

CASTLES & CRUSADES: SHAMAN CLASS

The Shaman is a mixture of holistic priest, druid, and medium found in most remote regions. They cherish the solitude of these areas in which they can commune with the spirits of the world. It is through this communion and the spirits that the Shaman gains the power to guide and change the world around them. When the shaman is part of a community, they provide guidance to the people of their village to avoid angering the spirits and ensure peace and prosperity. The spirits do not provide their boons freely however. It is the shaman's responsibility to sometimes perform tasks to appease the spirits, administer the spirits justice, and to protect the world and spirits themselves. Shamans found as part of adventuring groups are most often there because they have been tasked by the spirits to destroy or prevent great evils.

How clearly the shaman can communicate with the spirits and how much of their power the shaman may channel is directly related to the Shaman's strength of will and body (Charisma). The Shaman spends time purifying and strengthening their body and mind for this reason. Shaman shun armor since it muffles the voice of the spirits. Instead they place their trust in the spirits to protect them. Shaman are skilled in few weapons. Those they are skilled in are typical of barbaric hunters. At an early point of their journey, the Shaman undertakes a spirit quest to discover their totem. The Shaman begins to take on aspects of their totem in both form, dress, and ability. When the spirits wish to speak to the Shaman, the totem animal is the most likely form to be chosen. The killing of a totem animal is a thing not taken lightly by the Shaman, even when in self defense. Unlike other classes, the shaman may not dual or multi-class without losing the greater of their abilities.

abilities

Vitality- The Shaman's practice of strengthening and purifying their body and mind has given them a strong connection to the world and its spirits granting them a greater than normal vitality (d10 HD).

Lesser Boon- The Shaman starts their journey by listening to the spirits of the world and learning to listen and trust in them. Much time is spent communing with the spirits to better understand their ways and desires. A Shaman that is successful in this may seek the aid of the appropriate spirits for what is desired though care must be made not to ask for so much assistance that the spirits are angered. The shaman may seek the aid of the spirits a number of times equal to one plus their charisma modifier (1+ CHA)+1 every other level per day. (ie. A 1st level shaman with a CHA of 16 may use Lesser Boon 4 times per day. A 8th level shaman with a CHA of 16 may use Lesser Boon 7 times per day.)

Lesser boon may affect either the shaman or a single target. For boons affecting target creatures, they may make saving throws as might normally apply. The duration of any aid is a number of rounds equal to (1+ CHA). Should the shaman not give the answering spirits proper appreciation, the spirits may become angered and their boon become a curse (reversed effect).

<u>Spirit Type:</u>	<u>Granted Boon (affects self):</u>	<u>Granted Boon (affects single target creature):</u>
Earth	Skin of the Earth (+2 AC)	Weight of Stone (slow, speed reduced 1/2)
Sky	Whispered Secrets (+1 INT)	Slashing Gust (temporarily blinded)
Fire	Dancing Flame (+1 DEX)	Purity of Fire (heals 1 hit point each round)
Water	Still Reflection (+1 WIS)	Frozen Pond (paralysis, max HD equal to CHA mod +1)
Plant	Bending Reed (+1 CON)	Nature's Hunger (acid spit, 10' range, 2 damage each round)
Animal	Heart of the Beast (+1 STR)	Heart of Prey (flees away in terror)

Totem Animal- At 3rd level, the connection to the spirit realm has become strong enough that the greater spirits have noticed the Shaman. The Shaman must go alone into the wilds upon a ritual journey. This journey usually lasts for up to a month. At some point during the journey, the greater spirits seek out the shaman and inspect his/her soul. Whichever of the greater spirits that finds the shaman worthy will appear

in animal form either physically or as a dream vision. This animal form becomes the Totem Animal of the shaman. The Shaman begins to emulate the qualities and aspects of their totem animal. As long as the Shaman continues along the path of their totem animal and honors its spirit, the shaman will be granted the use of greater powers by the spirits. Should the shaman stray from the path or dishonor its spirit, then all of the benefits and gifts of the totem animal are lost along with all other shaman abilities gained after third level until the shaman either atones or is killed. A list of typical totem animals and granted abilities is provided below;

