Skill Ranks Per Level:** 2 + Int modifier

### Class Abilities

**Weapon and Armor Proficiencies:** The totemic sentinel is proficient with simple and martial melee and thrown weapons, and with non-composite bows. The sentinel is proficient with light armor and hide armor and wooden shields (except tower shield). The totemic sentinel cannot use his wild shape ability while wearing any sort of non-organic armor.

**Animal Totem:** The totemic sentinel must select an animal at 1<sup>st</sup> level that acts as his totem animal and focus of his abilities. Once selected, the animal species cannot be changed.

Each animal grants the totemic sentinel a bonus feat at 1<sup>st</sup> level and powers associated with the animal. At 1<sup>st</sup> level the totemic sentinel gains the ability to make natural attacks associated with his animal chosen. At 5<sup>th</sup> level and every 4 levels thereafter the totemic sentinel gains an additional power associated with the animal.

The totemic sentinel may attempt to improve the attitude of an animal associated with his chosen totem. This functions identically to the Druid's [Wild Empathy](#) ability but only functions on this selected totem animal species. The totemic sentinel rolls 1d20 and adds his class level plus his Charisma modifier when attempting to alter the animal's attitude. The totemic sentinel must be within 30 feet of the animal and this action usually requires a bit of time, normally at least a minute or so.

Unless attacked or threatened by the totemic sentinel or his allies the totem animal type is considered indifferent. This ability can be substituted for [Wild Empathy](#) for any feats that require that class ability but any benefit is solely with the totem animal selected by the totemic sentinel.

**Totem Pool (Su):** The totemic sentinel gains a number of totemic points equal to ½ class level (minimum of 1) + Constitution



### Totemic Sentinel Progression Table

Level	Base Attack Bonus	Saving Throws				Spells per Day					
		Fort	Ref	Will	Special	1st	2nd	3rd	4th	5th	6th
1	+1	+2	+0	+0	Animal Totem, orisons	1	—	—	—	—	—
2	+2	+3	+0	+0	Natural Attack Bonus	2	—	—	—	—	—
3	+3	+3	+1	+1	Natural Armor Bonus, Bonus Feat	3	—	—	—	—	—
4	+4	+4	+1	+1	Wild Shape (1)	3	1	—	—	—	—
5	+5	+4	+1	+1	Totem Power	4	2	—	—	—	—
6	+6/+1	+5	+2	+2	Natural Attack Bonus , Bonus Feat	4	3	—	—	—	—
7	+7/+2	+5	+2	+2	Natural Armor Bonus	4	3	1	—	—	—
8	+8/+3	+6	+2	+2	Wild Shape (2)	5	4	2	—	—	—
9	+9/+4	+6	+3	+3	Totem Power , Bonus Feat	5	4	3	—	—	—
10	+10/+5	+7	+3	+3	Natural Attack Bonus, Wild Shape (Dire)	5	4	3	1	—	—
11	+11/+6/+1	+7	+3	+3	Natural Armor Bonus	5	4	4	2	—	—
12	+12/+7/+2	+8	+4	+4	Wild Shape (3) , Bonus Feat	5	5	4	3	—	—
13	+13/+8/+3	+8	+4	+4	Totem Power	5	5	4	3	1	—
14	+14/+9/+4	+9	+4	+4	Natural Attack Bonus	5	5	4	4	2	—
15	+15/+10/+5	+9	+5	+5	Natural Armor Bonus , Bonus Feat	5	5	5	4	3	—
16	+16/+11/+6/+1	+10	+5	+5	Wild Shape (4)	5	5	5	4	3	1
17	+17/+12/+7/+2	+10	+5	+5	Totem Power	5	5	5	4	4	2
18	+18/+13/+8/+3	+11	+6	+6	Natural Attack Bonus , Bonus Feat	5	5	5	5	4	3
19	+19/+14/+9/+4	+11	+6	+6	Natural Armor Bonus	5	5	5	5	5	4
20	+20/+15/+10/+5	+12	+6	+6	Wild Shape (∞)	5	5	5	5	5	5

modifier. These points are used to empower the Totemic Sentinel's animal powers as detailed in the individual totem animal descriptions. These points are replenished daily after eight hours of rest. The totemic sentinel regains 1d4 points each time he returns to his normal form after using his wild shape ability.

The totemic sentinel may also spend a point from his totem pool as a swift action to gain a +1 enhancement bonus to attack and damage for all natural attacks made for that round. Once the totemic sentinel reaches 5<sup>th</sup> level he may spend 2 points to gain a +2 enhancement bonus, and every 5 levels thereafter the totemic sentinel may spend an additional point to increase the overall enhancement bonus by an additional point (with a maximum of +5 at 20<sup>th</sup> level).

The totemic sentinel may spend a point from his totem pool at the beginning of the day (or any time as a swift action) to gain low-light vision. This enhancement remains until the totemic sentinel rests for 8 hours or 24 hours have passed (whichever comes first).

**Orisons (Sp):** The totemic sentinel may choose 4 0 level spells from the [Druid spell list](#)

at 1<sup>st</sup> level. He may cast these spells as desired, casting the spell does not expend a daily spell slot.

The totemic sentinel may choose an additional orison at 2<sup>nd</sup> level and a sixth one at 3<sup>rd</sup> level. The totemic sentinel may change an existing orison for one he doesn't know at 4<sup>th</sup> level, and may make this change every even level thereafter as desired. The orison being replaced is lost and the totemic sentinel automatically gains the ability to cast the new one. Once this decision is made, it cannot be changed until the next time the totemic sentinel may change the orison.

