

COMMUNITY HANDBOOK

Shaman by Pattycakeee



Handbook compiled, edited and designed
to resemble official Player's Handbook
by Smyris



SHAMAN

Mist floods the tent and wisps dance on the ceiling as a wizened orc raises one hand from the body in front of him, calling on his ancestors to lend him their strength and heal the wounded soldier.

A small spectral fox dashes ahead of the young elf, prancing and jumping around a inconspicuous patch of snow on the path, warning her just in time of the trap in the road.

When a creature dies, it is not always the case that their spirits are able to move on, instead they linger. Some track down those who can perceive them so that they might find peace through them, others do so for more obscure or malevolent reasons. Shamans are individuals either blessed or cursed to be capable of perceiving these entities and harnessing their power. This perception most often comes in the form of visions, dreams and whispers from the entities.

Often living by themselves or tribes, shamans often separate themselves from the rat race of civilisation, preferring the company of the wild and her spirits.

SPIRITUAL POWER

Shamans gain their magical prowess directly from the spirits around them. Asking for aid, spirits are usually more than happy to oblige.

Often having a deep understanding to the natural way of the world, most shamans typically view their power as part of a duty to help the spirits around them and guide them into the afterlife.

Many shamans use their power to help the living too, providing remedies and healing to the sick as well as offering boons and guidance to the worthy.

Shamans typically learn to control their powers by learning from a mentor, or sometimes even being taught by the spirits of shamans before them. There is however, no greater teacher than experience, and so many shaman will set out on a spiritual journey to discover their full potential.

GHOSTLY COMPANION

Many shamans are accompanied by a spirit animal. A spirit whose essence a shaman binds to their own in order to fix them to the shaman's plane. The form taken by the spirit animal is often a reflection of the shaman's inner self. Only spirits with the motivation to help others can become spirit animals; and although they are bound and incapable of refusing a shaman, they are often more than happy to serve.



THE SHAMAN

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Ritualist	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Spirit Guide, Spirit Boon	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Call to the Seer	3	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	4	3	—	—	—	—	—	—	—
5th	+3	Ritualist	3	6	4	3	2	—	—	—	—	—	—
6th	+3	Seer feature	3	7	4	3	3	—	—	—	—	—	—
7th	+3	Additional Spirit Boon	3	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	9	4	3	3	2	—	—	—	—	—
9th	+4	—	3	10	4	3	3	3	1	—	—	—	—
10th	+4	Spiritual Defense, Ritualist	4	11	4	3	3	3	2	—	—	—	—
11th	+4	—	4	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	12	4	3	3	3	2	1	—	—	—
13th	+5	—	4	13	4	3	3	3	2	1	1	—	—
14th	+5	Seer feature	4	13	4	3	3	3	2	1	1	—	—
15th	+5	Additional Spirit Boon	4	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	14	4	3	3	3	2	1	1	1	—
17th	+6	One With the Spirits	4	15	4	3	3	3	2	1	1	1	1
18th	+6	—	4	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	15	4	3	3	3	3	2	2	1	1
20th	+6	Spirit Sight	4	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per shaman level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shaman level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Clubs, daggers, javelins, quarterstaves, spears

Tools: Herbalist kit

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Animal handling, Insight, Medicine, Nature, Perception, Religion and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a) any simple weapon or b) a wooden shield
- a) herbalist kit or b) any simple weapon
- leather armor, an explorers pack, and a druidic focus

SPIRIT SENSE

At the 1st level you learn to open their mind and senses to detect the presence of lingering spirits. As an action, until the end of your next turn you are aware of the creature type and location of any undead and elementals within 60 feet of you that is not behind total cover. You can also determine if a creature has died in this area within the last 24 hours.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest you regain all expended uses.

CREATING A SHAMAN

As you build your shaman, think about when and why your character acquired their connection with the spirits. Did terrible dreams plague you as a child and it wasn't until you had matured that you realised the truth of your abilities? Were you raised in a church and had these abilities bestowed on you so that you might better help lost souls cross over? Maybe you were cursed with these powers by a demon, forced to endure visions of a million possible apocalypses every night?

Consider how your character perceives their abilities. Do you view them as a curse from the gods? Punishment for some crime committed long ago? Maybe you view it as a duty to the souls around you, an endless task to lend aid to the spirits and help them into the afterlife? Perhaps you view it as a tool to advance your plan, choosing to exploit the spirits you see rather than help them.

QUICK BUILD

You can make a shaman quickly by following these suggestions. First, make Wisdom should be your highest ability score, followed by Constitution. Second, choose the Hermit background. Third the *Druidcraft*, and *Prestidigitation*, along with the following 1st level spells: *Dissonant Whispers*, and *Healing Word*.



SPIRIT GUIDE

Beginning at 2nd level, the Shaman gains the ability to cast the Find Familiar ritual, but instead of summoning a familiar they summon a Spirit Animal. Choose from one of the following forms when you summon the Spirit Guide; Bear, Wolf, Coyote, Eagle, Owl, Snake or another if agreed to by the DM. The spirit uses the proficiency bonus (if required) of the Shaman.

