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Playtest Package

Playtest Package 3.5
Shaman Update

SHAMAN

Where some find power in books, the divine, or even a performance, you draw your power from the primal forces of life, through a shamanic emblem. Whether it be the markings on your body, a weapon you hold high in battle, or an item of strong significance to you, your emblem makes you a force to be reckoned with as you wade into combat slinging spells, bringing hope to your allies, and sundering the health of your enemies.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Trained in Will

SKILLS

Trained in Nature

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in primal spell attack rolls

Trained in primal spell DCs

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You use your vital essence to manipulate the battlefield, either by empowering your allies or crippling your foes. Fighting as a Shaman might feel like a race against the clock as your hit points drain away.

During Social Encounters...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

While Exploring...

You help out your allies, assisting them in their task and keeping them healthy all along your travels.

In Downtime...

You might further meditate and develop your ability to channel your vital essence or work to enhance your emblem more. You might also work to Craft magic items for yourself and allies to make them better, or conduct research into rituals and traditions.

You Might

- Assume everything has a cost and be willing to make sacrifices.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

Others Probably...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.
- Are wary of your unusual practice, or feel uneasy when you use vitamancy.

Table A-1: Shaman Advancement

Your Level	Class Features
1	Ancestry and background, emblems, initial proficiencies, shaman spellcasting, spell repertoire, vitamancy
2	Shaman feat, skill feat
3	2nd-level spells, alertness, general feat, internal vitality, unlimited signature spells, shamanic rituals, skill increase
4	Shaman feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Shaman feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase, vital casting, vital fortitude
8	Shaman feat, skill feat
9	5th-level spells, ancestry feat, emblematic willpower, skill increase, vigilant senses, vitamancy expert, weapon expertise
10	Ability boosts, shaman feat, skill feat
11	6th-level spells, general feat, light armor training, skill increase
12	Shaman feat, skill feat
13	7th-level spells, ancestry feat, lightning reflexes, skill increase, vital sustain, weapon specialization
14	Shaman feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Shaman feat, skill feat
17	9th-level spells, ancestry feat, legendary fortitude, light armor master, skill increase
18	Shaman feat, skill feat
19	Efficient vitamancy, General feat, skill increase, weapon master
20	Ability boosts, shaman feat, skill feat

Class Features

You gain all of the following abilities as a shaman. Abilities gained at higher levels than 1st always list the level at which you gain them next to the features' names.

NEW TRAIT

Vitamancy To use an action with the Vitamancy trait you must spend a number of Hit Points depending on your level listed on the Table A-2: Vitamancy Cost (page 5). This is referred to as your vitamancy cost and cannot be mitigated in any way. You can only use one action and one reaction with the Vitamancy trait each round. Actions with the vitamancy trait also have the necromancy trait unless another magical school trait is present.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. The proficiencies are noted at the start of this class.

Vitamancy

You are a practitioner of the unconventional art of vitamancy, allowing you to use vital essence as a resource. You gain the vital heal action. Your vitamancy actions have the primal trait.

VITAL HEAL

CONCENTRATE HEALING VITAMANCY

You trade your own life force to heal your friends. An ally within 20 feet of you gains a number of temporary hit points equal to your vitamancy cost until the end of your next turn.

Shamanic Emblems

As a Shaman, you select one emblem at 1st level. The type of emblem you wield represents how you use your vitamancy and how it manifests itself. You can use the ability granted by your emblem (see below) no more than once a round.

Emblem of Blood

Your emblem is something written upon your body, typically a tattoo, a face paint, scarification, or some other permanent body marking. You gain the Blood Manipulation vitamancy action and the Blood Bolt shaman feat. You also add the *grim tendrils* spell to

Table A-2: Vitamancy Cost

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	3	5	8	10	13	15	18	20	23	25	27	28	30	31	33	34	36	37	39	40

your repertoire as a primal spell.

BLOOD MANIPULATION ♦

MANIPULATE SHAMAN VITAMANCY

You manipulate the blood flow of your enemies to hinder their movements. A creature within 20 feet of you becomes either enfeebled 1 or clumsy 1 until the beginning of your next turn. Creatures immune to bleed are immune to this effect.

Emblem of Death

Your emblem is something of death, like a decayed mummy hand or a shrunken head. You gain the Touch of Death vitamancy action and the Reap What You Sow shaman feat. You also add the *animate dead* spell as a primal spell to your repertoire.

TOUCH OF DEATH ♦

MANIPULATE NEGATIVE SHAMAN VITAMANCY

You drain a little bit of a creature's life force and mark it for death. A living creature within 20 feet of you becomes drained 1 until the beginning of your next turn. Minions with the undead trait that you summoned gain a +1 circumstance to attack rolls against drained creatures.