**Spells (Sp):** The totemic sentinel may cast druid spells without preparing them ahead of time. However, he only knows a limited number of spells per level as given on the totem sentinel's Spells Known table. The totemic sentinel must have a Wisdom score equal to 10 + the spell level in order to choose and cast the spell. The total number of spells the totem sentinel may cast a day is listed on the totem sentinel's progression table.

The difficulty class for saving throws to resist the totemic sentinel's spells is equal to 10



+ the spell level + the totem sentinel's Wisdom modifier.

The totemic sentinel begins with knowledge of two 1<sup>st</sup> level druid spells. He gains an additional spell at 2<sup>nd</sup> level and more spells as listed on the totem sentinel's Spells Known table. Upon reaching 5<sup>th</sup> level, the totem sentinel may change a known spell for one he does not know of the same level. The totem sentinel loses the ability to cast the spell being replaced and automatically knows how to cast the new spell. The totemic sentinel may change known spells every third level after 5<sup>th</sup> (8<sup>th</sup>, 11<sup>th</sup>, etc.). The totemic sentinel may only change a single existing spell for a new one when reaching the effective level that grants this ability.

**Natural Attack Bonus (Ex):** Beginning at 2<sup>nd</sup> level the Totemic Sentinel gains a +1 **competence bonus** to his attack rolls while making a natural attack. This bonus increases by +1 every four levels thereafter to a total of +5 at 18<sup>th</sup> level.

**Natural Armor (Su):** Beginning at 3<sup>rd</sup> level the Totemic Warden gains a +1 bonus to his natural armor class. This bonus does stack with natural armor bonuses when the totemic sentinel uses his wild shape ability. In addition, if the totemic sentinel gains a natural armor class as a totem animal power, this bonus stacks with that ability, but does not stack with other **natural armor bonuses**. This bonus increases by +1 every four levels thereafter to a total of +5 at 19<sup>th</sup> level.

**Bonus Feat:** Beginning at 3<sup>rd</sup> level and every three levels thereafter the totemic sentinel may choose a bonus combat feat. The totemic sentinel must meet any prerequisites for the feat chosen. The totemic sentinel may also choose feats that alter or affect his natural attacks, though such feat abilities may only be used while the totemic sentinel is manifesting his natural attacks.

Beginning at 9<sup>th</sup> level the totemic sentinel may choose from feats that alter or augment his wild shape ability as well as a bonus feat.

**Wild Shape (Su):** At 4<sup>th</sup> level, the totemic sentinel gains the ability to take the form of his totem animal once per day. This functions as the **Beast Shape** spell except it lasts for 1 hour per totemic sentinel level or until he changes back. Changing form takes the totemic sentinel takes a standard action that does not provoke attacks of opportunity.

**Totemic Sentinel Spells Known**

Level	0	1st	2nd	3rd	4th	5th	6th
1	4	2	—	—	—	—	—
2	5	3	—	—	—	—	—
3	6	4	—	—	—	—	—
4	6	4	2	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	4	—	—	—	—
7	6	5	4	2	—	—	—
8	6	5	4	3	—	—	—
9	6	5	4	4	—	—	—
10	6	5	5	4	2	—	—
11	6	6	5	4	3	—	—
12	6	6	5	4	4	—	—
13	6	6	5	5	4	2	—
14	6	6	6	5	4	3	—
15	6	6	6	5	4	4	—
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

The totemic sentinel's size will be the same size for an typical animal of his totem type, though creatures of diminutive size are treated as tiny. The totemic sentinel loses the ability to speak while in animal form but he may communicate with other animals of the same species.

The totemic sentinel gains an additional use of the wild shape every four levels until reaching 20<sup>th</sup> level at which point the totemic sentinel may change shape at will.

At 8<sup>th</sup> level the totemic sentinel's natural attacks while in animal form are treated as aligned (whatever non neutral aspect of the sentinel's own alignment) for purposes of overcoming damage reduction. At 12<sup>th</sup> level the totemic sentinel may also treat his natural weapons as magic and silver for purposes of overcoming damage reduction each time he changes into his totem animal form. At 16<sup>th</sup> level the totemic sentinel also treats his natural attacks as adamantite and cold iron while changing into his totem animal form.

At 10<sup>th</sup> level the totemic sentinel may choose to change into a normal version of his totem animal or a dire version. The totemic sentinel's animal size increases by one category



when taking the dire form, which is used to determine the effects of the beast shape spell regarding Strength and Dexterity modifiers, natural armor class, and special abilities including movement and attacks.

At 20<sup>th</sup> level the totemic sentinel may choose to take the form of greater totemic animal, whose form gains two size categories greater than a normal member of the chosen animal species. The benefits of the beast shape spell regarding Strength and Dexterity modifiers, natural armor class, and special abilities including movement and attacks are applied for the new size. The totemic sentinel may also spend up to 5 points from his totem pool to gain damage reduction/magic for the same number of points while in the greater totem animal form.

## Totem Animals

The totemic sentinel gains special abilities once his totemic animal is selected. Each totem animal has a specific bonus feat granted to the totemic sentinel. The totemic sentinel does not have to meet the prerequisites of the feat, though other related feats may require the same prerequisites.

At first level the powers are generally focused on granting the totemic sentinel a natural attack. The totemic sentinel is always considered proficient with any natural attacks granted by his chosen totem. The manifested natural attack may be manifested as a move action and have a duration of 1 minute though they may be dismissed before they expire as a swift action. The totemic sentinel may manifest his natural attacks a number of times per day equal to  $\frac{1}{2}$  his class level + his Constitution modifier. All damage listed for the natural attacks are assuming a medium sized creature, adjust as needed for smaller or larger totemic sentinels.

