

SHAMAN

This Class is heavily inspired by World of Warcraft Shamans. As a result, the archetype you choose plays an especially large role in what your character can do and how you play.

Restoration shamans are the only archetype of Shaman that acquires healing abilities.

Elemental Shamans gain the ability to cast a unique cantrip-like ability that generally becomes a main source of damage.

Enhancement Shamans maintain the playstyle of a melee warrior with special abilities that augment their weapon.

Level	Proficiency Bonus	Spirit Die	Spirit Points	Features
1	+2	d4	-	Spiritual Guide, Spirit's Sight
2	+2	d4	-	Spiritual Guide Ability
3	+2	d4	2	Spirit Points
4	+2	d4	2	Ability Score Improvement
5	+3	d4	3	Spiritual Guide Ability
6	+3	d4	3	Ritual of Purity
7	+3	d6	3	Elemental Resistance
8	+3	d6	3	Ability Score Improvement
9	+4	d6	4	Spiritual Guide Ability
10	+4	d6	4	Ability Score Improvement
11	+4	d6	4	Endurance of Soul
12	+4	d6	4	Ability Score Improvement
13	+5	d6	5	Ritual of Purity Improvement
14	+5	d6	5	Additional Spirit Point Options
15	+5	d8	5	Spiritual Guide Ability
16	+5	d8	5	Ability Score Improvement
17	+6	d8	6	Endurance of Soul Improvement
18	+6	d10	6	Spirit's Sight Improvement
19	+6	d10	6	Ability Score Improvement
20	+6	d10	6	Spiritual Guide Ability

CREATING A SHAMAN

Shamans share a unique connection to spirits and can communicate with beings in the Ethereal Plane. There are many different spirits, but many shamans seek alliance with

those that harness and value nature. Do you work with a spirit because you share a common goal? Do you serve a powerful spirit out of fear? Are you avenging the past life of a Spirit in exchange for power?

Generally, Shamans highly value nature and respect for the dead. Of course, not all Shamans are so traditional and there are various reasons to cooperate or serve spirits, some more sinister than others.

QUICK BUILD

You can make a Shaman quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the Hermit Background.

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

Weapons: Simple Weapons

Tools: Alchemists' Supplies

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Insight, Medicine, Nature, Perception, Religion, or Survival

EQUIPMENT

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

- (a) a quarter staff and a shield or (b) two simple weapons
- (a) Leather Armor or (b) Scale Mail
- (a) Herbalism Kit or (b) Alchemists' Supplies

SPIRIT'S SIGHT

You have blindsight out to a range of 10 feet. As an action, you can gain truesight out to a range of 30 feet for 1 minute.

▮ You can use this feature a number of times equal to your Charisma modifier (Minimum of 1 use). When you finish a long rest, you regain all expended uses. At 18th level, you permanently gain truesight out to a range of 30 feet.

SPIRIT POINTS

Starting at 3rd level, you gain a number of spirit points specified in the Shaman table. Spirit points can be used to fuel various features. You start with three options: Bolstered Defense, Helping Hand, and Faith through Tragedy. Expended Spirit Points are regained at the end of a short or long rest.

BOLSTERED DEFENSE

You can spend 1 spirit point and your bonus action to gain +2 AC for 1 minute, or until spirit points are spent again.

HELPING HAND

You can expend 1 spirit point to receive spiritual aid, causing your next standard attack roll to have advantage or your next attack roll with disadvantage to not roll at disadvantage.

Alternatively, when you roll an attack roll at disadvantage, you can expend 2 spirit points to use the higher roll instead.

FAITH THROUGH TRAGEDY

You can use your bonus action to expend 2 spirit points, receiving a bonus to all saving throws within the next minute, or until spirit points are spent again. The bonus to your saving throws equals your wisdom modifier (minimum of 1).

RITUAL OF PURITY

At 6th level, you know the *Spare the Dying* Cantrip. Additionally, you can cast the *Lesser Restoration* and the *Remove Curse* spell, once per long rest. At 13th level, you can cast the *Greater Restoration* spell once per long rest as well.

ELEMENTAL RESISTANCE

Starting at 7th level, you can choose acid, cold, fire, lightning, or thunder upon completing a short or long rest.

Until the end of your next short or long rest, you have resistance to that damage type. Beginning at 13th level, if you roll a saving throw to take half damage from a damage type that you have chosen for Elemental Resistance and succeed, you instead take no damage.

ENDURANCE OF SOUL

At 11th level, when you roll initiative and have no spirit points remaining, you regain 1 spirit point. Starting at 17th level, you regain 2 spirit points instead.

SUPERNATURAL SPEED

Starting at 14th level, you can spend 3 spirit points and your action to gain the effect of the *Haste* Spell (No concentration required).

SPIRIT RALLY

At 14th level, you can use your action to instantly expend all remaining spirit points.