Emblem of the Beast

Your emblem is either a fang, a claw, a horn or something else from a magical beast engraved with runes. You gain a bonded beast, selected from the bonded beasts listed in the bonded beast section of the companions chapter (page 16). Your bonded beast functions as a young animal companion with the alterations listed in the bonded beast section and counts as an animal companion for prerequisites, targeting, and requirements. Additionally you gain the Ferocious Bond vitamancy action and you add the *magic fang* spell to your repertoire.

FEROCIOUS BOND ♦

MANIPULATE SHAMAN TRANSMUTATION VITAMANCY

Trigger your bonded beast attempts to Strike a foe

Your bonded beast gains a +1 circumstance bonus to the attack roll and a +2 bonus to damage. If it is an expert in its attack, it gains the critical specialization effect of the brawling weapon group.

Emblem of War

Your emblem is something held aloft in battle, usually

a weapon or a banner, it can be any visually recognizable item weighing at least 1 bulk and held in one hand. You gain the Emblem Strike shaman feat and the War Cry vitamancy action. You also add the *bless* spell as a primal spell to your repertoire. You can perform a bonding ritual to assign a new weapon as your emblem. This ritual takes a day to perform and requires a Nature check of standard DC for your level. If your emblem is not a weapon, you can designate one weapon you are trained with as part of the ritual to act as your emblem weapon for feats

WAR CRY ♦

AUDITORY MANIPULATE SHAMAN TRANSMUTATION VITAMANCY

You tense and let out a mighty roar infused with strength. You and allied creatures within 20 feet of you that can hear you get one of the following until the beginning of your next turn:

- A +3 status bonus to damage rolls.
- Resistance to physical damage equal to half of your level.
- A +2 status bonus to Athletics checks.

Shaman Spellcasting

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a shaman, the magical link with your emblem grants you additional, more powerful spell slots. Your total number of spell slots and the highest level of spells you can cast are shown in Table A-3: Shaman Spells per Day. Because of the way you draw magic from your emblem, you begin to lose lower-level spell slots once you reach 5th level. The maximum number of spell slots you get from the shaman class is four, starting when you reach 4th level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by

attempting a saving throw). Since your key ability is Constitution, your spell attack rolls and spell DCs use your Constitution modifier. Details on calculating these statistics appear in chapter 9 of the Core Rulebook under Spell Attack Rolls.

Heightening Spells

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a shaman. For example, as a 1st-level shaman, your cantrips are 1st-level spells, and as a 5th-level shaman, your cantrips are 3rd-level spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and five cantrips of your choice. You choose these from the common spells from the tradition corresponding to your emblem, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level. Your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it doesn't give you another spell slot, and vice versa.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table A-3: Shaman Spells Per Day), you add a spell of the same level to your spell repertoire. At 2nd level, you select another 1st-level spell. At 3rd level, you add the first 2nd-level spell to your repertoire. At 4th level, you gain your second 2nd-level spell and your spell repertoire reaches its maximum size of five spells.

At 5th level, in addition to adding two 3rd-level spells to your repertoire, you lose your lowest level of spell slots. Any time you lose a level of spell slots, you lose two spells in your repertoire as well. These can come from spells you already know or out of the number of new spells you're learning. On levels in which you don't change your spell slots, you can swap out multiple spells, as described below.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a

VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art, who find it to be simplistic and disgraceful.



Table A-3: Shaman Spells Per Day

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	2	1	—	—	—	—	—	—	—
4	5	2	2	—	—	—	—	—	—	—
5	5	—	2	2	—	—	—	—	—	—
6	5	—	2	2	—	—	—	—	—	—
7	5	—	—	2	2	—	—	—	—	—
8	5	—	—	2	2	—	—	—	—	—
9	5	—	—	—	2	2	—	—	—	—
10	5	—	—	—	2	2	—	—	—	—
11	5	—	—	—	—	2	2	—	—	—
12	5	—	—	—	—	2	2	—	—	—
13	5	—	—	—	—	—	2	2	—	—
14	5	—	—	—	—	—	2	2	—	—
15	5	—	—	—	—	—	—	2	2	—
16	5	—	—	—	—	—	—	2	2	—
17	5	—	—	—	—	—	—	—	2	2
18	5	—	—	—	—	—	—	—	2	2
19	5	—	—	—	—	—	—	—	2	2
20	5	—	—	—	—	—	—	—	2	2

different spell of the same level. If it's a level at which you lose a set of lower-level slots, you can replace the two in either order. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

At 6th level and every even level thereafter, you can swap out any number of your spells for different spells of a level you can cast. When you do, you must keep at least one spell you can cast with your lowest level of spell slots so you don't end up with slots you can't use. For instance, at 6th level you would need to keep at least one 2nd-level spell, but all your other spells could be 3rd level.

