

# undeFEATable

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## 27: SHAMAN

### NEW FEATS

#### ACCURSED HEX, GREATER

*You further intensify the power of your hexes, and must be rebuffed thrice before you are foiled.*

**Prerequisite:** Accursed Hex

**Benefit:** When you target a creature with a hex for the second time that cannot target the same creature more than twice per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a third time before the end of your next turn. If the third attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

**Normal:** You can only target a creature with these hexes once per day.

#### AMPLIFIED HEX, GREATER

*You become more adept at enhancing your hexes with magical power.*

**Prerequisite:** Amplified Hex, Wandering Hex or Greater Hex class feature

**Benefit:** When enhancing your hex with the Amplified Hex feat, the bonuses increase to +2 to the saving throw DC, increase its range by 60 feet, or increase its duration by 2 rounds.

#### ANCESTRAL GUARDIAN

*Your bloodline has long had the spirits of their ancestors watching over them, and you are no exception to the rule.*

**Prerequisite:** Spirit class feature

**Benefit:** Whenever you roll a natural 1 on a saving throw against a spell, spell-like ability, supernatural ability, or other magical effect, you may reroll that saving throw and must use the new result.

You may not use further rerolls, nor may you use

this ability if you have already rerolled the saving throw with another ability.

#### BANE OF SPIRITS

*Your mastery over spirits grants you power over them in ways ordinary people fear and respect.*

**Prerequisite:** Spirit class feature

**Benefit:** A number of times per day equal to your wisdom modifier, you may imbue a weapon with power over spirits, making it function as a *ghost touch* weapon when wielded against naturally incorporeal creatures, but for other incorporeal creatures (such as wizards under the effects of a spell), it is treated as a normal, material object. Additionally the imbued weapon functions as a *bane* weapon against creatures naturally incorporeal. The imbue lasts for 1 minute per shaman level, or until the weapon leaves your hand. Imbued ranged weapons impart these properties to their ammunition as usual.

#### BANE OF SPIRITS

*Your power over spirits becomes such that they refuse to attack you unless desperate need overwhelms them.*

**Prerequisite:** Bane of Spirits

**Benefit:** You are treated as if permanently under the effects of a *sanctuary* spell. The DC for this effect is 10 + your wisdom modifier + half your shaman level. If this effect is dispelled, you may raise it again as a swift action. If you attack, the effect does not end, but the target of your attack may now freely attack you back. This effect only applies against incorporeal creatures and other crea-



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tures that would be considered spirits. A creature who saves against this effect is immune to it for the next 24 hours.

### **BIFURCATED SPIRIT**

*You have been claimed by a spirit whose nature is dualistic, and perhaps even contradictory.*

**Prerequisite:** You may only select this feat when you take your first shaman level.

**Benefit:** Choose two spirits for your spirit ability instead of one. When you would gain a spirit ability, greater spirit ability, true spirit ability, manifestation, or bonus spells from your spirit, you may instead choose from the options available to either of the spirits you have chosen. When you would gain a hex, you must choose one of the spirits available to you, and may only select hexes from the general hexes and those available from that one spirit. These choices may not be changed. If you gain a level in a class which grants a mystery, one of your spirits must still be the same as your mystery.

### **BLESSED HEX**

*You become unusually skilled at blessing others with your hexes.*

**Prerequisite:** Hex class feature

**Benefit:** When you target a creature with a beneficial hex that cannot be used twice on the same creature within a day (e.g. Fury, Healing), you may use it for a second time on that same creature within the next hour.

**Normal:** You can only target a creature with these hexes once per day.

### **FLEXIBLE AMPLIFICATION**

*Your amplified hexes can contain more patterns of arcane power within them.*

**Prerequisite:** Amplified Hex, Wandering Hex or Greater Hex class feature

**Benefit:** When enhancing your hex with the Amplified Hex feat, you may select two of the options granted rather than one.

### **DETECT SPIRITS**

*You see the spirit world around you as easily as anyone else sees the material world, or perhaps more.*

**Prerequisites:** Shaman level 4th

**Benefit:** At will, you may concentrate to gain the benefits of *detect undead*, as a paladin does for *detect evil*, but you only detect incorporeal undead.

Additionally, at will, you can concentrate for 1 minute while in physical contact with an item or location, during which you attempt to take the measure of the spirit within the item or location, and discover its nature and ownership. After 1 minute, you attempt a DC 15 Perception check to decipher the spirit. You gain one piece of information about the historical significance, the last previous owner—such as a glimpse of the last owner's appearance or its emotional state when it last used the item—, or the spirit's emotional state, such as a sword that is happy because its thirst for blood has been sated, as determined by the GM. You learn one more piece of information for every 10 by which your check result exceeds the DC, as long as you concentrate for 1 additional minute for each piece of information. If you fail the check by less than 5, you don't learn any information, and the spirit is inscrutable. If you fail this check by 5 or more, the item's spirit is able to mislead you, letting you draw false conclusions, and the information you gain is wildly inaccurate.

### **MASTER OF SPIRITS**

*Your power over the spirits affords you certain incredibly useful protections in dealing with them.*

**Prerequisite:** Ban of Spirits

**Benefit:** Summoned creatures and spirits of any kind are unable to touch you directly, as if you are constantly under the effects of *protection from evil*. This is not a spell-like ability and may not be dispelled. This ability extends to all summoned creatures and spirits, not only evil creatures. Additionally, you are protected from mental control per the second effect of *protection from evil*, except that this immunity is only applicable against spirits, but is not limited by alignment.