When you take this action, up to six allies within 30 feet of you (including you) of your choice gain temporary hit points equal to the amount of spirit die expended x 5

SPIRITUAL GUIDES

Many different spirits exist, and they offer various boons. The Spirit you choose to serve or cooperate with is pivotal to how you will fight and should be chosen with caution.

ENHANCEMENT

Enhancement shamans are dedicated warriors that use their spiritual faith and connections to bolster their tenacity in battle.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with medium armor and martial weapons.

MARTIAL SHILLELAGH

At 1st level, you know the *Shillelagh* cantrip. When you cast *Shillelagh*, you gain the following benefits:

- You can target two weapons with a single cast of Shillelagh.
- Shillelagh can be cast on Martial weapons.
- If Shillelagh is cast on a weapon with the versatile property, it's hit die increases accordingly while retaining the benefits of shillelagh.

GUIDE THE SOUL

Starting at 2nd level, you can call for spiritual aid in battle. When you miss an attack roll, you can use your reaction to roll again and choose to take the new roll. If the attack hits, add your proficiency bonus to the damage roll.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

FIGHTING STYLE

At 2nd level, you adopt a particular fighting style as your specialty. Choose one of the following options.

Dueling. While you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapons.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

INFUSE WEAPON

At 5th level, when you hit a creature with a melee weapon attack, you can roll a spirit die and add it to your attack as additional fire, cold, or lightning damage (your choice). At 17th level, you can roll two spirit die instead of two when you use Infuse Weapon.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ENHANCED STRIKE

Starting at 9th level, melee weapon attacks deal additional damage. Choose a damage type from the same list granted by Elemental Resistance. The damage type can be the same or different and you can change it at the end of a short or long rest. When you hit a creature with a weapon attack, roll a spirit die and add it to your damage roll. It's damage type is determined by your previous choice and you can choose to not deal this extra damage if you wish.

WARD OF ELEMENTS

At 15th level, you develop a magical ward that surrounds you. You choose whether it is a fire, ice, or lightning ward. You gain resistance to the corresponding damage type while this ward remains active.

When a creature within 5 feet of hits you with a melee attack, you can use your reaction to deal damage equal to twice your level + your Wisdom modifier to the creature.

Additional effects persist that depend on the shields' type. Upon taking this reaction, your Ward of Elements dissipates and no longer is active until you finish a long rest.

FIRE SHIELD

The creature has disadvantage on attack rolls until the start of its next turn.

FROST SHIELD

The creatures' speed is halved and has disadvantage on Constitution saving throws.

LIGHTNING SHIELD

The creature can't take reactions and has disadvantage on Dexterity saving throws and checks.

ENHANCED BEING

Starting at 20th level, you no longer spend spirit points for Bolstered Defense. You permanently gain a +2 bonus to AC. Additionally, you can choose a total of two damage types from Elemental Resistance instead of one.

ELEMENTAL

Elemental Shamans are devoted to the elements. Commonly referred to as extremists by shamans from other Spiritual Guides, these shamans push aside physical power in favor of a stronger connection to the elements.

ELEMENTAL BLAST

At 1st level, you can use your action to make a ranged attack. This attack has a range of sixty feet and deals three Spirit Die

of fire, cold or lightning damage (your choice). This attack counts as a Spell attack for the purpose of benefiting from magical items and has an attack roll modifier equal to your Wisdom modifier + your Proficiency bonus.

Damage increases to four Spirit Die at 11th level and five Spirit Die at 17th level.

BONUS PROFICIENCIES

Elemental Shamans are proficient with shields and the Arcana skill. If you are already proficient in the Arcana skill, add double your proficiency bonus to Arcana checks.

SPIRIT ARMOR

Upon choosing the Elemental spiritual guide, you gain personal protection from spirits from the Ethereal plane. Unless your AC would be higher by another means, your AC equals 13+ your Wisdom modifier. You can use a shield and still gain this benefit.

SUSTAINED POWER

Starting at 2nd level, if you hit a creature with Elemental Blast, you can add your Wisdom modifier to the damage roll. Furthermore, after hitting a target with Elemental Blast, you can choose to maintain concentration (as if you were concentrating on a spell) on it for up to 1 minute, causing a steady beam of the element you chose to remain between the target and you. While maintaining concentration on Elemental Blast, you can use your action to hit the target with Elemental Blast automatically.

When you deal damage in this way, roll a d20. On a 20, that Elemental Blast deals critical damage.

Using your action to do anything else will cause you to lose concentration on Elemental Blast as well.

ERUPTION

Starting at 5th level, you can use your bonus action to detonate an Elemental Blast that you are concentrating on. Taking this bonus action causes you to immediately lose concentration on Elemental Blast and force all creatures within five feet of the original target to make a Dexterity saving throw if you chose fire or lightning damage and a Constitution saving throw if you chose cold damage. The original target automatically fails this saving throw.