Additional powers are gained at 5<sup>th</sup> level and every four levels thereafter. Unless otherwise found in the ability description, powers granted to the totemic sentinel are only available while the totemic sentinel is not currently using his wild shape class ability.

### Badger

The badger totem focuses on animal ferocity and tenacity. As with the animal, the totem sentinel may go berserk during battle and is



most at home while on the ground or underneath it.

**Wild Shape:** [Badger](#) (small)

**1st level Bonus Feat:** [Toughness](#)

**1st Level** The totemic sentinel may grow a set of claws that cause 1d4 points of damage and are treated as primary attacks. At 4<sup>th</sup> level the totemic sentinel may use his claws to gain a burrow movement with a speed of 10 feet per round by expending 1 point from his totem pool.

**5th Level** The totemic sentinel may initiate a rage as a free action by spending 1 point from his totem pool. This is identical to the [barbarian's rage class ability](#), granting the totemic sentinel a +4 morale bonus to his Strength and Constitution, +2 morale bonus to his Will saving throws, and a -2 penalty to his armor class. The totemic sentinel may maintain the rage a number of rounds equal to  $\frac{1}{2}$  his class level and once the rage ends the totemic sentinel is fatigued for twice the number of rounds he spent raging. If the totemic sentinel was manifesting his natural attacks during the rage, his claws will persist during the rage but will automatically dissipate at the end of the rage. As with the barbarian's rage ability, the totemic sentinel is limited on the skills he may use and cannot cast spells.

**9th Level** The totemic sentinel may spend 1 point from his totem pool to gain the [scent](#) ability lasting for a number of minutes equal to his class level. The totemic sentinel may



choose a barbarian **rage power** that he qualifies, but must spend 1 point from his totem pool to gain its effects.

**13th Level** The totemic sentinel gains a bite as a secondary attack that causes 1d4 points of damage when he manifests his claws. The bite attack is dismissed at the same time as the claws. The totemic sentinel's claw damage increases to 1d6 points of damage.

The totemic sentinel gains a 2<sup>nd</sup> barbarian **rage power** that he qualifies, but must spend 1 point from his totem pool to gain its effects.

**17th Level** The totemic sentinel's burrow speed increases to his normal movement rate. The totemic sentinel gains a 3<sup>rd</sup> barbarian **rage power** (spending 1 point from his totem pool to initiate the effect) and the morale bonus granted for his Strength and Constitution increase to +6 when he begins raging.

## Bat

Small and agile, the bat totem symbolizes both freedom and sense of community. The totemic sentinel of the bat totem are quick and focus more on maneuverability than brutal attacks.

**Wild Shape: Large Bat** (tiny)

**1st level Bonus Feat: Weapon Finesse**

**1st Level** The totemic sentinel may grow a set of fangs as a secondary natural bite attack for 1d3 points of damage.

**5th Level** The totemic sentinel may expend 1 point from his totem pool as an immediate action to gain a set of bat like wings from his back. These wings do not grant flight but the totemic sentinel is considered to be under the effects of a **feather fall** spell and he may move up to 5 feet horizontally for every foot fallen. The wings remain for a number of rounds equal to the totemic sentinel's class level.

While manifesting these wings, the totemic sentinel gains a +4 bonus to all **fly** checks.

In addition the totemic sentinel may spend 1 point from his totem pool to gain **blindsense** with a range of 20 feet for a duration of one minute as a swift action. At 11<sup>th</sup> level the Sentinel spends 2 points from his totemic pool he gains **blindsight** with a range of 20 feet instead of just blindsense.

**9th Level** The totemic sentinel gains the ability to cast **shatter** as a spell-like ability by spending 1 point from his totemic pool. The totemic

sentinel's effective caster level is equal to his class level.

In addition, the totemic sentinel may cast **Blindness/Deafness** as a spell-like ability by spending 2 points from his totem pool as a standard action. The totemic sentinel's effective caster level is equal to his class level and the DC for the Fortitude saving throw is equal to 10 + ½ the totemic sentinel's class level + his Wisdom modifier.

**13th Level** The totemic sentinel may grow a full set of wings and may fly at his base speed with average maneuverability by spending 1 point from his totem pool as a free action. The wings remain for a number of minutes equal to the totemic sentinel's class level. The totemic sentinel may spend 2 points from his totemic pool at 15<sup>th</sup> level to gain good maneuverability with his wings.

The totemic sentinel may spend 2 points from his totem pool to gain **Protection from Energy** as a spell-like ability but only against sonic attacks. The totemic sentinel treats his class level as his effective caster level.

**17th Level** If the totemic sentinel spends 1 point from his totem pool when gaining his fangs he may cause 1d4 points of Con damage per attack as well as normal damage. The totemic sentinel gains the benefits of the **Flyby Attack** feat while manifesting his wings.

The totemic sentinel gains the **Sonic Scream** as a spell-like ability, requiring the totemic sentinel to spend 2 points from his totem pool. The totemic sentinel treats his class level as his effective caster level and the DC for the Reflex saving throw is equal to 10 + ½ the totemic sentinel's class level + his wisdom modifier.

## Bear

The bear totem focuses on both raw strength and enduring resolve. Totemic sentinels take up the mantle of both protector and aggressor, their raw strength being a formidable obstacle.

**Wild Shape: Black Bear** (medium)

**1st level Bonus Feat: Improved Grapple**

**1st Level** The totemic sentinel may manifest a set of claws that cause 1d4 points of damage and are considered primary attacks.

At 3<sup>rd</sup> level the totemic sentinel may grow a thick covering of fur and thicker skin as a move action by spending 1 point from his totem pool. This covering grants him a +2 to his **natural**



**armor bonus.** This will stack with the natural armor bonus granted by his class ability, but not with other natural armor bonuses.