Your spirit animals stats are affected by the form it takes. These effects are as follows:

Bear. +1 AC, +1 HP per level, proficient in Athletics (Strength). additionally, becomes a Medium Fey.

Wolf/Coyote. +2 AC, proficient in Perception (Wisdom) and Survival (Wisdom). additionally, becomes a Medium Fey.

Eagle/Owl. +1 AC, gains flight speed of 60ft, advantage on Perception (Wisdom) checks relying on sight. additionally, becomes a Small Celestial.

Snake. +5 to initiative, gains proficiency to Stealth (Dexterity) and has advantage to Stealth (Dexterity) check. additionally, becomes a Small Fey.

SPIRIT BOON

At 2nd level; when summoning a spirit animal, select two of the following boons to provide it.

Awakened spirit. The spirit animal gains limited telepathy to convey simple ideas, emotions and images telepathically to a creature within 100 feet of it that can understand a language.

Curious spirit. As long as you're both on the same plane, you can choose to see through your spirit animal's eyes as well as sense what it senses. there is no range on this ability.

Durable spirit. Your spirit has advantage on saving throws against magical effects.

Guardian spirit. Your spirit animal can use it's reaction to impose disadvantage on an attack roll made by a creature within 5 feet of itself.

Helpful spirit. Your spirit animal gains the ability to cast the following cantrips at will: Mending, Light and Dancing Lights.

SPIRIT ANIMAL

Small/Medium fey/celestial, unaligned

Armor Class 13

Hit Points 5 (1d4 + Spirit's con mod per Shaman level)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages can understand the languages it's master knows but cannot speak

Challenge 1 (200 XP)

Psychic Link. The spirit animal can communicate telepathically with it's master

Spirit Bond. The spirit animal can add your proficiency bonus to any Dexterity or Wisdom saving throws it takes

Innate Spellcasting. The spirit animal's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*

ACTIONS

Blink. The spirit animal appears to evaporate, teleporting instantly to a location it can see within 10 feet of it before re-materializing.

Illusive spirit. Opportunity attacks made against your spirit animal as it is leaving a creatures reach are taken with disadvantage.

Insightful spirit. When you make a check using a Charisma, Intelligence or Wisdom skill in which you're proficient, your spirit can offer it's assistance; allowing the Shaman to add double their proficiency bonus to the roll. If they already added double their proficiency bonus, there is no effect. This can be used a number of times per day equal to the Shaman's Wisdom modifier.

Narrative spirit. Once per short rest your spirit animal can cast 'Speak with Animals' OR 'Animal Friendship'.

Protective spirit. As an action your spirit animal can grant temporary hit points equal to the Shaman's Wisdom modifier to a willing creature within 5 feet of it. These temporary hit points last 5 minutes.

Stalking spirit. Your spirit animal has advantage on Survival (Wis) skill checks made on checks for tracking and locating shelter or food.

Watchful spirit. The spirit gains 120ft darkvision and can see through magical darkness.

SHAMAN ARCHETYPE

At 3rd level the Shaman selects an archetype to focus the nature and aspect of their power. They become Seers for the spirits, either as a Seer of Forgiveness, shamen who focus on the harmony between worlds and the aid they can both offer each other; or as a Seer of Revenge, shamen who focus on exacting vengeance against those who have wronged the spirits. Your choice grants you features when you choose it at 3rd level and again at 6th and 14th level.

ADDITIONAL SPIRIT BOON

Beginning at 7th level, the Shaman's connection to the spirits becomes so potent and powerful that when you summon your spirit animal, you may select an additional Spirit Boon. At the 15th level your connection grows stronger still, allowing you to select a fourth boon.

SPIRITUAL DEFENSE

At 10th level, the spirits around the Shaman offer aid, trying to protect them. When you gain this feature; you have advantage on saving throws against being charmed or feared.

ONE WITH THE SPIRITS

At 17th level, when the Shaman summons a spirit animal, their physical form changes and they gain the same benefits provided by the chosen animal type to themselves. If the animal form provides a proficiency that the Shaman already has, instead add double the proficiency bonus to that skill.

SPIRIT SIGHT

At 20th level, your connection to the spirits is so powerful, that you begin to see things beyond spirits. You are always under the effects of the 'True Seeing' spell.

SHAMAN ARCHETYPES

Becoming a Shaman is often not a choice, however what a shaman chooses to do with their power is entirely up to them. A shaman chooses the path they will tread once they reach the 3rd level, from then on their fate is all but sealed. Some Shamans instinctively know the path that will one day tread, and actively seek to fulfil their future purpose, others simply choose to wait and see what fate, and the spirits, choose for them.