Shaman Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a Shaman class feat.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

Alertness 3rd

Experience has made you increasingly aware of threats around you, and you react more quickly to danger. Your proficiency rank for Perception increases to expert.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Internal Vitality 3rd

You gain the Internal Vitality action.

INTERNAL VITALITY

CONCENTRATE **HEALING** **SHAMAN**

Requirements You have not used a vitamancy effect this turn.

You recover a number of hit points equal to your vitamancy cost. You cannot use vitamancy effects this turn and you cannot use Internal Vitality until you've used an action with the vitamancy trait again. If you are undead, you gain the benefits of this action even though it has the healing trait.

Shamanic Rituals 3rd

Shamans are well-versed in the arts of ritual casting. You gain a +1 status bonus to all primary checks to perform a ritual. If you are master in the skill used to make the primary check, the bonus increases to +2, and +3 if you are legendary.

Unlimited Signature Spells 3rd

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

Ability Boosts 5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Expert Spellcaster 7th

The connection with your emblem has strengthened. Your proficiency ranks in spell attack roll and spell DC's increase to expert.

Vital Casting 7th

Twice per day, you may Cast one of your signature spells by paying your vitamancy cost instead of using a spell slot. At 13th level, you can use Vital Casting three times per day and at 19th level, four times.

Vital Fortitude 7th

The constant channeling of your vital essence has strengthened your body. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Emblematic Willpower 9th

You steel your mind around your emblem. Your proficiency rank for Will saves increases to expert.

Vigilant Senses 9th

Always keeping an eye on your surroundings your senses are enhanced. Your proficiency rank for Perception increases to master.

Vitamancy Expert 9th

You can outpour your life-force even faster. You can now use two vitamancy per round.

Weapon Expertise 9th

Experience in battle and training have improved your skill with weapons. Your proficiency with simple and martial weapons and unarmed attacks increases to expert.

Light Armor Training 11th

Fighting and taking blows in battle has left you better equipped with your armor. Your proficiency rank for unarmored and light armor defense increases to expert.

Lightning Reflexes 13th

Your reflexes keep getting better. Your proficiency rank for Reflex saves increases to expert.

Vital Sustain 13th

Once per turn, when you Sustain a Spell, you may pay your vitamancy cost and Sustain the Spell as a free action.

Weapon Specialization 13th

Your ability to draw out your own vital essence has given you a knack for drawing it out of others through your weapon strikes. You deal 2 additional damage

with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Master Spellcaster 15th

You have come to a greater understanding of the magical power that you share with your emblem. Your proficiency ranks for your spellcasting traditions spell attack rolls and spell DCs increase to master.

Legendary Fortitude 17th

Your strength of body has made your essence a fortress. Your proficiency rank for Fortitude saves increase to legendary.

Light Armor Master 17th

You have mastered the use of light armor. Your proficiency rank for unarmored defense and light armor defenses increase to master.

Weapon Master 19th

Comfortable on the field of battle, you have attained masterful skill in martial weapons. Your proficiency with unarmed attacks, simple weapons, and martial weapons increases to master.

Efficient Vitamancy 19th

Your mastering of the art of vitamancy allows you to maximize the potential of your life force. Once per turn, you can use a vitamancy free action without paying its vitamancy cost.

Shaman Feats

At every level that you gain a shaman feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BLOOD BOLT ◆ FEAT 1

ATTACK SHAMAN

Requirements emblem of blood

You crystallize your blood to use as a projectile. Make a spell attack roll against a creature within 20 feet of you. On a hit, the creature takes a number of persistent bleed damage equal to half your level (minimum 1).

EMBLEM STRIKE FEAT 1

SHAMAN

Prerequisite emblem of war

You can add your Constitution modifier instead of your Strength modifier to attack rolls made with your emblem weapon. Whenever you use a vitamancy action, you gain a +1 status bonus to attack rolls with your emblem weapon until the end of your next turn. If you are at least 5th level you gain access to its critical specialization effect. The status bonus increases to +2 if you have the vitamancy expert class feature.

REACH SPELL ◆ FEAT 1

CONCENTRATE METAMAGIC SHAMAN

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

REAP WHAT YOU SOW ↻ FEAT 1

NECROMANCY PRIMAL SHAMAN

Prerequisites emblem of death

Trigger A drained living creature within 20 feet of you dies

You siphon the last sliver of health of a dying creature and put it to better use. A creature within 20 feet of both you and the triggering creature gains a number of temporary hit points equal to your vitamancy cost for one minute.

