THE EXPANDED

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A New Path for Your Shaman Character

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aratas gutted the rabbit and spread out its entrails while her companions watched the scene with disgust. Oblivious to the blood staining her hands, Maratas studied the remains for several minutes before nodding knowingly. With a quick word of thanks to the rabbit's spirit, she called out to Crawler, her snake animal spirit guide, requesting that he take the lead toward the party's goal: the orc-infested ruins just over the hill. She was ready for whatever they would face.

Shamans understand that everything in nature carries a living spirit—every animal, plant, and rock. Even the very sky and the earth each have a spirit. Shamans form deep connections with these spirits and draw strength and knowledge from them. Sometimes feared and misunderstood, shamans have unparalleled understanding of both the natural and spirit world that grants them shapeshifting abilities, the guidance and aid of animal spirit guides, and the ability to serve as intermediaries and messengers between mortals and spirits. The greatest shamans separate their spirits from their bodies to undertake vision quests.

Shamans are also skilled healers, calling on other spirits to soothe the wounds of those around them.

Role: Shamans tend to be recluses, since they seek knowledge in a realm beyond the natural world. They are just as resourceful in the natural world as druids, though, and can serve a similar role in a group.

Alignment: Any neutral. Hit Die: d8.

CLASS SKILLS

The shaman's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Starting WealthAverage $2d6 \times 10 \text{ gp}$ 70 gp

CLASS FEATURES

All of the following are class features of the shaman.

Weapon and Armor Proficiency: Shamans are proficient with all simple weapons and with all natural attacks (claw, bite, and so on) of any form they assume with wild shape (see below).

Shamans are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they can wear only padded, leather, or hide armor. A shaman can wear wooden armor altered by the *ironwood* spell to function like steel. Shamans are proficient with shields (except tower shields) but must use only those crafted from wood. A shaman who wears prohibited armor or uses a prohibited shield cannot cast spells or

TABL	e 1: Shama	N												
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spel 1st	lls per 2nd	Day 3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Animal spirit guide, nature lore, orisons, totem secret, wild empathy	3	_	_	_	_	—	_	_	_
2nd	+1	+3	+0	+3	Woodland step	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Shaman's touch, totem secret		_	_	_	_	_	_	_	_
4th	+3	+4	+1	+4	Wildshape 1/day	6	3	_	—	—	_	_	_	—
5th	+3	+4	+1	+4		6	4	_	_	_	_	_	_	_
6th	+4	+5	+2	+5	Wildshape 2/day	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Totem secret	6	6	4	_	_	_	_	_	—
8th	+6/+1	+6	+2	+6	Wildshape 3/day	6	6	5	3	—	_	—	_	_
9th	+6/+1	+6	+3	+6	Spirit dance 1/day	6	6	6	4	_	_	_	_	—
10th	+7/+2	+7	+3	+7	Wildshape 4/day	6	6	6	5	3	—	—	_	—
11th	+8/+3	+7	+3	+7	Totem secret	6	6	6	6	4	_	_	_	—
12th	+9/+4	+8	+4	+8	Wildshape 5/day	6	6	6	6	5	3	_	_	_
13th	+9/+4	+8	+4	+8	Spirit Step	6	6	6	6	6	4	_	_	—
14th	+10/+5	+9	+4	+9	Wildshape 6/day	6	6	6	6	6	5	3	_	—
15th	+11/+6/+1	+9	+5	+9	Totem secret	6	6	6	6	6	6	4	_	_
16th	+12/+6/+1	+10	+5	+10	Wildshape 7/day	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	Vision quest	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+11	Wildshape 8/day	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Totem secret	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Spirit dance / no daily limit	6	6	6	6	6	6	6	6	6

	TABLE 2: SHAMAN SPELLS KNOWN									
Spells K Level	nowi 0	n 1st	2 4	3rd	14h	5th	6th	7th	8th	9th
Level	U	150	Zna	3ra	411	əm	otn	7 th	əm	911
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	_	—	—	_
3rd	5	3	—	—	—	—	—	—	—	_
4th	6	3	1	—	—	—	_	—	—	_
5th	6	4	2	—	—	—	—	—	—	_
6th	7	4	2	1	—	—	_	—	_	_
7th	7	5	3	2	—	—	—	—	—	_
8th	8	5	3	2	1	—	—	—	_	_
9th	8	5	4	3	2	—	—	—	—	_
10th	9	5	4	3	2	1	—	—	—	_
11th	9	5	5	4	3	2	—	—	—	_
12th	9	5	5	4	3	2	1	—	_	_
13th	9	5	5	4	4	3	2	—	—	_
14th	9	5	5	4	4	3	2	1	—	_
15th	9	5	5	4	4	4	3	2	—	_
16th	9	5	5	4	4	4	3	2	1	
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

use any of his or her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: Shamans cast divine spells drawn from the druid spell list. They can cast any spell they know without preparing it ahead of time. A shaman's alignment may restrict him or her from casting certain spells opposed to that shaman's moral or ethical beliefs (see "Chaotic, Evil, Good, and Lawful Spells"). To learn or cast a spell, a shaman must have a Charisma score equal to at least 10 + the spell level. The saving throw DC against a shaman's spell is 10 + the spell's level + the shaman's Charisma modifier.

Shamans can cast only a few spells of each level per day. Their base daily spell allotment appears on Table 1: Shaman. In addition, they receive bonus spells per day if they have a high Charisma score. Shamans also receive a particular totem spell known from the bond each has with his or her animal spirit guide.

Unlike other divine spellcasters, a shaman's selection of spells is extremely limited. Shamans begin play knowing four 0-level spells and two 1st-level spells of their choice. At each new shaman level, they gain one or more new spells, as indicated on Table 2: Shaman Spells Known. Unlike spells per day, the number of spells a shaman knows is not affected by his or her Charisma score; the numbers on Table 2 are fixed.