### **PATRON SPIRIT MAGIC**

*You forge a temporary bond with a patron spirit in order to gain knowledge of its magics, offending your own chosen spirit in the process.*

**Prerequisite:** Shaman level 6th

**Benefit:** Once per day, choose one patron spirit from the list of witch patron spirits. For the next hour, replace the normal bonus spells from your spirit with the bonus spells from your chosen witch patron spirit.

**POTENT SPIRIT ANIMAL**

*Your spirit animal has progressed in power to become an even mightier ally.*

**Prerequisite:** Powerful Spirit Animal

**Benefit:** Your spirit animal now counts as both your familiar and your animal companion. The animal retains all the special abilities and the Intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal. Your shaman levels stack with other classes granting animal companions for the purpose of determining your effective druid level, and your shaman levels stack with other familiar granting classes for the purpose of determining effective shaman level for spirit animal abilities.

**POWERFUL SPIRIT ANIMAL**

*Your spirit animal is more powerful than others of its kind, giving you a powerful ally.*

**Prerequisite:** You may only select this feat when you take your first shaman level.

**Benefit:** Instead of your normal spirit animal from the familiar choices, select a spirit animal from the animal companion choices. Your spirit animal no longer counts as a familiar, but does count as an animal companion, for the purposes of any related feats or effects. Your effective druid level is equal to your shaman level. Levels of different classes that are entitled to animal companions stack with shaman levels for the purpose of determining any spirit animal abilities that depend on your level. If you possess such levels in other classes, your spirit animal always uses the shaman rules for spirit animals, not those used by animal companions of other classes (such as druids, rangers, paladins, cavaliers, or sorcerors with the nature bloodline).

**SHARE HEX**

*You can absorb and benefit from the energies of a hex even as you direct them to another.*

**Prerequisite:** Shaman level 10th

**Benefit:** When you use a hex on another creature, you can choose to be treated as if you had also used that hex on yourself, even if you've already benefitted from that hex already that day. Multiple castings of the same hex do not stack.

**SIXTH SENSE**

You have an uncanny knack for sensing and understanding the natures of spirits.

**Prerequisite:** Spirit class feature

**Benefit:** You get a +2 bonus on Knowledge: Arcana and Knowledge: Religion skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. Additionally, you gain the benefit of the first round of concentration of *detect evil*, but it only detects spirits of any alignment.

**SPIRIT SPEAKER**

*Trained in the ways of talking with spirits, you have learned to ask your questions of the spirits who are no longer coherent.*

**Prerequisite:** Shaman level 8th

**Benefit:** Once per day, by going into a trance that involves music, incense, and shamanistic divination tools, you are able to question a haunt. Achieving the trance state requires 1 full hour, and you must make a DC 15 Will save or instead fall unconscious from the mental exertion required, before gaining the opportunity to ask your questions. If you successfully achieve the trance state, you may question a haunt as if casting *speak with haunt*, using your shaman level as your caster level. Because of your expertise in communing with spirits, a haunt may make a Will save to resist the spell, but if its save is successful, it may only refuse to answer; if it speaks a lie, you recognize the falsehood for what it is immediately.

**SPIRIT SINGER**

*The strength of your belief awakens the energies of the natural world into spirits who can be coaxed into doing your bidding.*

**Prerequisite:** Spirit Speaker

**Benefit:** You can awaken the spirit of a plant or natural object, which then manifests as a small elemental of an appropriate type. This elemental begins with an indifferent attitude towards you, and unfriendly to everyone else, as it is displeased at being awoken but recognizes your dealings with spirits.

This elemental can be bargained with using the Diplomacy skill as normal. You may gain bonuses on your Diplomacy check by making offerings appropriate to the elemental, like an effigy for a fire elemental. Any favor can be bargained for, even suicidal ones, as the elemental is merely the manifestation of the energy of a natural object and will



regenerate in time if dispersed through its “death” as long as the object continues to exist. However, the elemental cannot go farther than 20 ft. times your shaman level from the object of which it is the essence.

You have no innate ability to communicate with elementals awoken with this feat, you must know the appropriate elemental language or find another means of communication.

### WAYWARD SPIRIT

*You have somehow caught the attention of a spirit, who grants you its power even though you are bound to another, and it asks for nothing in return.*

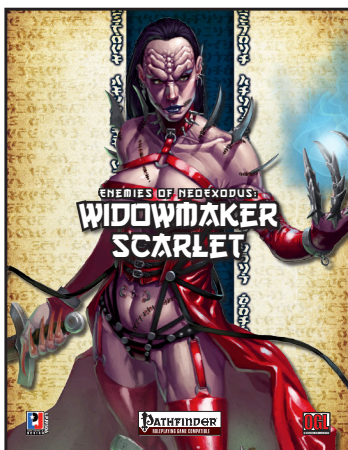
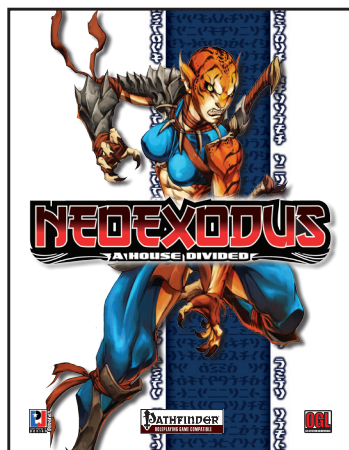
**Prerequisite:** Spirit (Greater) class feature

**Benefit:** Choose one spirit that you did not choose for the spirit ability. You form a minor bond with that spirit and gain its spirit ability in addition to any of those which you already possess. If you have the wandering spirit class feature and choose this spirit to form a temporary bond with, you get no special benefit, instead gaining the normal benefits of the wandering spirit class feature as appropriate to your level.

# NEOEXODUS

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