WIDEN SPELL ◆ FEAT 1

CONCENTRATE METAMAGIC SHAMAN

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

2ND LEVEL

BLEEDING WEAPON ◆ FEAT 2

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of blood

You imbue one weapon with a little bit of your vital essence, making it deadlier. One weapon in your hands deals additional persistent bleed damage equal to your level. Bleeding Weapon lasts until the start of your next turn, or until the weapon leaves your hand, whichever comes first.

CALL TO WAR ◆ FEAT 2

AUDITORY SHAMAN VISUAL

Prerequisites emblem of war

Trigger You roll for initiative.

You lift your emblem high and let out a cry inspiring your allies to battle. You and your allies gain a +5-foot status bonus to their speeds on their first turn. Additionally, if you rolled Intimidation for initiative, you all gain a +1 status bonus to attack and damage rolls on the first attack of your first turn.

CANTRIP EXPANSION FEAT 2

SHAMAN

Dedication to your emblem gives you greater control over simple magic. You can add two additional cantrips to your repertoire.

FOUNTAIN OF HEALTH FEAT 2

CONCENTRATE METAMAGIC SHAMAN

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain a number of temporary hit points equal to the spell level which last for 1 hour.

LIFE MANIPULATION FEAT 2

SHAMAN

Prerequisites emblem of blood

You can use Blood Manipulation on living or undead creatures immune to bleed and incorporeal creatures. Additionally, whenever you deal persistent bleed damage to a creature, you may choose to deal persistent positive or negative damage instead.

UNIVERSAL HEALER FEAT 2

SHAMAN

Prerequisites emblem of death

You have mastered the art of stitching up your minions. You gain the Natural Medicine and Stitch Flesh skill feats as bonus feats.

4TH LEVEL

FEAR IN THE BLOOD FEAT 4

SHAMAN

Prerequisites emblem of blood

Add frightened 1 and stupefied 1 to the list of conditions you can inflict when you use Blood Manipulation.

GRASP OF THE UNDEAD FEAT 4

SHAMAN

Prerequisites emblem of death

Your undead minions are empowered by your deathly touch. Whenever a minion with the undead trait that you summoned deals damage with a Strike to a drained creature, the creature takes an additional 1d4 persistent negative damage. It remains drained for as long as it takes persistent damage. At 8th level and every four levels thereafter, the damage increases by 1d4.

IRON SKIN FEAT 4

SHAMAN

Prerequisites emblem of war

You have learned to mark your skin with protective runes usually reserved for armor. Your body is considered light armor in the leather armor group that grants a +2 item bonus to AC, a Dex cap of +3, a check penalty of -1, a speed penalty of -5 feet, and a Strength value of 12. You don't become fatigued from sleeping and you can etch armor runes onto your body as if it was regular armor. If you have magical armor invested, the runes on your body are suppressed.

LOYALTY OF THE DEAD FEAT 4

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of death

Trigger A creature hits you with a Strike and you are adjacent to a minion with the undead trait that you summoned

You command your undead servant to protect you. The adjacent undead minion takes the damage instead of you.

MATURE BONDED BEAST FEAT 4

SHAMAN

Prerequisites emblem of the beast

Your bonded beast grows swiftly, gaining the adjustments of a mature animal companion, which grants it additional capabilities. See the animal companion rules for more information. Your bonded beast has grown in confidence in working in tandem with you. During an encounter, even if you don't use the Command an Animal action, your bonded beast can still use 1 action on your turn that round to Stride or Strike.

PRIMAL RESISTANCE FEAT 4

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of the beast

Requirements Your bonded beast is within 20 feet of you.

Your bonded beast gains a +1 circumstance bonus to AC and resistance to physical damage equal to 2 + half your level until the beginning of your next turn.

SHAMAN RITUAL SECRETS LEVEL 4

UNCOMMON SHAMAN

Delving into the deeper secrets of your abilities has taught you the secrets to a new ritual and make you better able to perform it. You learn two uncommon rituals with a level no higher than half your level; you must meet all prerequisites for casting the ritual to choose it. Additionally, you gain a +2 circumstance bonus to all primary checks to perform a ritual. You can cast these as the primary caster, but you can't teach them to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

At 8th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites.

SHARED VITALITY

FEAT 4

SHAMAN

Frequency Once per minute

Requirements there is a willing living creature within 20 feet of you

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. If your next action has the vitamancy trait the required creature pays the cost of that action instead of you. The target becomes immune to Shared Vitality for one day.