On reaching 4th level, and at every even-numbered shaman level thereafter, shamans can learn a new spell to replace one they already know, losing the old spell in exchange for the new one. The new spell must be of the same level as the spell being replaced. Shamans can swap only one spell at any given level, and they must choose to swap the spell when they gain new spells known for that level. They cannot swap the spell gained from a spirit bond.

Unlike a druid or cleric, shamans need not prepare spells in advance. They can cast any spell they know at any time, assuming they have not yet cast all spells per day for that spell level. Shamans need no divine focus to cast spells, even for ones with divine focus (DF) listed as a component.

Chaotic, Evil, Good, and Lawful Spells: Shamans cannot cast spells of an alignment opposed to their deity's (if they have one). Spells associated with particular alignments are indicated by the Chaos, Evil, Good, and Law descriptors in their spell descriptions.

Orisons: Shamans can prepare orisons, or 0-level spells, each day as noted on Table 1: Shaman under "Spells per Day." The orisons are cast like any other spell, but they are not expended when cast and can be used again.

Bonus Languages: Shamans gain a bonus language, and the options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to shamans because of race.

Animal Spirit Guide (Su): At 1st level, shamans form a bond with an animal spirit—a nature spirit taking the physical form of an animal. Shamans begin play bonded to an animal listed in the "Animal Spirit Guides" section.

An animal spirit guide's Hit Dice, abilities, skills, and feats advance as the shaman advances. If a shaman releases his or her spirit guide from its bond, the shaman can gain a new one by performing a ceremony requiring 24 uninterrupted hours of fasting and solitary meditation in a natural environment. This ceremony requires materials and offerings costing 100 gp. Such a ceremony can also replace an animal spirit guide that has perished.

Nature Lore (Ex): Shamans gain a +2 bonus to Knowledge (nature) and Heal checks.

Totem Secret: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), shamans unlock a new secret about the natural or spirit world that grants them additional powers and abilities. Shamans must select a totem secret from the list below; some are not available until higher levels. If a totem secret is chosen at a later level, the shaman gains all of the abilities and bonuses granted by that totem secret based on his or her current level. Unless otherwise noted, activating a totem secret is a standard action. The DC to save against these totem secrets is equal to 10 + 1/2 the shaman's level + the shaman's Charisma modifier.

Blood Divination (Ex): Shamans can read the future in the entrails of a freshly killed animal or humanoid. If a shaman spends 10 minutes studying the entrails of an animal or humanoid killed in the last hour, he or she gains an insight bonus equal to his or her Charisma modifier on one saving throw. At 10th level, shamans can study the entrails of any animal for the same effect. Alternatively, by observing and interpreting the flights of birds for 10 minutes, shamans can apply a +10 competence bonus to any one skill check. Finally, by spending 10 minutes charting marks in dirt or stone or observing the patterns of sand thrown into the wind, shamans gain a +4 insight bonus to one initiative check. These bonuses must be used in the next 24 hours, and shamans must declare they are using the bonus before rolling the check or saving throw. Shamans can use blood divination (in any combination) 1/day plus 1/day for every four shaman levels.

Invisibility (Su): As a standard action, the shaman becomes invisible (as the *invisibility* spell). Shamans can remain invisible for 1 minute/day per shaman level. This ability must be used in 1-minute increments, but these minutes need not be consecutive. Starting at 9th level, this ability acts as the *greater invisibility* spell, though each round spent this way counts as 1 minute of the shaman's normal invisibility duration. The shaman must be at least 3rd level to select this totem secret.

Protective Spirits (Su): Shamans can call spirits to form a shield around them that blocks attacks and grants them a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 9th level, shamans can apply armor, natural armor, and shield bonuses to their AC against incorporeal touch attacks. At 13th level, arrows, rays, and other ranged attacks requiring an attack roll gain a 50% miss chance when targeting shamans. Shamans can use this ability for 1 hour/day per shaman level. This duration need not be consecutive, but it must be used in 1-hour increments.

Spirit of Nature (Su): Whenever shamans drop to negative hit points while in a natural setting on their home plane, they automatically stabilize. At 5th level, shamans gain fast healing 3 for 1d4 rounds whenever they are reduced to negative hit points. At 10th level, this ability works everywhere, even in urban or wholly artificial realms. At 15th level, shamans gain fast healing 5 for 1d6 rounds when reduced to negative hit points.

Speak with Animals (Ex): Shamans can speak with animals corresponding with their animal spirit guide's physical form, as if under the effects of speak with animals. Shamans can communicate with an additional kind of animal for every three shaman levels.

Spirit Sight (Su): A shaman's vision extends into the spirit realm, allowing them to see astral, ethereal, or incorporeal creatures as a supernatural ability.

Spirit Touch (Su): With a touch, shamans can empower a weapon to affect incorporeal creatures. A normal weapon touched deals half damage to incorporeal creatures or full damage for a magic weapon (instead of the usual half). This benefit lasts for a number of rounds equal to the shaman's levels in this class. Shamans can use this ability a number of times per day equal to 3 + their Charisma modifier.

Spirit's Warning (Ex): The spirits constantly warn shamans of danger. A shaman can add his or her Charisma modifier, instead of Dexterity modifier, to AC, Reflex saving throws, and CMD. Any condition that removes their Dexterity modifier to their Armor Class instead removes the Charisma modifier to AC.

Summon Spirit (Sp): Shamans can call a spirit to perform simple tasks for him or her, as if they had cast *unseen servant*. At 8th level, this spirit can fight for them, as if the shamans had cast *spiritual ally*. The spirit resembles the physical form of the shaman's animal spirit guide. The spirit attacks with natural weapons, has a threat range of 19–20, and critical modifier of \times 2. A shaman can use this ability a number of times per day equal to his or her Charisma modifier.