**5th Level** The totemic sentinel may spend 1 point from his totem pool to gain a free grapple attack when he successfully claws an opponent. This attack does not provoke an attack of opportunity and the sentinel gains a +1 CMB for the grapple attack. The CMB bonus increases by +1 at 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level.

At 7<sup>th</sup> level the totemic sentinel gains a bite attack (1d4 points of damage) as a secondary attack when forming his claws which now cause 1d6 points of damage.

**9th Level** The totemic sentinel may spend 1 point from his totem pool to gain the effects of *Bear's Endurance* as a spell-like ability, treating the totemic sentinel's class level as the effective caster level.

The totemic sentinel may also spend 1 point from his totem pool to gain the effects of the *Endure Elements* spell as a spell-like ability, also treating his class level as the totemic sentinel's effective caster level.

**13th Level** The totemic sentinel may spend 1 point from his totem pool to gain the *scent* ability lasting for a number of minutes equal to his class level.

**17th Level** The totemic sentinel may *rend* an opponent if successfully striking the same opponent with both claws in a single round by spending 1 point from his totem pool as a free action. The totemic sentinel may only rend one target a round.

## Boar

Feral and Brooding, the boar totem is the personification of stubborn chaos during battle. The totemic sentinel is the embodiment of unrelenting ferocity and stubborn tenacity to complete any task given to him.

**Wild Shape:** *Common Boar* (medium)

**1st level Bonus Feat:** *Endurance*

**1st Level** The totemic sentinel may grow a set of tusks that allows the totemic sentinel to gore as a primary natural attack causing 1d6 points of damage (crit on 19-20).

**5th Level** The totemic sentinel may spend 1 point from his totem pool to gain the *scent* ability lasting for a number of minutes equal to his

class level. In addition, the totemic sentinel may spend 1 point from his totem pool to gain a +1 circumstance bonus to a Fortitude saving throw as an immediate action. For every five levels beyond 5<sup>th</sup>, the totemic sentinel may spend an additional point from his totem pool to increase the circumstance bonus by the same amount.

**9th Level** The totemic sentinel may spend 1 point from this totem pool as an immediate action to keep from falling unconscious when reduced below 0 hit points each round. The totemic sentinel has the staggered condition while he has less than 0 hit points.

The totemic sentinel may spend 2 points from his totemic pool to gain the effects of *Bull's Strength* as a spell-like ability, treating the totemic sentinel's class level as the effective caster level.

**13th Level** The totemic sentinel may initiate a bull rush as a free action after successfully goring an opponent by spending 1 point from his totem pool. This action may provoke attacks of opportunity unless the totemic sentinel also possesses *Improved Bull Rush*.

**17th Level** The totemic sentinel may spend 2 points from his totem pool as an immediate action to ignore the effects of an ingested or injury based poisons.

If the totemic sentinel successfully scores a critical hit with his tusks, his opponent is impaled. While impaled, the totemic sentinel automatically causes damage with his gore attack but may not use it on another target. The victim may spend a move action to remove itself from the impaled tusk but this provokes an attack of opportunity from the totemic sentinel and any allies within reach. The totemic sentinel may pull out his tusk from his opponent as a free action.

## Crocodilian

The penultimate predator of patience, the spirit of the crocodilian totem encompasses both stealth and savagery. The totemic sentinel embodies these ideals both in craftiness and ability to plan for nearly any situation.

**Wild Shape:** *Alligator* (medium)

**1st level Bonus Feat:** *Improved Grapple*

**1st Level** The totemic sentinel may manifest a massive bite secondary natural attack that causes 1d6 points of damage. Once the totemic sentinel reaches 6<sup>th</sup> level his bite attack is considered a primary natural attack, and



at 11<sup>th</sup> level the damage from the bite attack increases to 1d8 points of damage.

**5th Level** The totemic sentinel may manifest a flat tail when he gains his bite attack that may be used as a secondary bludgeoning attack that causes 1d6 points of damage.

While manifesting the tail, the totemic sentinel gains a +4 bonus to any swim checks.

**9th Level** The totemic sentinel may spend 1 point from his totem pool to gain a free grapple attack when he successfully bites an opponent. This attack does not provoke an attack of opportunity and the sentinel gains a +1 CMB for the grapple attack. The CMB bonus increases by +1 at 13<sup>th</sup> and 17<sup>th</sup> level.

**13th Level** The totemic sentinel may spend 1 point from his totem pool to gain +10 to his base movement rate for one round as a swift action.

The totemic sentinel may also spend 1 point from his totem pool as an immediate action to allow him to hold his breath up to four times his Constitution score before he risks drowning.

**17th Level** The totemic sentinel may spend 1 point from his totem pool to make a trip attack as a free action against an opponent he is currently grappling. The totemic sentinel may maintain the grapple on a prone opponent. The totemic sentinel's effective reach with his bite and tail attacks also increases by 5 feet.

## Crow / Raven

The collectors of lost souls, guides to the eternal, harbingers of death, the crow and raven totems are associated with many aspects of death and natural order. However totemic sentinels that take on the mantle of the crow or raven also gain greater insights into the nature of both man and the world about them and their own connections to the greater powers.

**Wild Shape:** [Raven](#) (tiny)

**1st level Bonus Feat:** [Improved Initiative](#)

**1st Level** The totemic sentinel may manifest a large sharpened beak that grants the totemic sentinel a slashing/piercing secondary natural attack that causes 1d4 points of damage. Once the totemic sentinel reaches 6<sup>th</sup> level the beak attack is considered a primary natural attack.