VITAL METAMAGIC

FEAT 4

SHAMAN

Prerequisites You have at least one feat with the metamagic trait.

When you use an action with the metamagic trait, you can give it the vitamancy trait (paying the cost as normal) and reduce the number of actions it takes by 1, making it a free action if reduced to 0.

6TH LEVEL

BLOOD GASH

FEAT 6

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of blood

Trigger A creature within 20 feet of you takes piercing or slashing damage.

The triggering creature takes persistent bleed damage equal to your level plus your Constitution modifier.

NECROMANTIC OCCLUSION

FEAT 6

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of death

You stifle a creature's ability to connect with its life feeding plane. An enemy creature within 20 feet of you cannot gain temporary hit points and if it would regain Hit Points, it regains only half as many (minimum 0). This effect lasts until the beginning of your next turn.

RESILIENT BOND

FEAT 6

CONCENTRATE SHAMAN VITAMANCY

Prerequisites emblem of the beast

Frequency Once per day

Trigger Your bonded beast is reduced to 0 hit points but does not die.

The bond you share with your beast through your emblem allows you to sacrifice your own life energy to keep it in the fight. Your bonded beast regains a number of HP equal to your vitamancy cost.

RITUAL TRADITIONS

FEAT 6

SHAMAN

Prerequisites Shaman Ritual Secrets

Becoming a true student of the secret methodologies of rituals, you continue to develop new ones as you grow in power. You learn an uncommon ritual with a level no higher than half your level. Rituals granted by this feat are subject to the same restrictions as those granted by Shamanic Ritual.

At 10th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites.

ROAR OF POWER

LEVEL 6

AURA MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of war

Allies within 20 feet of you gain a +1 status bonus to the attack rolls they make before the beginning of your next turn.

SENSE VITALITY

FEAT 6

CONCENTRATE DIVINATION PRIMAL SHAMAN

You focus on your connection with vital forces and extend your sense beyond yourself. You gain lifesense as an imprecise sense with a range of 30 feet until the beginning of your next turn. Lifesense allows you to sense the vital essence of living and undead creatures. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors

VITAL RESERVE

FEAT 6

SHAMAN

You've learned to store a little bit of vital essence for later. During your daily preparation, you can pay your vitamancy cost and store an equal number of hit points into your emblem. When using an action with the vitamancy trait, you can use the hit points stored in your emblem instead of paying the vitamancy HP cost. The hit points remain in your emblem until used, and your emblem can only store a number of hit points equal to your vitamancy cost.

VITAL RESURRECTION

FEAT 6

UNCOMMON SHAMAN

Prerequisites emblem of death

You combine your unique connection with necromancy and your knowledge of rituals to create life-bonded undead servants. You learn the *create undead* ritual for one undead type of your choice, although the undead must be common. When you perform the *create undead* ritual, you can use Nature as the primary check instead of Arcana. Additionally, you can forgo its cost by losing a number of maximum hit points equal to your vitamancy cost. If you do, whenever the created undead is destroyed, you regain the maximum hit points lost in this way. You can only have one undead minion created this way at any given time.

WIDE MANIPULATION

FEAT 4

MANIPULATE SHAMAN

Prerequisites emblem of blood

If your next action is to use the Blood Manipulation action, you can apply the penalty to up to three creatures within 20 feet of you. You must apply the same condition to all three creatures.

8TH LEVEL

AURA OF IRON ◆ FEAT 8

ABJURATION AURA SHAMAN VITAMANCY

Prerequisites Iron Chest

Though the runes may be inscribed on your body, your allies can benefit from them through your vitamancy. Allies within 20 feet of you gain the benefits of the runes inscribed on your body until the start of your next turn. Compatible runes appear on their armor, or on their bodies if they are unarmored. The normal limitations for runes still apply and, if they cannot accept all of the runes, they may select which runes they accept, if any.

GNARLY GASH ◆ FEAT 8

MANIPULATE SHAMAN VITAMANCY

Prerequisites Blood Gash

Frequency Once per turn

A creature within 20 feet of you suffering from persistent bleed damage must attempt a basic Fortitude saving throw against your spell DC or take a number of slashing damage equal to twice the persistent bleed damage.

INCREDIBLE BONDED BEAST FEAT 8

SHAMAN

Prerequisites Mature Bonded Beast

Your bonded beast continues to advance. It gains the nimble or savage animal companion adjustments (your choice), gaining additional capabilities determined by the type of companion.

PLAGUE CARRIER ◆ FEAT 8

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of death

Frequency Once per day

Requirements a minion with the undead trait that you created or summoned is within 20 feet.