Tempest of Spirits (Su): At 7th level, shamans can summon the spirits to attack in a ghostly barrage—the fury of the spirits creates physical wounds on creatures in the area. The tempest has a range of 100 ft. and is a 20-ft.-radius burst. Objects and creatures in the area take 1d8 force damage per shaman level. A successful Fortitude save halves the damage. Shamans can use

this ability 1/day, plus one additional time per day at 11th level and every four levels thereafter.

Trance (Su): Shamans can enter a deep meditation, blocking out visual and auditory stimuli and allowing them to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time the shaman must remain still and take no actions. When shamans come out of a trance, they can make a single Intelligence-based skill check with a +20 circumstance bonus. Shamans can use this ability a number of times per day equal to 3 + their Charisma modifier.

Whispers of the Spirits (Su): Shamans are so attuned to spirits' voices that they can use them to communicate with allies. Shamans can communicate with allies for a number of rounds per day equal to their shaman level as if using telepathic bond. Shamans can designate a number of creatures as allies equal to their Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, shamans can use these spirit whispers to cast a touch spell on a designated ally once per day.

Wild Empathy (Ex): Shamans can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The shaman rolls 1d20 and adds his or her shaman level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the shaman and the animal must be within 30 ft. of each other under normal conditions. Influencing an animal this way takes 1 minute, but it might take more or less



time. A shaman using wild empathy on a creature of the same type as his or her animal spirit can do so as a full-round action with a +4 bonus.

Shamans can also use this ability to influence magical beasts with an Intelligence score of 1 or 2, but they take a -4 penalty to the check.

Woodland Step (Ex): Starting at 2nd level, shamans can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas magically manipulated to impede motion, however, still affect them. In addition, shamans leave no trail in natural surroundings and cannot be tracked. They can still choose to leave a trail if desired.

Shaman's Touch (Sp): Beginning at 3rd level, shamans can heal the wounds of those they touch. This acts as a *cure light wounds* spell. At 6th level, this increases to *cure moderate wounds*. At 9th level, this improves to *cure serious wounds*. At 12th level, this acts like *cure critical wounds*. All such cure spells use the shaman's caster level. Shamans can use this ability a number of times per day equal to the shaman's Charisma modifier. Alternatively, shamans can use this healing ability to deal damage to undead creatures. Using the ability in this way requires a successful melee touch attack.

Wild Shape (Su): At 4th level, shamans gain the ability to turn into any Small- or Medium-size animal and back again 1/day. Their options for new forms include all creatures with the Animal type. This ability functions like the *beast shape I* spell, except as noted here.

The effect lasts for 1 hour per shaman level, or until the shaman changes back. Changing form is a standard action that does not provoke an attack of opportunity. Shamans can take only the form of an animal they have seen.

Shamans lose the ability to speak while in animal form, because they are limited to the sounds that a normal, untrained animal can make, but they can communicate normally with other animals similar to their new form. (A wild parrot normally squawks, so this form does not permit speech.)

Shamans can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of 8/day at 18th level. At 20th level, shamans can use wild shape at will.

As a shaman gains levels, the shaman can take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, shamans can also use wild shape to change into a Large or Tiny animal or a Small elemental. When taking animal form, a shaman's wild shape functions as *beast shape II*. When taking an elemental form, the shaman's wild shape functions as *elemental body I*.

At 8th level, a shaman can use wild shape to become a Huge or Diminutive animal, a Medium elemental, or a Small- or Medium plant creature. When taking animal form, a shaman's wild shape now functions as *beast shape III*. When taking an elemental form, the shaman's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the shaman's wild shape functions as *plant shape I*.

At 10th level, a shaman can also use wild shape to become a Large elemental or a Large plant creature. When taking elemental form, the shaman's wild shape functions as *elemental body III*. When taking the form of a plant, the shaman's wild shape functions as *plant shape II*.

At 12th level, a shaman can also become a Huge elemental or a Huge plant creature. When taking the form of an elemental, the shaman's wild shape now functions as *elemental body IV*. When

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor	Special
1st	2	+1	+3	+3	+0	2	1	+0	Empathic link*, share spells*
2nd	3	+2	+3	+3	+1	3	2	+0	Evasion
3rd	3	+2	+3	+3	+1	3	2	+2	Commune with spirits*
4th	4	+3	+4	+4	+1	4	2	+2	Deliver touch spells*
5th	5	+3	+4	+4	+1	5	3	+2	Speak with shaman*
6th	6	+4	+5	+5	+2	6	3	+4	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	Spell summons*
8th	7	+5	+5	+5	+2	7	4	+4	Invisibility
9th	8	+6	+6	+6	+2	8	4	+6	_
10th	9	+6	+6	+6	+3	9	5	+6	Improved evasion
11th	9	+6	+6	+6	+3	9	5	+6	_
12th	10	+7	+7	+7	+3	10	5	+8	Spell resistance
13th	11	+8	+7	+7	+3	11	6	+8	_
14th	12	+9	+8	+8	+4	12	6	+8	Scry on animal spirit guide*
15th	12	+9	+8	+8	+4	12	6	+10	_
16th	13	+9	+8	+8	+4	13	7	+10	Incorporeal
17th	14	+10	+9	+9	+4	14	7	+10	
18th	15	+11	+9	+9	+5	15	8	+12	Fast healing
19th	15	+11	+9	+9	+5	15	8	+12	_
20th	16	+12	+10	+10	+5	16	8	+12	_

Special abilities marked with an (*) are available to the shaman only when his or her animal spirit guide is present and within 120 ft.

taking the form of a plant, the shaman's wild shape now functions as *plant shape III*.