At 3<sup>rd</sup> level the totemic sentinel may spend 1 point from his totem pool to cast [Cause Fear](#) as a spell-like ability as a standard action.

The totemic sentinel's effective caster level is equal to his class level and the DC for the Will save is equal to 10 + ½ the totemic sentinel's class level + his wisdom modifier.

**5th Level** The totemic sentinel may expend 1 point from his totem pool as an immediate action to gain a set of black bird like wings from his back. These wings do not grant flight but the totemic sentinel is considered to be under the effects of a [Feather Fall](#) spell and he may move up to 5 feet horizontally for every foot fallen. The totemic sentinel manifests these wings for 1 round per class level.

While manifesting these wings, the totemic sentinel gains a +4 bonus to all fly checks.

The totemic sentinel gains the ability at 7<sup>th</sup> level to cast [Contagion](#) as a spell-like ability by expending 2 points from his totem pool. Using this ability requires a standard action and the totemic sentinel's effective caster level is equal to his class level. The DC for the Fortitude saving throw for this effect is equal to 10 + ½ the totemic sentinel's class level + his Wisdom modifier.

**9th Level** The totemic sentinel may cast [Death Knell](#) as a spell-like ability by spending 1 point from his totem pool as a swift action. The totemic sentinel uses his class level as his effective caster level and the DC for the Will saving throw is equal to 10 + ½ the totemic sentinel's class level + his Wisdom modifier.

At 15<sup>th</sup> level the totemic sentinel may spend 2 points from his totem pool while casting this spell-like ability to gain a bonus to the temporary hit points and Strength gained from the spell equal to the total hit dice of the victim above the normal points gained from the spell.

**13th Level** The totemic sentinel may grow a full set of wings and may fly at his base speed with average maneuverability by spending 1 point from his totem pool as a free action. The wings remain for a number of minutes equal to the totemic sentinel's class level. The totemic sentinel may spend 2 points from his totemic pool at 15<sup>th</sup> level when manifesting his wings with good maneuverability.

The totemic sentinel may also spend 2 points from his totem pool to cast [Aura Sight](#) as a spell-like ability, treating his class level as his effective class level.

**17th Level** The totemic sentinel may cast [Circle of Death](#) as a spell-like ability by



spending 3 points from his totem pool as a swift action, treating his class level as his effective caster level. The DC for the fortitude saving throw is equal to  $10 + \frac{1}{2}$  his class level + his Wisdom modifier.

At 19<sup>th</sup> level the totemic sentinel may cast *Undeath to Death* as a spell-like ability as well by spending 3 points from this totem pool as a swift action. His effective caster level is equal to the totemic sentinel's class level and the DC for the Will save is the same as the DC for his *Circle of Death* spell-like ability.

## Eagle

Master of the skies, the eagle represents freedom, victory, and sense of purpose. The totemic sentinel that takes the mantle of eagle embraces the ideals of destiny and free-will to forge his own path in the world.

**Wild Shape:** *Eagle* (small)

**1st level Bonus Feat:** *Alertness*

**1st Level** The totemic sentinel may manifest a set of taloned hands that may be used to make primary natural attacks causing 1d4 points of damage. At 3<sup>rd</sup> level the totemic sentinel may spend 1 point from his totem pool to also grow a hooked beak while manifesting his taloned claws, providing a secondary attack that causes 1d4 points of damage.

At 3<sup>rd</sup> level the totemic sentinel may spend 1 point from his totem pool to cast *Remove Fear* as a spell-like ability as a standard action. The totemic sentinel's effective caster level is equal to his class level and if a Will save is required the DC is equal to  $10 + \frac{1}{2}$  the totemic sentinel's class level + his wisdom modifier. Unlike the spell, this spell-like ability may only be used on one individual per casting.

**5th Level** The totemic sentinel may expend 1 point from his totem pool as an immediate action to gain a set of golden bird like wings from his back. These wings do not grant flight but the totemic sentinel is considered to be under the effects of a *Feather Fall* spell and he may move up to 5 feet horizontally for every foot fallen. The totemic sentinel manifests these wings for 1 round per class level.

While manifesting these wings, the totemic sentinel gains a +4 bonus to all *fly* checks.

The totemic sentinel may spend 1 point from his totem pool to cast *Remove Paralysis* as

a spell-like ability with a standard action. The totemic sentinel's effective caster level is equal to his class level to determine the effectiveness of the spell-like ability.

At 7<sup>th</sup> level the totemic sentinel also gains the ability to cast *Remove Blindness/Deafness* as a spell like ability, requiring a standard action.

**9th Level** The totemic sentinel may spend 1 point from his totem pool as a swift action to cast *Locate Object* as a spell-like ability, treating the totemic sentinel's class level as the effective caster level.

At 11<sup>th</sup> level the totemic sentinel may spend 2 points from his totem pool to cast *Freedom of Movement* as a spell-like ability as an immediate action. However, he may only cast it upon himself, he may not grant the effects of the spell-like ability to another. The totemic sentinel treats his class level as his effective caster level for the effects of the spell-like ability.

**13th Level** The totemic sentinel may grow a full set of wings and may fly at his base speed with good maneuverability by spending 1 point from his totem pool as a free action. The wings remain for a number of minutes equal to the totemic sentinel's class level. The totemic sentinel may spend 2 points from his totemic pool at 15<sup>th</sup> level when manifesting his wings with perfect maneuverability.

At 15<sup>th</sup> level the totemic sentinel may spend 1 point from his totem pool to gain the effect of the *Flyby Attack* feat as a swift action regardless of the form he is currently taking.