You unload your physical burden on a disposable corpse. choose one of the following conditions you are suffering from: blinded, deafened, clumsy, drained, enfeebled, stupefied, sickened, slowed, or a disease. Make a Counteract check against the source using your primal spell attack bonus, your counteract level is half your level rounded up. The required undead minion gains the condition or diseases you just lost.

PRIMAL BEAST FEAT 8

SHAMAN

Prerequisites emblem of the beast

Your bonded beast is at one with the primal world, which refuses to harm it. It gains resistance equal to half your level against spells and effects with the primal trait.

SYNCHRONIZE WEAPONS ◆ FEAT 8

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of war

Requirements You are holding your emblem or the weapon associated with your emblem

You raise your weapon into the air, flaring light from its etched runes. Allies within 20 feet have weapons they wield imbued with temporary copies of the runes from the required weapon until the beginning of your next turn. The normal limitations for runes still apply and, if they cannot accept all of the runes on a weapon, they may select which runes they accept, if any.

TOLL THE DEAD ◆ FEAT 8

NEGATIVE SHAMAN

Prerequisites emblem of death

Frequency Once per minute

Requirements a minion with the undead trait that you created or summoned is within 20 feet.

You draw from your minions to fuel your vitamancy. The required minion loses a number of hit points equal to your vitamancy cost. Your next vitamancy action this turn has no cost.

VITAL COMMAND ◆ FEAT 8

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of the beast

Requirements Your bonded beast is within 20 feet of you.

You Command your bonded beast.

VITAL VERSATILITY FEAT 8

RARE SHAMAN

Prerequisites vital casting

Your vitality entwines with more magic. You can now cast any shaman spell in your repertoire using vital casting.

10TH LEVEL

EMPOWERED CRY FEAT 10

SHAMAN

Prerequisites emblem of war

The bonus to damage of your War Cry action increases to 5, the bonus to Athletics becomes +3, and the damage resistance now includes magic weapons, positive damage, and negative damage.

HEALING ECHOES ◆ FEAT 10

METAMAGIC SHAMAN

Frequency Once per day

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain fast healing equal to the spell level for a number of rounds equal to your Constitution modifier.

MAGNIFICENT BEAST FEAT 10

SHAMAN

Prerequisites emblem of beast

When you use the Ferocious Bond action, the circumstance bonus to attack rolls increases to +2 and the bonus to damage increases to +5. If it is an expert with the attack it may choose to inflict the critical specialization of the knife or pick weapon group on a critical hit with the triggering Strike.

MISERY SPREAD FEAT 10

SHAMAN

Prerequisites emblem of death

Trigger A living creature with the drained condition within 20 feet of you dies

You transfer the mark of death to your new unfortunate target. A creature within 20 feet of both you and the triggering creature becomes drained 1.

IMPRESSIVE VITALITY FEAT 10

CONCENTRATE METAMAGIC SHAMAN

Prerequisites internal vitality

Once per day, when you use the Internal Vitality action, you may also gain a number of temporary hit points equal to your level.

VITAL QUICKENING LEVEL 10

CONCENTRATE METAMAGIC SHAMAN VITAMANCY

Frequency once per day

If your next action is to cast a cantrip or a spell using one of your shaman spell slots of the lowest level you can cast, reduce the number of actions to cast it by 1 (to a minimum of 1 action).

12TH LEVEL

BLOOD TURMOIL FEAT 12

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of blood

When using the Blood Manipulation action against a single creature, you can apply two of the listed conditions instead of one.

ELITE MINION FEAT 12

MANIPULATE METAMAGIC SHAMAN VITAMANCY

Prerequisites emblem of death

You infuse a little bit of your life force in your summoning

spell to empower your minion. If your next action is to cast the *animate dead* spell, the summoned creature gains the elite adjustment.

ESSENCE FLOW FEAT 12

CONCENTRATE SHAMAN VITAMANCY

Trigger An ally within 20 feet of you is reduced to 0 hit points but does not die.

The triggering ally regains a number of hit points equal to your vitamancy cost.

GIFT OF LIFE FEAT 12

CONCENTRATE SHAMAN VITAMANCY

Allies within 20 feet of you, but not you, gain a number of temporary hit points equal to your vitamancy cost.

METAMAGIC RESURGENCE FEAT 12

SHAMAN

Prerequisites At least one metamagic feat with a frequency of once per day.

Once per day, you can use a metamagic action with a frequency of once per day that you already used by paying your vitamancy cost. You still need to spend the actions required for that metamagic feat as normal.