Spirit Dance (Su): At 9th level, shamans can perform a ritual dance 1/day to persuade the spirits to augment their magic. Performing a spirit dance requires 3 full rounds of stylized movements, chanting, and the beating of a small drum or the shaking of a totem bead rattle. If anything interrupts the shaman during these rounds, including damage from an attack, he or she must make a concentration check or have the spirit dance disrupted. If disrupted, the shaman can attempt the spirit dance again, requiring 3 new rounds. If a shaman has ranks in Perform (dance), he or she can add those ranks as a bonus to the concentration check. (See Magic in the *Pathfinder Roleplaying Game Core Rulebook.*)

On completion of the spirit dance, any spells cast by the shaman for rounds equal to half the shaman's level (round down) are augmented in the following ways. These effects stack.

At 9th level, treat the shaman as two caster levels higher when calculating all spell effects, spell durations, and spell DCs.

At 11th level, shamans can apply any one metamagic feat they know to any spell they are about to cast. This does not alter the level of the spell or the casting time. Shamans cannot use this ability to cast a spell whose modified spell level would exceed the level of the highest-level spell that they can normally cast.

At 13th level, the shaman receives a +4 bonus to caster level checks made to overcome spell resistance. This bonus stacks with feats such as Spell Penetration and Greater Spell Penetration.

At 15th level, shamans can apply two metamagic feats to their spells.

At 20th level, a shaman can perform a spirit dance as often as desired.

Spirit Step (Su): At 13th level, shamans can become ethereal as a standard action, as if using ethereal jaunt. They can remain ethereal for a number of rounds per day equal to their shaman level. These rounds need not be consecutive.

Vision Quest (Sp): Once per day, shamans of 17th level or higher can release their spirits from their bodies and embark on a spiritual quest for enlightenment and knowledge. After 24 uninterrupted hours of fasting and meditation, treat the shaman as under the effects of astral projection.

If desired, shamans also gain the effect of legend lore with a casting time of 24 hours, regardless of how much information is already known about the subject in question. They use their shaman levels as the caster level for both of these spell-like effects.

Ex-Shamans

A shaman who ceases to revere nature and the spirit world or changes to a prohibited alignment loses all spells and shaman abilities (including his or her animal spirit guide, but not including weapon, armor, and shield proficiencies). The shaman cannot thereafter gain levels as a shaman until he or she atones (see the atonement spell description).

ANIMAL SPIRIT GUIDES

An animal spirit guide is a nature spirit manifested physically in the form of an animal. This spirit bonds with the shaman, providing guidance, protection, and aid. It is a magical beast for all effects that depend on its type. An animal spirit guide's abilities are determined by the shaman's level and its animal form racial traits.

Table 3: Spirit Guide Base Statistics lists the base statistics of the animal spirit guide. An animal spirit guide cannot function as a familiar or animal companion.

As a full-round action, shamans can summon their animal spirit guides from the spirit realm. This is a supernatural ability that causes the animal spirit guide to appear adjacent to the shaman. A shaman can use this ability 1/day at 1st level, and one additional time per day for every 4 levels thereafter, for a total of 5/day at 17th level. Shamans can return their animal spirit guides to the spirit realm as a swift action. If an animal spirit guide is

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ever lost or dies, it can be replaced after a full day through a ritual involving 24 uninterrupted hours of fasting and solitary meditation in a natural environment.

Special abilities marked with an (*) are available to the shaman only when his or her animal spirit guide is present and within 120 ft.

Each animal spirit guide has different starting sizes, speed, attacks, ability scores, and SQ. All attacks are made using the creature's full base attack bonus unless otherwise noted. Animal spirit guide attacks add the creature's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. As the shaman gains levels, his or her spirit guide improves as well, as noted on Table 3: Spirit Guide Base Statistics.

Animal Spirit Guide Choices

Badger/Wolverine

Small; Speed 30 ft., burrow 10 ft., climb 10 ft.; AC +2 natural armor; Attack bite (1d4), 2 claws (1d6); Str 10, Dex 17, Con 15, Int 10, Wis 12, Cha 10; Special Attacks rage (as a barbarian for 6 rounds per day); SQ low-light vision, scent. Totem Spell Granted: *bloody claws*.

Bat

Small; Speed 5 ft., fly 40 ft. (good); AC +1 natural armor; Attack bite (1d3), 2 talons (1d4); Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 8; SQ blindsense 20 ft., low-light vision. Totem Spell Granted: *echolocation*.

Bear

Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d6), 2 claws (1d4); Str 18, Dex 13, Con 15, Int 12, Wis 12, Cha 10; SQ low-light vision, scent. Totem Spell Granted: *bear's endurance*.

Bird of Prey (Eagle/Falcon/Hawk)

Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; Attack bite (1d6), 2 talons (1d4); Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 10; SQ low-light vision. Totem Spell Granted: *eagle's splendor* (eagle), *aspect of the falcon* (falcon or hawk).

Boar

Medium; Speed 40 ft.; AC +6 natural armor; Attack gore (1d6); Str 13, Dex 12, Con 15, Int 10, Wis 13, Cha 8; SQ low-light vision, scent.

Totem Spell Granted: rage.

Buffalo/Bison

Large; Speed 40 ft.; AC +3 natural armor, Attack gore (1d8); Str 19, Dex 10, Con 16, Int 11, Wis 11, Cha 8; SQ low-light vision, scent, stampede, trample. Totem Spell Granted: *bull's strength*.

Carp

Small; Speed swim 60 ft.; AC +2 natural armor; Attack bite (1d4); Str 8, Dex 15, Con 15, Int 13, Wis 17, Cha 14; SQ low-light vision.

Totem Spell Granted: divination.

Condor/Vulture

Small; Speed 10 ft., fly 60 ft. (average); AC +1 natural armor; Attack bite (1d4), 2 talons (1d4); Str 12, Dex 13, Con 12, Int 11, Wis 14, Cha 8; SQ low-light vision, scent. Totem Spell Granted: *remove disease*. An animal spirit guide looks like a normal animal, but it has an exceptional quality such as unblinking eyes, pure white or black color, or a slight shimmer or glow to its body. In addition, its eyes reveal an unmistakable, otherworldly intelligence.