Targets within range of Eruption take damage equal to two spirit die + your Wisdom modifier, taking half damage on a successful save. The damage type is the same chosen for the originally casted Elemental Blast. Damage increases to three Spirit Die at 20th level.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

BONUS PROFICIENCY

At 5th level, you gain proficiency in Constitution saving throws.

ELEMENTAL ECHOES

At 9th level, you have two Echoes. You gain a third echo at 17th level. You can use your bonus action to expend an Echo, causing Elemental Blast to deal maximum damage for the rest of your turn. You also add your proficiency bonus to damage rolls for Elemental Blasts affected by Elemental Echoes. All Expended Echoes are regained at the end of a long rest.

Additionally, if your Elemental Blast critically strikes while under the effect of Elemental Echoes, the echo spent that turn is refunded.

ELEMENTAL FURY

Starting at 9th level, when you hit a creature with Elemental Blast, you can expend up to two Spirit Points to deal additional damage. Roll an amount of Spirit Die equal to twice the amount of Spirit Points spent and add it to the damage roll.

ELEMENTAL OVERLOAD

Starting at 15th level, Supernatural Speed immediately refunds one spirit point upon use. The extra action granted can be used to cast, and deal damage with, Elemental Blast. You are immune to the wave of lethargy following the end of Supernatural Speed.

ELEMENTAL BEING

At 20th level, you no longer spend Spirit Points for Faith Through Tragedy. You permanently gain a bonus to all saving throws equal to your Wisdom modifier (minimum of one). Additionally, while concentrating on Elemental Blast, you have resistance to all damage types available to choose for Elemental Resistance. While concentrating on Elemental Blast, you have immunity to the damage type you chose for Elemental Resistance.

RESTORATION

Restoration Shamans excel in tending to the wounded and are well-versed and experienced with injury, diseases and curses.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with Alchemists' Tools. Double your proficiency bonus for ability checks made to create healing potions. You also gain proficiency with the Herbalism kit.

RESTORE SPIRIT

At 1st level, you can use your action to heal a target of your choice within 30 feet of you for two Spirit Die+ your Wisdom modifier.

You can use this feature an amount of times equal to your Wisdom modifier. (minimum of one use). Expended uses are regained at the end of a long rest.

Starting at 3rd level, when you use Restore Spirit to heal a creature with 0 hit points, you regain one Spirit Point if it would not exceed your Spirit Point maximum.

At 5th level, you gain additional uses of Restore Spirit equal to your Proficiency bonus.

PRESERVE

At 2nd level, you have a pool of healing die equal to your proficiency bonus+1. You can use a bonus action to expend one of these healing die and heal a target within 60 feet of you of your choice (including you) for a spirit die+ your Wisdom modifier. You gain an additional use of Preserve at 6th, 11th, and 16th level. Expended uses are regained at the end of a long rest.

MIRACLE

At 5th level, your bond with the Ethereal plane causes Spirits to bless you with fortitude when you need it most.

When a creature hits you with a critical attack, you can use your reaction to turn it into a normal hit and regain one Spirit Point. Once this ability is used, that creature is immune to this ability for 24 hours.

BONUS CANTRIP

At 5th level, you learn the *Shillelagh* cantrip. Furthermore, once per turn, you can deal additional damage of the same type when you hit a creature with a weapon affected by Shillelagh. The extra damage is one Spirit Die. This extra damage increases to two Spirit Die at 11th level.

SPIRITUAL DEVOTION

At 9th level, your restorative touch is strengthened, causing Restore Spirit to heal three Spirit die and Preserve to heal two Spirit die. Additionally, you can expend a Spirit Point to regain a use of Restore Spirit, once per turn.

SOUL'S RESOLVE

Starting at 9th level, you gain the ability to spend 1 minute, reinstating your spirit with strength and endurance. If you spend this minute uninterrupted, you regain all expended Spirit Points, Restore Spirit uses, and Preserve uses.

Once you benefit from Soul's Resolve you are incapable of doing so until you complete a long rest.

SPIRIT FOUNTAIN

Beginning at 15th level, when you cast Spirit Rally with three or more Spirit Points, you instantly benefit from Endurance of Soul.

RITUAL OF EXALTATION

At 15th level, you are capable of casting each spell granted by Ritual of Purity once per short or long rest. Over more, you can cast *Prayer of Healing* as a 5th level spell once per short or long rest. Casting a spell granted by Ritual of Purity or Ritual of Exaltation awards one Spirit Point if it would not exceed your Spirit Point maximum.

FINAL ASCENSION

At 20th level, you become a paragon of unwavering faith even when facing death. Upon taking fatal damage, you can choose to instantly to take a free turn while gaining immunity to all damage for the rest of this turn. You can only use this turn to use Final Ascension:

When you take fatal damage and activate Final Ascension, you instantly benefit from the *Mass Heal* Spell. Any remaining hit points after restoring you to full health can be distributed as you wish. All creatures healed by Final Ascension instantly benefit from a *Death Ward* spell and benefit from the *Regenerate* Spell. Once this ability is used, it cannot be used again for seven dawns.