**17th Level** The totemic sentinel may cast *True Seeing* as a spell-like ability as a standard action by expending 3 points from his totem pool. The totemic sentinel's effective caster level is equal to his class level. Unlike the spell, the effects of the *True Seeing* are only granted to the totemic sentinel.

At 19<sup>th</sup> level the totemic sentinel may cast *Freedom* as a spell-like ability as a standard action by spending 5 points from his totem pool. The totemic sentinel's effective caster level is equal to his class level, and if a Will saving throw is required the DC is equal to  $10 + \frac{1}{2}$  the totemic sentinel's class level + his wisdom modifier.

## Elk

Stamina and Agility, this graceful creature of the wild is seen both for his majestic beauty



and resolve to face those that would threaten its lands and family. The mantle of the elk when donned by the totemic sentinel represents his enduring resolve to protect his own against all enemies while respecting both nature and its inhabitants.

**Wild Shape:** [Elk](#), [Herd animal](#) (medium)

**1st level Bonus Feat:** [Run](#)

**1st Level** The totemic sentinel may grow a set of antlers that allows the totemic sentinel to gore as a primary natural attack causing 1d6 points of damage (crit on 19-20).

At 3<sup>rd</sup> level the totemic sentinel may spend 1 point from his totem pool to transform his feet into cloven hooves that he may use as a secondary attack when he sprouts his antlers. The hooves cause 1d4 points of damage. The totemic sentinel gains a +2 bonus to all skill checks involving jumping and leaping while manifesting the hooves as well.

**5th Level** When manifesting the hooves of the elk, the totemic sentinel gains a +4 bonus to his CMD against all trip attacks. In addition he may use both his gore and hoof attack while charging.

The totemic sentinel gains the [Calming Touch](#) power from the cleric's [Community](#) domain. The totemic sentinel's effective level for the effect of this power is determined by his class level. Each use of this ability uses 1 point from his totem pool and he is restricted in the number of uses per day as listed for the power description.

At 7th level the totemic sentinel also gains the [Binding Ties](#) power from the [Family](#) sub-domain. Using this power requires the totemic sentinel to expend 1 point from his totem pool, treating the totemic sentinel's class level as the effective cleric level. The number of uses per day as listed for the power description applies.

**9th Level** The totemic sentinel may double his effective base movement rate by spending 2 points from his totem pool as a swift action. He may maintain this rate of speed for a number of rounds equal to his class level.

While manifesting the hooves of an elk or while in his wild shape form, the totemic sentinel may make a free hoof attack against an opponent he successfully overruns and the hoof attack is treated as a primary attack for purposes of hitting and damaging the opponent. The hooves

also grant a +4 bonus to all skill checks involving jumping or leaping.

At 11<sup>th</sup> level the totemic sentinel may expend 1 point from his totem pool to extend the reach of his antlers natural attack by 5 feet.

**13th Level** The totemic sentinel gains the ability to use the [Community](#) domain power [Unity](#) as a cleric of the same level. Use of this power costs the totemic sentinel 2 points from his totem pool.

At 15<sup>th</sup> level the totemic sentinel also gains the [Guarded Hearth](#) domain power from the [Home](#) sub-domain as a cleric of the same level. If used outdoors, the area of effect is doubled and use of this ability is restricted to once per day but does not expend any points from the totemic sentinel's totem pool.

**17th Level** By expending 2 points from his totem pool the totemic sentinel may extend the reach of his antler natural attack by 10 feet.

When initiating the [Guarded Hearth](#) power, the warded area also gains the benefits of the [Death Ward](#) spell, including the +4 morale bonus against death effects.

The totemic sentinel may cast [Summon Nature's Ally](#) as a spell-like ability by spending 3 points from his totem pool as a full round action. The totemic sentinel summons 1d4 +4 normal elk, 1d2 +2 giant elk, or 1d2 megaloceros. The summoned animals remain for a number of rounds equal to the totemic sentinel's class level and the animals appear within 50 feet of the totemic sentinel.

## Horse

Strength, nobility, power, and grace are just some of the attributes of the horse. The totemic sentinel that takes on the mantle of the horse is seen as loyal, enduring, and a powerful ally or foe.

**Wild Shape:** [Light Riding Horse](#) (Large)

**1st level Bonus Feat:** [Endurance](#)

**1st Level** The totemic sentinel manifests hooves that can be used to kick an opponent as a natural attack causing 1d4 points of damage as a secondary attack. In addition, when manifesting hooves in place of feet, the totemic sentinel gains a +2 bonus to his CMD versus trip attacks.

**5th Level** The totemic sentinel gains [Run](#) as a bonus feat and he may spend 1 point from



his totemic pool to increase his base movement rate by 5 feet. At 9<sup>th</sup> level and every four levels thereafter, the totemic sentinel may spend an additional point from his totem pool to increase his base movement rate by 5 additional feet.

The totemic sentinel may cast [Ant Haul](#) as a spell-like ability by spending 1 point from his totem pool, treating his effective caster level as his class level.

At 7<sup>th</sup> level the totemic sentinel may cast [Mount](#) as a spell-like ability by spending 1 point from his totem pool, treating his class level as the effective caster level. At 11<sup>th</sup> level this spell-like ability may be used as the Communal version of the spell, allowing the totemic sentinel to summon multiple horses by spending 2 points from his totem pool.

**9th Level** The totemic sentinel gains a bite attack when manifesting his hooves as a primary attack that causes 1d4 points of the damage. The totemic sentinel's hoof attack increases to 1d6 points of damage.

While in his wild shape form, the totemic sentinel may add his own Dexterity modifier to any [Ride](#) checks made by the individual riding him.