A shaman receives an additional bonus spell known from his or her animal spirit guide. This bonus spell is in addition to the number of spells given on Table 2: Shaman Spells Known and cannot be exchanged for a different spell at higher levels. The shaman must be of sufficient level to cast the totem spell.

Class Level: This is the character's shaman level.

HD: This is the total number of eight-sided (d8) Hit Dice the animal spirit guide possesses, each of which gains a Constitution modifier, as normal.

Cougar/Jaguar

Medium; Speed 50 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Str 13, Dex 17, Con 13, Int 12, Wis 15, Cha 12; Special Attacks rake (1d4); SQ low-light vision, scent. Totem Spell Granted: *cat's grace*.

Coyote/Wolf

Medium; Speed 50 ft.; AC +2 natural armor; Attack bite (1d6 plus trip); Str 13, Dex 15, Con 15, Int 12, Wis 12, Cha 10; SQ scent.

Totem Spell Granted: bloodhound.

Fox

Small; Speed 40 ft.; AC +2 natural armor; Attack bite (1d4); Str 13, Dex 17, Con 15, Int 12, Wis 12, Cha 10; SQ low-light vision, scent.

Totem Spell Granted: fox's cunning.

Horse

Large; Speed 50 ft.; AC +4 natural armor; Attack bite (1d4), 2 hooves* (1d6); Str 16, Dex 13, Con 15, Int 12, Wis 12, Cha 12; SQ low-light vision, scent. *Secondary natural attack.

Totem Spell Granted: communal mount.

Manta Ray

Medium; Speed swim 60 ft.; AC +1 natural; Attack tail slap (1d4); Str 8, Dex 15, Con 11, Int 10, Wis 13, Cha 10; SQ low-light vision, blindsense 30 ft. Totem Spell Granted: *ride the waves*.

Owl

Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; Attack bite (1d4), 2 talons (1d4); Str 10, Dex 15, Con 12, Int 13, Wis 16, Cha 10; SQ low-light vision. Totem Spell Granted: *owl's wisdom*.

Snake

Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3 plus poison); Str 8, Dex 17, Con 11, Int 12, Wis 12, Cha 6; Special Attacks poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 *save*, Con-based DC); SQ low-light vision, scent.

Totem Spell Granted: neutralize poison.

Stag/Elk

Medium; Speed 50 ft.; AC +1 natural armor; Attack gore (1d6), 2 hooves (1d3); Str 12, Dex 17, Con 15, Int 12, Wis 12, Cha 10; SQ low-light vision, scent. Totem Spell Granted: *aspect of the stag*.

- **BAB**: This is the animal spirit guide's base attack bonus. Animal spirit guides do not gain additional attacks using their natural weapons for a high base attack bonus.
- Fort/Ref/Will: These are the animal spirit guide's base saving throw bonuses. An animal spirit guide has good Fortitude and Reflex saves.
- Skills: This lists the animal's total skill ranks. Animal spirit guides can assign skill ranks to any skill and receive bonus skill ranks for a high Intelligence as normal. An animal spirit guide cannot have more ranks in a skill than it has Hit Dice. Any skill an animal spirit guide has ranks in is considered a class skill.
- Feats: This is the total number of feats possessed by an animal spirit guide. Animal spirit guides are free to select any feat, although they cannot utilize some feats (such as Martial Weapon Proficiency).
- **Natural Armor:** The number noted here is an improvement to the animal spirit guide's existing natural armor bonus.
- **Special**: This includes a number of abilities gained by animal spirit guides as they increase in power. Each of these bonuses is described below.
- **Empathic Link* (Su)**: Shamans have an empathic link with their animal spirit guides to a distance of 120 ft. Shamans can communicate emphatically with their animal spirit guides, but cannot see through their eyes. Because of the link's limited nature, only general emotions can be shared. Shamans have the same connection to an item or place that an animal spirit guide does.
- Share Spells* (Ex): Shamans can cast a spell with a target of "You" on their animal spirit guides (as a spell with a range of touch) instead of on themselves. A shaman can cast spells on his or her animal spirit guide even if the spells normally do not affect creatures of an animal spirit guide's type (magical beast). This ability does not allow the animal spirit guide to share abilities that are not spells, even if they function like spells.
- **Evasion (Ex):** If an animal spirit guide is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- **Commune with Spirits*** (**Su**): If the shaman is 3rd level or higher, his or her animal spirit guide can act as an intermediary between the shaman and the spirit realm. The shaman must enter a trance lasting for 1 minute, which must be uninterrupted and during which he or she can take no other actions. The shaman gains the benefits of an *augury* spell with 90% effectiveness. At 5th level, the shaman gains the benefits of a *divination* spell with 90% effectiveness. At 9th level, the knowledge gained is equivalent to a *commune* spell. None of these spell effects require material components.
- **Deliver Touch Spells*** (**Su**): If the shaman is 4th level or higher, an animal spirit guide can deliver touch spells for him or her. If the shaman and the animal spirit guide are in contact at the time the shaman casts a touch spell, he or she can designate the animal spirit guide as the "toucher." The animal spirit guide can then deliver the touch spell just as the shaman would. As usual, if the shaman casts another spell before the touch is delivered, the touch spell dissipates.
- **Speak with Shaman* (Ex):** If the shaman is 5th level or higher, the animal spirit guide and the shaman can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Devotion (Ex): If the shaman is 6th level or higher, an animal spirit guide gains a +4 morale bonus to Will saving throws against enchantment spells and effects.

Spell Summons* (Sp): The animal spirit guide acts as a direct conduit between a shaman of 7th level or higher and the spirit world, granting the shaman the ability to cast one additional spell per day which he or she is capable of casting. This can be any spell drawn from the full druid spell list–it does not need to be one of the shaman's spells known. This spell is treated like any other spell cast by the shaman, including casting time, duration, and other effects dependent on the shaman's level. This spell cannot be modified by metamagic feats or other abilities. The shaman can summon a different druid spell in this way each time he or she uses this ability.