Totem Animal	Granted Abilities	Totem Path
Ant	+1 to CON and CHA attribute check rolls	Honor, sacrifice, perseverance, patience, teamwork, loyalty
Bear	+1 to STR and WIS attribute check rolls	Strength, Wisdom, remaining balanced amid challenge, and introspection
Buffalo	+1 to all saving throw rolls	Sacrifice, community, strength in adversity, gratitude, and treating all life as sacred
Coyote	+2 to search and spot checks	Loyalty in relationships, cunning, caution, patience, protection of family
Dragonfly	+2 to all saves vs illusion, confusion, fear, and emotionally based attacks	Compassion, seeing past appearances, able to change as life transforms around
Eagle	+1 to save vs Fear effects; to INT attribute check rolls; and listen check rolls	Courage, understanding, strength, and endurance
Fox	+1 to DEX attribute check rolls; surprise check rolls; and listen check rolls	Harmony with surroundings, alertness, nimble in mind and body, listening, keen sight
Horse	+1 to saves vs movement restricting effects and +2 to EV base	Independence, well grounded, power of freedom and movement, dignity, gentleness
Otter	+2 to search and identify checks	Self reliant, playful, curious, relaxed, nurturing, gregarious
Owl	+1 to INT and WIS attribute checks	Enigmatic, stealth, poise, guiding, seeker of meanings
Puma (Lynx)	+2 to Hide and Move Silently checks	Stealth, cunning, observation, decisive action, grace, serenity
Raven (Crow)	+1 bonus lesser boon use per day	Integrity, transformation, guardian of secrets and magic, healing, and teaching
Snake	+1 to all heal checks; +1 hp bonus to healing power effects.	Balanced in nature, continuous growth of self, listen to the heart of all, guidance
Turtle	+2 to bonus to hit point total (one time only)	Wisdom, perception the relationships of time, survival, steadiness, adaptable to the world around
Weasel	+2 to DEX attribute check rolls	Intuitive, relentless, stealthy, reckless at times, wasteful, merciful
Wolf	+1 to STR and CHA attribute check rolls	Lawful, loyal, confident, strength, violence only as necessary, ritualistic, defensively territorial, cooperative

(Note: The choice of the Totem Animal should be a CK reward based on how the player has developed their character or it may be left up to the player with CK approval. This also presents an opportunity for a short solo adventure in which the shaman may be tested by the spirits to discover the shaman's true heart.)

Turn or Rebuke Undead- At 4th level, the Shaman's connection to the spirits of nature and life are so strong that they gain some power over the twisted spirits of the undead. The Shaman is able to turn or rebuke undead creatures in the same manner as a cleric of three levels lower than the shaman. (ie. A 4th level shaman turns as a 1st level cleric. An 8th level shaman would turn as a 5th level cleric. And so forth.) This ability is lost should the shaman break with their totem animal.

Vessel of the Spirits- At 5th level the shaman has gained sufficient insight and knowledge of the spirits that they have learned to channel the power of the spirits directly. This is very taxing to the shaman's mind and body however preventing the shaman from maintaining such a connection for very long or often without adequate rest. The shaman may endure such close contact with the spirits for a number of rounds equal to two times their CHA bonus (2x CHA mod. +1).

The amount of the spirits power a shaman may channel is related to their vitality and willpower (benefit bonus of 1+ CHA mod.). A shaman may act as a vessel for the spirits a number of times per day equal to their level plus one plus their charisma modifier (Level +1 +CHA mod). Only one manifestation may be in effect at a time. This ability is lost should the shaman break with their totem animal.