SEER OF FORGIVENESS

Seers of Forgiveness believe the material world and the spirit world were meant to live in harmony. They believe you shouldn't be afraid of spirits, just as they shouldn't be afraid of you. As a Seer of Forgiveness, you aim to bring the two worlds closer together, closing the gap between worlds and bathing in the exchange of knowledge it brings.

BONUS CANTRIP

At the 3rd level, the Shaman gains one additional cantrips from the Shaman spell list.

SOOTHING VOICES

At the 3rd level you can command spirits to bombard a target with soothing tones and chants. As an action you can target one creature within 60 feet, the target must take a Wisdom saving throw or become your choice of charmed or feared for one hour. If a creature succeeds on the save, they are immune to this ability for 24 hours. This ability can be used a number of times equal to your Wisdom modifier per long rest.

SACRIFICIAL SPIRIT

At the 6th level, spirits echo your words and chants, giving you their power. Whenever you cast a spell,

choose a creature you can see within 60 feet of yourself to be healed for an amount equal to the casted spells level.

ECHOED WORDS

At the 14th level, once per long rest the Shaman can choose to use their action to dismiss their spirit animal, restoring a number of hitpoints equal to the spirit animal's hit point maximum to any willing creatures within 60 feet of the Shaman. The healing amount can be distributed and split as the Shaman wishes.

SEER OF REVENGE

Seers of Revenge seek not the harmonious coexistence between spirits and the living, but instead choose to follow a darker path. These seers roam the world waging war on the spirits behalf, believing that to guide spirits to the other side they must appease them by committing acts of vengeance in their name. These acts vary from punishing those who do not pay their respects to the spirits, the hunting down and killing spirit's murderer.

BONUS PROFICIENCIES

At the 3rd level you become proficient in martial weapons.

SPIRITUAL RAGE

At 3rd level, you learn how to tap into the rage and fury of lingering spirits during the heat of battle. When you hit an enemy with a melee weapon attack, you can expend one Shaman spell slot to deal psychic damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. This cannot be used in conjunction with the Paladin's Divine Smite feature.

SPIRITUAL ONSLAUGHT

At the 6th level you can attack twice, instead of once whenever you take the Attack action on your turn.

SPIRIT SHIELD

At the 14th level, the Shaman can use a bonus action on their turn to dismiss their spirit animal, allowing it to linger and protect the Shaman. For 1 minute after sacrificing your spirit animal, once per turn when you hit a target you gain temporary hit points equal to your Wisdom modifier + Constitution modifier. These temporary hit points last for 10 minutes.

SPELLCASTING

Calling and drawing from the spirits of old, you can pull forth energy and magic from beyond this plane, allowing you to fuel their spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting.

CANTRIPS

At the first level, you know 3 cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spells level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the Shaman spell list.

The Spells Known column shows when you learn more Shaman spells of your choice. Each of these spells must be of a level for which you have a spell slot, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or second level.

Additionally when you gain a level in this class, you can choose one of the shaman spells you know and replace it with the another spell from the Shaman spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your shaman spells, since the power of your magic relies on you channelling your magic through the spirits. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a Shaman spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a druidic focus (found in chapter 5 of the Player's Handbook) as a spellcasting focus for your Shaman spells.

SHAMAN SPELLS

CANTRIPS (0 LEVEL)

Dancing lights
Guidance
Light
Mage hand
Mending
Message
Prestidigitation
Shillelagh
Shocking grasp
Thorn whip

1ST LEVEL

Bane
Bless
Cure wounds
Detect magic
Dissonant whispers
Entangle
Goodberry
Guiding bolt
Healing word
Inflict wounds
Speak with animals
Tasha's hideous laughter
Thunderwave

2ND LEVEL

Augury
Beast sense
Enhance ability
Gust of wind
Hold person
Lesser restoration
Magic weapon
See invisibility
Silence
Spike growth
Spiritual weapon

3RD LEVEL

Bestow curse
Call lightning
Clairvoyance
Conjure animals
Dispel magic
Revivify
Speak with dead
Speak with plants
Spirit guardians

4TH LEVEL

Banishment
Conjure woodland beings
Conjure minor elementals
Divination
Giant insect
Grasping vine
Greater invisibility

5TH LEVEL

Awaken
Commune with nature
Conjure elemental
Greater restoration
Insect plague
Legend lore
Mass cure wounds
Planar binding
Raise dead
Scrying

6TH LEVEL

Conjure fey
Forbiddance
Planar ally
True seeing
Wall of thorns

7TH LEVEL

Etherealness
Plane shift
Regenerate
Symbol

8TH LEVEL

Control weather
Earthquake
Sunburst
Tsunami

9TH LEVEL

Astral projection
Foresight
Storm of vengeance
True resurrection



Art Credits in Order of Appearance

'Green Dragon' by Ben Wootten

'Swamp' by blink

'Shaman Concept' by m1ken

'The Ritual' by Daniel Wachter

'Ram's Skull' by S-Dan-Steen

'Orc Shaman' by markmolchan

'Well of Souls' by Andantonius