- **Invisibility (Sp)**: If the shaman is 8th level or higher, an animal spirit guide can become *invisible*, as the spell, 3 times per day.
- **Improved Evasion (Ex)**: When subjected to an attack that allows a Reflex saving throw for half damage, an animal spirit guide takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.
- **Spell Resistance (Ex):** If the shaman is 12th level or higher, an animal spirit guide gains spell resistance equal to the shaman's level + 5. To affect the animal spirit guide with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the animal spirit guide's spell resistance.

Scry on Animal Spirit Guide* (Sp): If the shaman is 14th level or higher, he or she can scry on the animal spirit guide (as if casting *scrying*) once per day.

Incorporeal (Ex): If the shaman is 16th level or higher, the animal spirit guide can become incorporeal as a standard action (see Universal Monster Rules). The animal spirit guide must become corporeal in order to deliver a touch spell for the shaman.

Fast Healing (Ex): If the shaman is 18th level or higher, the animal spirit guide gains fast healing 10.



shaman archecypes

ELEMENTAL SHAMAN

More connected with the elemental forces of nature than with its trees and animals, elemental shamans bask in the seductive whisper of the winds, the unbridled force of the storm, the mystery of fire, and the strength of earth, rock, and stone. This spiritual link to the elements is so strong that an elemental shaman's spirit guide takes the form of a small elemental.

Bonus Spells: In addition to the spells learned as they gain levels, elemental shamans also learn additional bonus spells. These spells are added as soon as the elemental shaman is capable of casting them and cannot be exchanged for different spells at higher levels. Additional bonus spells: *endure elements* (2nd), *elemental speech* (4th), *elemental touch* (6th), *elemental aura* (8th), *summon monster V* (elementals only) (10th), *elemental blast** (12th), *mass planar adaptation* (elemental planess only) (14th), *summon monster VIII* (elementals only) (16th), *elemental swarm* (18th) *New spell.

Bonus Languages: An elemental shaman does not receive Sylvan as a bonus language option. Instead, the shaman's bonus language options include Aquan, Auran, Ignan, or Terran, depending on the type of elemental spirit guide he or she bonds with. This choice is in addition to the bonus languages available because of his or her race.

Elemental Spirit Guide (Su): At 1st level, an elemental shaman forms a bond with an elemental spirit—a nature spirit taking the physical form of a small elemental. An elemental shaman begins play bonded to one of the elemental spirit guides listed below.

An elemental spirit guide's Hit Dice, abilities, skills, and feats advance as the elemental shaman advances (see Table 3: Spirit Guide Base Statistics). If an elemental shaman releases his or her elemental spirit guide from its bond, the shaman can gain a new one by performing a ceremony requiring 24 uninterrupted hours of fasting and solitary meditation in a natural environment. This ceremony requires materials and offerings costing 100 gp. Such a ceremony can also replace an elemental spirit guide that has perished.

Air Elemental

Small; Speed fly 100 ft. (perfect); AC +3 natural armor; Attack slam (1d4); Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 11; SQ air mastery, elemental traits, whirlwind. Totem Spell Granted: gust of wind.

Earth Elemental

Small; Speed 20 ft., burrow 20 ft., earth glide; AC +7 natural armor; Attack slam (1d6); Str 16, Dex 8, Con 13, Int 8, Wis 11, Cha 11; SQ earth mastery, darkvision 60 ft., tremorsense 60 ft., elemental traits.

Totem Spell Granted: stone call.

NEW PATHS 2

Fire Elemental

Small; Speed 50 ft.; AC +3 natural armor; Attack slam (1d4 plus burn); Str 10, Dex 13, Con 10, Int 10, Wis 11, Cha 11; SQ elemental traits, immune to fire, vulnerability to cold. Totem Spell Granted: *fire breath*.

Water Elemental

Small; Speed 20 ft., swim 90 ft.; AC +6 natural armor; Attack

slam (1d6); **Str** 14, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 11; **SQ** water mastery, elemental traits, drench, vortex. **Totem Spell Granted:** *hydraulic push.*

Elemental Spells (Ex): At 2nd level, an elemental shaman receives Elemental Spell as a bonus feat. In addition, whenever an elemental shaman casts a spell with the acid, air, cold, earth, fire, or water descriptor, the spell's DC increases by +2. This ability replaces woodland step.

Elemental Wild Shape (Su): At 6th level, an elemental shaman gains the ability to turn into any Small elemental and back again 1/day. This ability functions like the *elemental body I* spell, except as noted here. This ability replaces wild shape.

The effect lasts for 1 hour per elemental shaman level, or until he or she changes back. Changing form is a standard action that does not provoke an attack of opportunity. The elemental shaman can take only the form of an elemental he or she has seen.

An elemental shaman can use this ability an additional time per day at 8th level and every two levels thereafter, for a total of 7/day at 18th level. At 20th level, an elemental shaman can use elemental wild shape at will.

As an elemental shaman gains levels, he or she can take on the form of larger elementals. Each form expends one daily use of this ability, regardless of the form taken.

At 8th level, an elemental shaman can use elemental wild shape to become a Medium elemental, which now functions as *elemental body II*.

At 10th level, an elemental shaman can use elemental wild shape to become a Large elemental, which now functions as *elemental body III.*

At 12th level, an elemental shaman can become a Huge elemental, which now functions as *elemental body IV*.

PRIMAL SHIFTER

Some shamans are completely at one with the primitive, animalistic aspects of nature and revel in its primal fury. Although still able to cast spells, primal shifters are first and foremost masters of shifting form. As they grow in power, they become increasingly deadly combatants when wild shaped.

Diminished Spellcasting: A primal shifter casts even fewer spells of each level per day than a standard shaman. His or her base daily spell allotment appears on Table 4: Shaman (Primal Shifter) Spells per Day.