**13th Level** When using his Wild Shape ability, the totemic sentinel may spend 1 point from his totem pool to change into a [heavy horse](#) rather than a light horse.

The totemic sentinel may move through difficult terrain at  $\frac{3}{4}$  his normal movement rate, including any bonuses gained from the speed increase gained at 5<sup>th</sup> level by spending 1 point from his totem pool for a number of minutes equal to  $\frac{1}{2}$  his class level.

When in his horse wild shape, anyone riding the totemic sentinel is considered to have the [Mounted Combat](#) feat even if the rider has no ranks in the [Ride](#) skill. In addition, the totemic sentinel gains the benefits of the [Trample](#) feat.

**17th Level** The totemic sentinel may change himself into the form of a [centaur](#) as a spell-like ability by spending 4 points from his totem pool. This effect is identical to the Greater Polymorph spell, but limited to the form of the centaur, treating the totemic sentinel's effective caster level equal to his class level.

The totemic sentinel is no longer affected by difficult terrain, and may move through such areas without impedance without expending points from his totem pool.

While in his wild shape or in the form of a centaur, the totemic sentinel grants his rider the benefits of the following feats: [Ride-By Attack](#), [Spirited Charge](#), and [Trick Riding](#) even if the rider does not meet the pre-requisites for any of the feats listed.

## Panther

Driven by primal desire and passion, the panther represents the bestial stalker, lurking before the unsuspecting prey. Totemic sentinels that take up the mantle of the panther find their home in the shadows, pouncing upon their foes when least expected.

**Wild Shape:** [Leopard](#) (Medium), but fur is black rather than spotted

**1st level Bonus Feat:** [Stealthy](#)

**1st Level** The totemic sentinel gains two claws for his primary natural attack, each causing 1d4 points of damage.

The totemic sentinel may enshroud himself in shadows by spending 1 point from his totem pool as a swift action. This grants a +2 circumstance bonus to any [stealth](#) checks for a number of rounds equal to  $\frac{1}{2}$  his class level. This ability does not function in an area where there is not sufficient shadows including areas of magical lighting.

**5th Level** The totemic sentinel gains a secondary bite attack that causes 1d6 points of damage while manifesting his claws.

The totemic sentinel may choose from either the [Camouflage](#), [Expert Leaper](#), or [Terrain Mastery](#) rogue talents. The totemic sentinel does not have to expend any points from his totem pool but any limitations on usage apply.

**9th Level** The totemic sentinel charges while using his natural attacks, he may [pounce](#) to attack with both claws and his bite by spending 1 point from his totem pool as a swift action.

The totemic sentinel may choose from either [Fast Stealth](#), [Ledge Walker](#), or [Nimble Climber](#) rogue talents. The totemic sentinel does not have to expend any points from his totem pool but any limitations on usage apply.

**13th Level** The totemic sentinel may attempt a grab attack from a successful bite attack as a free action by spending 1 point from his totem pool. At 15<sup>th</sup> level the totemic sentinel may [rake](#) an opponent as an extra attacks that it successfully grappled beginning his next



turn. The **rake** attack uses the totemic sentinel's highest base attack to hit and these attacks occur before any other attacks the totemic sentinel takes during his turn.

The totemic sentinel may choose from either **Fast Tumble** or **Hide in Plain Sight** advanced rogue talents. The totemic sentinel does not have to expend any points from his totem pool but any limitations on usage apply.

**17th Level** The totemic sentinel's bite is considered a primary attack and the damage from his claws increase to 1d6 points of damage. If the totemic sentinel successfully claws an opponent he may make an additional claw attack against another opponent adjacent to the first opponent using his highest base attack to hit. When making an extra claw attack, the totemic sentinel suffers a -2 penalty to his AC until the beginning of his next turn.

The totemic sentinel may choose two rogue talents that he has not chosen from the selections offered at 5<sup>th</sup>, 9<sup>th</sup>, and 13<sup>th</sup> level.

## Ram

Authority and Determination, the ram is seen as a symbol of leadership and determined action. The totemic sentinel that takes on the mantle of the ram assumes the natural role of leader and planner for those he allies himself.

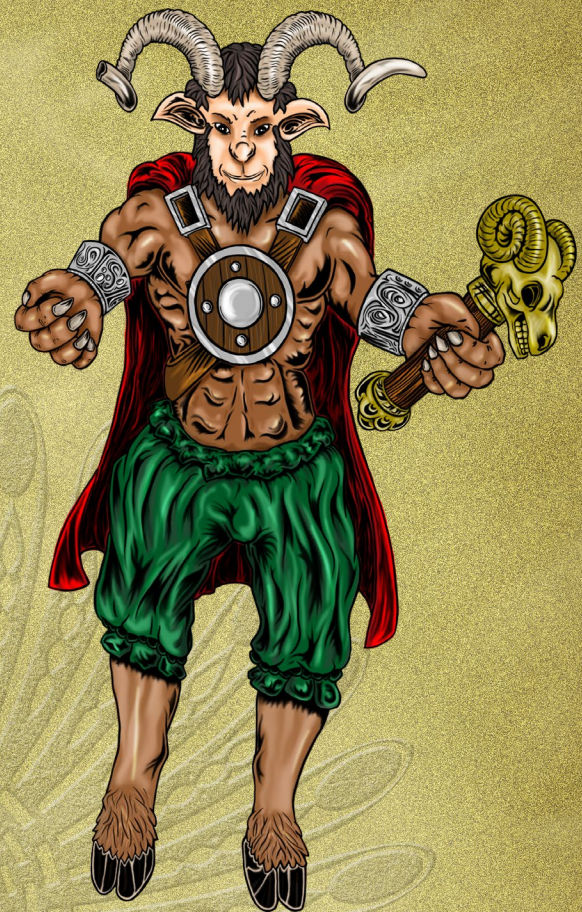
**Wild Shape:** **Ram**, **Herd Animal** (medium)

**1st level Bonus Feat:** **Improved Bull Rush**

**1st Level** The totemic sentinel may grow a set of horns that allows the totemic sentinel to bash as a primary natural attack causing 1d6 points of damage.