NATURE'S MIGHT FEAT 12

MANIPULATE SHAMAN TRANSMUTATION VITAMANCY

Prerequisites emblem of the beast

Requirements Your bonded beast is within 20 feet of you.

You grow your beast to monstrous size. Your bonded beast becomes Huge, gaining the effects of a 4th-level *enlarge* spell.

PRIMAL RITUAL FEAT 12

SHAMAN

Whenever you are the primary caster on a Ritual, you can use Nature as the primary check instead of the skill required. If you do so, the DC increases by 5.

UNSTOPPABLE FORCE FEAT 12

ABJURATION MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of war

Allies within 20 feet of you gain the benefits of the spell *freedom of movement* until the beginning of your next turn.

VIRULENT BLOOD FEAT 12

SHAMAN

Prerequisites emblem of blood

Whenever you inflict a condition to a creature using Blood Manipulation, its value is increased to 2.

VITAL DRAIN ◆

LEVEL 12

SHAMAN

Prerequisites Shared Vitality**Requirement** Your next action is to use an action with the Vitamancy trait.

You've learned to not just share the vitality of your allies but to drain it from your enemies. A creature within 20 feet of you must attempt a Fortitude save against your spell DC. On a failure, the creature pays the vitamancy cost of your next action. The creature becomes immune to Vitality Drain for 24 hours, unless they critically failed their saving throw.

14TH LEVEL

BLEEDING AURA

FEAT 14

AURA SHAMAN

Prerequisites emblem of blood

Enemy creatures within 20 feet of you must succeed on a flat check DC 17 (or DC 12 if they receive particularly effective assistance) to stop persistent bleed damage instead of the usual DC 15.

ITEM SIPHON ◆

LEVEL 14

SHAMAN

Prerequisites Vital Reserve**Frequency** Once per hour**Requirements** You are holding a consumable with the healing trait of a level no less than your level -2

You've learned to manipulate vital essence found in magic objects around you. You drain the required item of its healing powers to fuel your vitamancy. Your next vitamancy action this turn has no cost. The item becomes inert and worthless.

LIFE AWARENESS

FEAT 14

SHAMAN

Prerequisite Vital Sense

Your ability to sense the vital energies becomes effortless, allowing you to sense them constantly. You gain lifesense as an imprecise sense of 30 feet. Whenever you use the Vital Sense action, your lifesense becomes precise until the beginning of your next turn.

PRIMAL RAGE ◆

FEAT 14

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of beast

Your bonded beast gains a number of temporary hit points equal to half your level plus your Constitution modifier and a +6 status bonus to damage until the beginning of your next turn.

SPECIALIZED BONDED BEAST

FEAT 14

SHAMAN

Prerequisites Incredible Bonded Beast

Your bonded beast continues to grow its abilities and power, and it now gains the benefits of one animal companion specialization of your choice. It may choose from the option available specifically for bonded beasts (page 16) or from those normally available to animal companions.

Special You can select this feat up to three times. Each time, add a different specialization to your companion.

16TH LEVEL

ADAPTIVE BEAST ◆

FEAT 16

MANIPULATE SHAMAN VITAMANCY

Prerequisites Specialized Bonded Beast**Frequency** Once per hour

You adapt your bonded beast to the situation at hand. Your bonded best gains the blood-bound, bone-bound or the spirit-bound specialization for 1 minute. You can pay your vitamancy cost a second time to extend the duration to an hour.

CRITICAL SIPHON ◆

LEVEL 16

SHAMAN

Prerequisites emblem of war**Frequency** Once per hour**Trigger** You critically hit a creature with an attack roll.

You drain a little bit of your foes vital essence to fuel your vitamancy. The creature takes additional damage equal to your Vitamancy cost. Your next vitamancy action this turn has no cost.

EXPANDED HEALING ◆

FEAT 16

METAMAGIC SHAMAN

Frequency Once per day

You've learned to be more efficient when manipulating forces of life. If your next action is to Cast a Spell with the healing trait that has a single target, you may spend a spell slot of the same level as the spell and choose a second target for the spell.

MASS MANIPULATION

FEAT 16

SHAMAN

Prerequisites Wide Manipulation

When using the blood manipulation vitamancy action, you may choose to affect every creature within 20 feet of you.

RHYTHM OF LIFE ◆

LEVEL 16

MANIPULATE SHAMAN VITAMANCY

Frequency Once per day

Allies within 20 feet of you become quickened until the beginning of your next turn. They can only use the additional action to Stride, Strike or Step.

18TH LEVEL

AURA OF EVERLIFE FEAT 18

SHAMAN

Prerequisites Essence Flow

Essence flow becomes a free action for you and no longer counts towards your limit of vitamancy action per round.

