

# Shaman Subclasses

## Mystic

*Your ability to anchor spirits through totems has improved, becoming your focus. By creating new totems, you are able to anchor more types of spirits and use them as guidance and protection.*

You gain an additional totem option:

### Totem of the Pack

- Make a DC15 spell check, on a success summon 2 spiritual wolves. Each success +5 increases the number of summoned wolves by 1 up to your CM. Failure: summon only 1 wolf.
  - The wolves share your turn and AP. When you take the Move action, each of your wolves can move up to 6 spaces. If you take the attack action, each wolf's first attack does not count towards the multi-check penalty and attacks against the same creature benefit from your Combo Die feature, even if they are made by different wolves.
  - The wolves have HP equal to your Prime Modifier, they have Advantage on attacks if another creature, including another wolf, is flanking.
  - **Bite**, Melee, 1 Piercing, Impact
  - **Mastery**: Athletics, Survival
  - They have **Advantage** on Awareness and Survival checks using smell.
  - The Spirit Wolves affect all adjacent spaces for the purpose of any features that cause an effect within a totem's area.
  - You can spend 1AP or 1SP on your turn to command any wolf to take an action that normally costs 1AP.

Level 1/8, Medium Undead			
<b>HP</b>	PM	<b>Prime &amp; CM</b>	Shared
<b>PD</b>	12	<b>AD</b>	10
<b>MIG</b>	1	<b>CHA</b>	0
<b>AGI</b>	0	<b>INT</b>	0
<b>Check</b>	Shared	<b>DC</b>	Shared
<b>AP</b>	Shared	<b>Speed</b>	6

## **Spirit Animal**

When you use your Spiritual Guidance feature, you can instead choose to ask a spiritual animal instead of your element. They know only information it may know based on which animal is summoned. The animal and what information it knows is up to the discretion of the GM.

## **Warden**

*Your deep connection to your element has expanded your elemental blessing. Without a second thought, it leaps to your aid. You have become fortified by your element becoming a resolute force of nature.*

## **Elemental Veil**

You have become so in tune with your element you protect yourself with it subconsciously. You gain EDR and MDR. Additionally, when you reduce damage with Damage Reduction, you can spend 1SP as a reaction to trigger an effect around you depending on your Elemental Blessing.

- **Fire-** Retaliate with an explosion of fire in a 3 space cone that must include the attacker's space. Make an attack against the AD of creatures within the area dealing 1 Fire damage on a hit.
- **Water-** Vanish into a cloud of mist. Create a 3 space diameter area that is Heavily Obscured and centered on you until the start of your next turn. Immediately after the attack you can take the Hide action for free and move to any open space within the Heavily Obscured area.
- **Earth-** Send a tremor into the ground around you. Create a 5 space diameter circle of difficult terrain around you, and force creatures within the area to make a Might Save against your Save DC or fall Prone.
- **Wood-** Thread roots into the ground. Immediately after the attack you gain a pool of healing equal to half of the damage you took before reducing damage. You can distribute the pool of hitpoints to creatures of your choice (including yourself) within 5 spaces.
- **Metal-** Let out a shockwave of force, pushing back creatures of your choice within 1 space of you. Make a spell check contested by the creatures' physical check. Success: push them back 1 space (Success +5 push them 1 additional space) Failure: the creature is not pushed.

## Elemental Divination

When you cast a ritual, you can choose to use your Spiritual Guidance feature to tap into your element's essence. You gain a d8 Help Die on any checks required for the Ritual.

## Supplicant

*You've learned to store a portion of your power by performing a ritual taught to you through your spiritual connection to an element. Through the ritual you can store power for use when you need it most, allowing you to surpass your normal limits or to help an ally surpass theirs.*

### Elemental Mote

Over the course of a quick rest, you can perform a special, 10 minute ritual to store MP by drawing upon the power of your Element to assist you, this can be done over the duration of a short rest. At the end of the ritual, you spend and store 1MP in an elemental mote that floats next to you for the duration. The mote lasts until the end of your next long rest.

- When either you cast a spell, or you see an ally within 2 spaces of you casting a spell, you can choose to spend 1AP as a reaction to add the mote to the spell. The mote reduces the MP cost of the spell by 1, and grants one of the MP Enhancements listed below to that spell. When you spend the mote you choose the Mana Enhancement used.
- The mote can cause a spell to cost 0 mana, as well as allow a creature to cast a spell that would normally be above its Mana Spend Limit.

You gain the following Mana Enhancement that you can use on any spell you cast or that you infuse with your elemental mote:

- 1MP- **Spirit's Aid**: The target gains 1 temporary hit point, plus an additional one for each MP enhancement other than this one used on the spell. Additionally the target gains Resistance(1) to the next instance of Elemental Damage before the end of your next turn.
- 1MP- **Elemental Sundering**: The target takes an additional 1 damage and gains Vulnerability(1) to the next instance of Elemental Damage before the end of your next turn. If the spell does not deal damage, make a Spell Check against its PD dealing 1 Elemental damage of your choice on a hit.

### Spirit's Whispers

Once per long rest you can use your Spiritual Guidance feature to grant yourself Advantage on an Influence or Insight check as your spiritual attunement helps you convince others or determine someone's true intentions.

## Paragon

### 3rd Level Talent:

## Conflux

*Requirements: Level 3, Elemental Blessing Feature*

### **Elemental Combo**

You have connected with a second element. Choose a second element from the Elemental Blessing feature and gain all of its benefits. If you have other features that grant an ability determined by your element, you gain the effects of both of your chosen elements for that feature.

- You may only take this Talent once.

## Conduit

*Requirements: Level 3, Spiritual Totem Feature*

### **Totemic Vessel**

You can channel a totem's power through your body. When you activate a totem, you can choose to center the effect on you, halving its range and making it into an aura centered on you that follows you.

- When you channel a totem through yourself, it does not count against your maximum number of deployed totems.

### **Shamanistic Power**

Your maximum MP increases by +1.