At 3<sup>rd</sup> level the totemic sentinel may spend 1 point from his totem pool to transform his feet into cloven hooves that he may use as a secondary attack causing 1d4 points of damage when he gains his horns natural attack. The totemic sentinel gains a +2 bonus to all skill checks involving jumping and leaping while manifesting the hooves as well.

**5th Level** The totemic sentinel gains the use of the **Inspiring Word** power from the cleric domain of **Nobility**. The totemic sentinel treats his class level as his effective cleric level and he must spend 1 point from his totem pool to initiate the effect. He is limited on the number of uses per day per the limitations listed for the power.



At 7<sup>th</sup> level the totemic sentinel attracts a ram as an animal companion as the druid class ability. The totemic sentinel treats his effective druid level equal to his own level - 4.

**9th Level** The totemic sentinel may cast **Command** as a spell-like ability by spending 1 point from his totem pool. The totemic sentinel's effective caster level is equal to his class level and the DC for Will saving throws is equal to 10 + ½ the totemic sentinel's class level + his wisdom modifier.

While manifesting hooves, the totemic sentinel gains a +4 bonus to all skill checks involving jumping or leaping. In addition, he may move at ¾ his normal movement rate when moving over difficult terrain that includes elevation changes or non-magical overgrowth.

**13th Level** The totemic sentinel gains the **Leadership** feat as a bonus feat. In addition, the ram animal companion gained at 7<sup>th</sup> level gains the Dire Animal template.

If the totemic sentinel charges an opponent using his bashing attack, he may spend 1



point from his totem pool to initiate a bull rush as a free action.

At 15<sup>th</sup> level the totemic sentinel may cast **Greater Command** as a spell-like ability by spending 3 points from his totem pool. The totemic sentinel's effective caster level is equal to his class level and the Will DC is equal to 10 +  $\frac{1}{2}$  his class level + his wisdom modifier.

**17th Level** The totemic sentinel no longer has any limitations on the number of times per day he may use the **Inspiring Word** domain power, and if he spends 2 point from his totem pool the totemic sentinel doubles the bonus granted by the power.

In addition, if the totemic sentinel successfully bull rushes an opponent he may spend 1 point from his totem pool as a free action to initiate a trip attack.

While manifesting his hooves, the totemic sentinel suffers no penalty to movement through difficult terrain as long as it is on solid ground. He also gains a +4 bonus to his CMD versus trip attacks while manifesting the hooves of a ram.

## Wolf

Instinctual combined with a keen intellect, the wolf symbolizes both predator and social dependency with others of its kind. The mantle of the wolf provides the totemic sentinel with a sense both of communal connection and the desire to run free.

**Wild Shape:** **Wolf** (medium)

**1st level Bonus Feat:** **Improved Trip**

**1st Level** The totemic sentinel may manifest a bite secondary natural attack that causes 1d4 points of damage. Once the totemic sentinel reaches 6<sup>th</sup> level his bite attack is considered a primary natural attack, and the bite damage increases to 1d6 points of damage at 11<sup>th</sup> level.

**5th Level** The totemic sentinel gains the teamwork feat **Pack Attack** as a bonus feat. In addition, all adjacent allies are treated as having this feat even if they do not possess it, but it does not grant the benefits of the feat to those allies.

The totemic sentinel may spend 1 point from his totem pool to gain the scent ability lasting for a number of minutes equal to his class level.

**9th Level** The totemic sentinel gains the **Outflank** teamwork feat as a bonus feat. In addition, the totemic sentinel may grant that benefits

of the **Outflank** feat to an ally by spending 1 point from his totem pool as a swift action, benefiting the ally for a number of rounds equal to  $\frac{1}{2}$  his class level. The totemic sentinel may only share this feat with one ally at a time and if he grants this benefit to another ally while a previous ally is under its effects, the first ally automatically loses the benefit.

The totemic sentinel may initiate a trip attack as a free action by spending 1 point from his totem pool after successfully biting an opponent.

**13th Level** The totemic sentinel gains Tandem Trip as a bonus teamwork feat. The totemic sentinel may grant an ally the effects of this feat as a swift action by spending 1 point from his totem pool, benefiting his ally for a number of rounds equal to  $\frac{1}{2}$  his class level. The totemic sentinel may only grant this effect to a single ally at a time, if he grants it to another ally while in effect for a previous ally, the effects on the first ally automatically end.

The totemic sentinel may cast **Strong Jaw** as a spell-like ability by spending 3 points from his totem pool as a standard action. Unlike the spell, the totemic sentinel may only cast this spell-like ability upon himself while manifesting his bite attack. The totemic sentinel treats his class level as his effective caster level.

**17th Level** The totemic sentinel may cast **Moonstruck** as a spell-like ability by spending 3 points from his totem pool. The totemic sentinel treats his class level as his effective caster level and the DC for the Will saving throw is equal to 10 +  $\frac{1}{2}$  the totemic sentinel's class level + his wisdom modifier.

The totemic sentinel may also cast **Animal Shapes** as a spell-like ability by expending 6 points from his totem pool. The totemic sentinel may only polymorph willing recipients into wolves, either normal or dire variety. The totemic sentinel's effective caster level is equal to his class level.



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