A primal shifter's selection of spells is also limited to an even greater extent than a standard shaman, as shown on Table 5: Shaman (Primal Shifter) Spells Known.

Enhanced Wild Shape (Su): A primal shifter gains the following enhancements and improvements to his or her wild shape ability:

At 4th level, a primal shifter's body heals itself each time he or she changes form using wild shape. The amount of damage healed is equal to 2d8 plus an additional 1d8 damage for every two primal shifter levels beyond 4th (3d8 at 6th, 4d8 at 8th, and so on). A primal shifter adds his or her Constitution bonus, if any, to this total.

At 6th level, a primal shifter is treated as having the Improved Natural Attack feat (see the *Pathfinder Bestiary*) whenever he or she is in wild shape form. The primal shifter can choose which of the creature's natural attack forms is affected by this feat each time he or she wild shapes.

At 8th level, a primal shifter can now change form as a move action instead of a standard action.

At 12th level, a primal shifter is treated as having the Critical Focus feat whenever he or she is in wild shape form.

Primal Dance (Su): At 9th level, a primal shifter can perform a ritual dance 1/day to harness the primal spirits of nature and enhance his or her wild shaping. Performing a primal dance requires 3 full rounds of stylized movements, chanting, and the beating of a small drum or the shaking of a totem bead rattle. If anything interrupts the primal shifter during these rounds, including damage from an attack, the primal shifter must make a concentration check or have the spirit dance disrupted. If disrupted, the primal shifter can attempt the spirit dance again, requiring 3 new rounds. If a primal shifter has ranks in Perform (dance), he or she can add those ranks as a bonus to the concentration check. (See Magic in the *Pathfinder Roleplaying Game Core Rulebook*.)

On completion of the primal dance, the primal shifter receives the following benefits while in wild shape form for a number of rounds equal to half the primal shifter's level (round down). These effects stack.

At 9th level, the primal shifter receives a +4 bonus to all attack and damage rolls when using natural attacks. In addition, the primal shifter can change form as a swift action.

At 11th level, the bonus to all attack rolls and damage rolls from natural attacks received at 9th level increases to +6. In addition, the primal shifter's natural attacks are treated as a magic weapon for the purpose of overcoming damage reduction.

At 13th level, the primal shifter gains DR equal to half his or her primal shifter level (round down).

At 15th level, the primal shifter is treated as having the Improved Vital Strike feat when using natural weapons.

At 20th level, a primal shifter can perform a primal dance as often as desired.

WITCH DOCTOR

Great healers and protectors, witch doctors are powerful spellcasters deeply immersed in the ways and lore of their ancestral spirits. Witch doctors commune with the spirits of the dead on behalf of those still among the living.

Bonus Spells: In addition to the spells learned by witch doctors as they gain levels, a witch doctor also learns additional bonus spells to aid his or her people and interact with the spirits of the dead. These bonus spells are added as soon as the witch doctor is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *hide from undead* (2nd), *lesser restoration* (4th), *speak with dead* (6th), *remove disease* (8th), *raise dead* (10th), *heal* (12th), *greater restoration* (14th), *resurrection* (16th), *mass heal* (18th).

Spirit Sense (Sp): At 1st level, a witch doctor can detect the presence of many different kinds of spirits. This ability functions like *detect undead* except that the witch doctor can detect undead, astral, ethereal, or incorporeal creatures. This ability replaces wild empathy.

Brew Potion (Ex): At 2nd level, a witch doctor receives a +4 insight bonus to Craft (alchemy) checks and gains Brew Potion as a bonus feat. This ability replaces woodland step.

Shaman's Touch (Sp): Beginning at 3rd level, witch doctors can use their shaman's touch ability a number of times per day equal to their Charisma modifier + half their witch doctor level (round down).

Diminished Wild Shape (Su): At 4th level, a witch doctor gains the ability to use wild shape 1/day. A witch doctor can use this ability an additional time per day for every 6 levels thereafter (2/ day at 10th level, 3/day at 16th level, and so on).

Table 4: Shaman (Primal Shifter) Spells Per Day

Spells Per Day

Level	lst	2nd	3rd	4th	5th	6th
Lever	100	2114	014	1111	2411	oun
1st	1	_	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	_	_	_	_	
4th	3	1	_	_	_	—
5th	4	2	_	_	_	—
6th	4	3	_	_	_	_
7th	4	3	1	—	_	—
8th	4	4	2	_	_	_
9th	5	4	3	_	_	—
10th	5	4	3	1	_	_
11th	5	4	4	2	_	—
12th	5	5	4	3	_	_
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Table 5: Shaman (Primal Shifter) Spells Known

Spells Known

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

new spells

Shamanic magic is largely a matter of spirits and raw divine power, rather than practiced lore from tomes, heartfelt prayer, or the exercise of particular bloodlines.

ELEMENTAL BLAST

School evocation [acid, cold, electricity, or fire]; Level druid/ sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a bit of the chosen element: earth, water, air, or fire)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

Elemental energy erupts from your hand and extends outward in a cone. Choose an energy type: acid, cold, electricity, or fire. The *elemental blast* causes 6d6 damage +1 point per caster level of that energy type to all creatures in the cone. A successful Reflex save halves this damage.

An *elemental blast* also has a special effect based on its energy type, described below.

- Acid: Your *elemental blast* causes 1d6 acid damage for the next 2d6 rounds. Those affected must make a Fortitude save or be sickened for the duration of the ongoing acid damage.
- **Cold**: Creatures taking damage become fatigued (or exhausted, if already fatigued, such as from a previous *elemental blast*) for 2d6 rounds.
- **Electricity**: Creatures taking damage are staggered for 2d6 rounds.
- Fire: Your *elemental blast* causes 1d6 fire damage for the next 2d6 rounds. Those affected can use a full-round action to extinguish the flames and negate this additional damage.