The time the shaman must wait between uses is equal to four minus their CHA modifier (4 -CHA mod.) in rounds. Such power manifests in different ways depending upon which type of spirit the shaman is channelling.

<u>Spirit Type:</u>	<u>Manifestation:</u>
Earth	Strength of Stone ('bonus' to hit and damage)
Sky	Wings of the Wind (may fly at speed equal to 10 feet per 'bonus' point)
Fire	Flame of Rage (shaman's attackers suffer d4 fire damage per 'bonus' point)
Water	Unstoppable Current (shaman gains SR equal to 1+ 'bonus')
Plant	Spring Growth (shaman may regenerate 'bonus' of hit points in target touched each round)
Animal	Stalking Beast (shaman may track by scent and sight, 'bonus' to check rolls)
Great Spirit	Kindle the Soul (shaman may restore up to 'bonus' worth of level drain effects)

Summon Elemental Spirit- At 8th level, the Shaman may command a minor elemental spirit of earth, fire, water, or air to appear and aid the shaman in whatever task or tasks are asked of them if within their power. The element from which the spirit is to be summoned *must* be present in order for the shaman to make the summons. The shaman may only attempt to summon an elemental spirit a number of times per day equal to their CHA modifier (ie. A Shaman with a CHA of 14 would have a +1 modifier, thus being able to make a single summons per day, while a shaman with a CHA of 18 and a modifier of +3 would be able to make three such sommons per day). Summoned elemental spirits are able to be turned or rebuked by clerics and shaman the same as if they were undead.

After the task set by the shaman is completed or a number of rounds equal to the shaman's level pass, whichever comes first, the elemental spirit will return from whence it was summoned. Summoned elemental spirits have the same appearance, abilities, and stats as an elemental of their type, though their hit dice are equal to half of the summoning shaman's level. (ie. An 8th level shaman summoning an elemental spirit of earth would get a 4HD earth elemental for 8 rounds duration.) This ability is lost should the shaman break with their totem animal.

Totemic Form- At 10th level, the Shaman is able to assume the shape of their totem animal once per day. Changing shape takes a single round and magically heals the shaman of 10% of any physical damage suffered while in human form but does not heal any disease, energy drain, or such effects. While in animal form the shaman has all of the natural abilities of an animal of that type plus the use of their shamanistic abilities, speech, and hit points. When the shaman changes back to human form from animal, they only

magically heal 10% of damage suffered while as an animal. The shaman in animal form should be considered a magical beast for purposes of type. This ability is lost should the shaman break with their totem spirit.

There is no duration to how long a shaman may remain an animal, though at the end of each week the shaman remains in animal form, the shaman needs to make a WIS check to avoid losing a point of intelligence. Should the shaman's INT score drop to 2, then they are considered to have forgotten their life as human and all of their stats immediately revert to those of a normal animal of their totem type. Should the shaman change back to human form at any time before their INT score reaches 2, then they will gain back the lost attribute points at a rate of 1 per every two days they remain as human. This recovery stops immediately should the shaman revert to animal form and a INT check rolled to see if the points left to be recovered are lost permanently. Points permanently lost in this fashion may be recovered by magical means such as restoration, or wish.

Prime: Charisma

HD: d10

Alignment: Any

Weapons: Staff, sling, spear, dagger, club, hand axe, cestus, knife, dart, blow pipe, bolas

Armor: None

Abilities: Vitality, Lesser Boon, Totem Animal, Turn or Rebuke Undead, Vessel of the Spirits, Summon Elemental Spirit, Totemic Form

Starting Gold: 2d4x10 (20-80gp)

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+0	2401
3	d10	+1	4801
4	d10	+1	9601
5	d10	+1	19201
6	d10	+2	38401
7	d10	+2	76801
8	d10	+2	153601
9	d10	+3	307201
10	d10	+3	500501
11	+3 HP	+3	700501
12	+3 HP	+4	900501
13	+200000 per level		