When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

new Feacs

Extra Wild Shape

You can use your wild shape ability more often. **Prerequisite**: Wild Shape class feature **Benefit**: You can use wild shape one additional time per day.

Improved Shaman's Touch

You are particularly skilled at healing others because of your close connection to the spirit world.

Prerequisite: Shaman's Touch class feature

Benefit: Whenever you use shaman's touch to cast a cure spell, the maximum number of hit points healed is based on your shaman level, not the limit based on the spell. For example, a 12th-level shaman with this feat *can cast cure light* wounds by using the shaman's touch to heal 1d8+12 points instead of the normal 1d8+5 maximum.

RAIN OF FANGS

School conjuration (creation); Level druid 3 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Area cylinder (30-ft. radius, 20 ft. high) Duration 1 round/level Saving Throw none; Spell Resistance no

A rain of razor-sharp animal fangs and teeth fill the area, dealing 3d6 piercing damage to every creature in the area. This damage occurs only once, when the spell is cast. In addition, each creature taking damage from the fangs also receives bleed damage equal to one-half your caster level.

RIVER OF MOONLIGHT

School enchantment (compulsion) [mind-affecting]; Level druid/ witch 4

Casting Time 1 standard action

Components V, S, M (a pinch of powdered moonstone) **Range** 60 ft.

Area see text

Duration 2d4 rounds Saving Throw Will half; Spell Resistance yes

You create a shimmering line of moonlight that you can shape as desired. The *river of moonlight* affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The *river of moonlight* cannot extend beyond its maximum range. Living creatures in this path are transfixed by the luminous, sparkling moonlight, causing them to be fascinated for 2d4 rounds. Creatures succeeding on a Will save are fascinated for half the number of rounds.

Practiced Spirit Dance

You are well versed in the intricacies of the spirit dance, allowing you to undertake other actions while performing it.

Prerequisite: Prolong Spirit Dance, Perform (dance) 10 ranks **Benefit**: Performing a spirit dance requires three move actions to perform.

Normal: A spirit dance requires 3 full rounds to perform.

Prolong Spirit Dance

Your deep connection with the spirits allows you to extend the length of your spirit dance.

Prerequisite: Spirit Dance class feature

Benefit: Your spirit dance lasts 2 additional rounds.

Special: You can gain Prolong Spirit Dance multiple times. Its effects stack.

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WILDSHAPE

Wildshape		SKILLS			* Trained Only
Туре	Size	SKILL NAME	TOTAL BONUS	ABILITY MOD. =	RANKS MISC MOD.
Hit Points	WOUNDS / CURRENT HP	 □ Climb □ Disable Device*		= ·	
Space Reach		 Escape Artist Fly 		= ·	+ +
Speed BASE SPEED	SWIM	 □ Ride □ Sleight of Hand* 		= ·	
FLY MANEUVERABILITY CLIMB	BURROW	□ Stealth □ Swim □			+ +
ATTRIBUTES				= ·	+ +
SCORE MOD. MISC. STR	D. MOD. MOD. +		'IES & AB	BILITIES	
TOTAL ARMOR BONUS DEX MOD. SIZE MOD. = 10 + + + + + Touch Flat-Footed	NATURAL DEFL. MISC. ARMOR MOD. MOD.				
BASE ATTACK BONUS	REDUCTION / RESISTANCES				
CMB = BAB + MOD + CMB + CMB + CMD + CMB + CMD	SIZE MOD H DEX MOD SIZE MOD H H H H H H H H	NOTES			

SPIRIT GUIDE

NAME				SKILLS			* Tra	ined Only
Туре		Size	-	SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC MOD.
Alignment	Cho	ıracter Level	- -	Acrobatics Appraise		= +		
	HP	WOUNDS / CURRENT HP]	Bluff		= +	+ +	
						= +	+ +	
Space R	leach					= +	+ +	
SPEED BASE SPEED		SWIM					· +	
				Disguise Escape Artist		= +	+ +	
FLY MANEUVERA	BILITY CLIMB	BURROW] 🗆	Fly		= +	+ +	
				Handle Animal* Heal			+ +	
ATTRIBUTES						= +	+ +	
SCORE MOD.	MISC.	Score MOD. MISC.				= +	+ +	
STR						=	· ·	
				Knowledge (geography)*		=		
	WIS					=		
	CHA			Knowledge (nature)*		= +	+ +	
SAVING THROV	VS			Knowledge (nobility)* Knowledge (planes)*		= +	+ +	
SAVING THROV TOTAL	BASE ABILITY	MAGIC MISC. TEMP.		Knowledge (religion)*			+ +	
	SAVE MOD.	MOD. MOD. MOD.		Linguistics*		= +	+ +	
	+			Perception Perform		= +	+ +	
Reflex =	+ +	++				=	· +	
Will =	+ +	+ +		Ride Sense Motive		1 = 1	+ +	
60MDAT				Sleight of Hand*		= +	+ +	
COMBAT				Spellcraft* Stealth		= +	+ +	
TOTAL	DEX MISC. MOD. MOD.	MISC. MISC.		Survival		= +	+ +	
Initiative =	+ + +					=	+	
				-		= +	+ +	
ARMOR CLASS TOTAL ARMOI	R DEX SIZE	NATURAL DEFL. MISC.				NATE		
BONU	R DEX SIZE S MOD. MOD.	ARMOR MOD. MOD.		FEATS, SPECIAL AI	JUILES	, NOIE		
= 10 +	+ +	+ + + +] _					
Touch Elas		MISC.] _					
Touch Flat-	Footed]					
. <u></u>								
BASE ATTACK BONUS		ion / resistances	-					
] _					
TOTAL B.	AB MOD	SIZE MOD MISC. MOD	_					
CMB =	+ +	+]					
	SAB MOD	DEX SIZE MOD MOD						
	+ + +	+ +10	-					
			-					
ATTACKS / DAM	AGE		_					
			_					
								<u> </u>

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