DEATH CALL ◆ FEAT 18

DEATH INCAPACITATION MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of death

You attempt to send a creature straight to an early demise. A living creature with the drained condition within 20 feet of you must attempt a Fortitude save against your Spell DC. Regardless of the outcome, the creature is immune to Death Call for 24 hours.

Critical Success the creature is unaffected.

Success the creature takes 6d6 negative damage.

Failure the creature 12d6 negative damage.

Critical Failure The creature dies.

EXSANGUINATION ◆ FEAT 18

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of blood

You slow down your foe's heartbeat to a near halt. A creature within 20 feet of you becomes slowed 1 until the beginning of your next turn.

PRIMAL REGENERATION ◆◆ FEAT 18

CONCENTRATE SHAMAN VITAMANCY

Frequency Once per day

Your healing abilities are unparalleled when empowered by your own life force. An allied creature within 20 feet of you gains regeneration 15 for 1 minute. If the creature takes negative or positive damage, its regeneration deactivates until after the end of its next turn.

20TH LEVEL

DEADLY VITAMANCY ◆ LEVEL 20

INCAPACITATION MANIPULATE SHAMAN VITAMANCY

Frequency Once per hour

Your mastery of the flowing life forces is unparalleled, and you manipulate life at will. A living or undead creature within 20 feet of you must attempt a Fortitude saving throw against your spell DC. On a critical failure, the creature dies, or is destroyed if it's undead.

TRIPLE VITAMANCY FEAT 20

SHAMAN

You can exude life-force at an absurd rate. You can use up to three vitamancy actions per turn.

VITAL PROWESS FEAT 20

SHAMAN

Frequency Once per day

You add a 10th level spell to your repertoire. You can only cast this spell by using vital casting and you must pay your vitamancy cost twice to do so.

ANIMAL COMPANIONS

The following incredible companions are available to your characters, just like animal companions from the *Core Rulebook*. Except where otherwise specified, the creatures presented below use the normal rules for animal companions found in the *Core Rulebook*.

Concordine

RARE

Your companion is a concordine, a canine creature known for its disorienting bark and three heads.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

Hit Points 6

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Support Benefit The concordine barks rapidly at an adjacent foe, throwing their senses into chaos. The target must attempt a Fortitude save. On a failure, the foe becomes clumsy 1 and stupefied 1 for 1 round. On a critical failure, the foe is also stunned 1 for 1 round. This uses a trained DC using the concordine's Constitution modifier or an expert DC if the concordine is specialized.

Advanced Maneuver Sonic Bites

SONIC BITES ♦♦

AUDITORY

The concordine makes three Strikes—one for each head—against a single target. These Strikes count toward the concordine's multiple attack penalty. If two Strikes succeed, the target takes an additional 1d8 sonic damage; if all three Strikes hit, the target has sonic weakness equal to half your level until the end of your next turn.



Bonded Beast Companions

UNCOMMON

Some shamans bond themselves to a specialized beast companion, called a bonded beast. These bonded beasts function quite similarly to animal companions, but are more cunning and keen. While not as intelligent as most people, they have a greater sense of self than other companions. They still lack a means of linguistic or manual communication beyond what a well-trained animal could usually provide. They are still unable to use most abilities that require greater intelligence, such as Coerce or Decipher Writing, but have other strengths that their heightened intellect allows for.

Apart from the following differences, a bonded beast companion functions as an animal companion, including the limitations to companion items regardless of the creature's shape.

- A bonded beast has the beast trait instead of the animal trait.
- A bonded beast has an Intelligence of -3. This allows it to know a single language shared by its bonded character (usually common) though it cannot speak any language.
- If a bonded beast would for any reason require it to be Commanded with a skill check, you can use Diplomacy in place of Nature.

Special You may select a concordine (see prior section) instead of one of the following bonded beasts below, doing so adjusts it with the differences above. At the GM's discretion you might select another animal companion and apply these alterations. Bonded beasts cannot be selected as normal animal companions.

Bonded Beast Specializations

Bonded beast companions can choose from the following specializations when they would gain one instead of choosing from the normal list of animal companion specializations.

Blood-bound

Your companion's bond links to your vitality directly, allowing you to trade vital energies. Once per day, your bonded beast can pay the cost of one of your vitamancy actions as long as it has the Hit Points to do so. Additionally, as a free action whenever your companion takes damage you may reduce your Hit Points by any amount, up to the amount of damage they would take or your remaining Hit Points, whichever is lower. Your companion reduces the

SAPIENT COMPANIONS

Bonded beasts have a heightened sapience and sense of self, either naturally or through the power of their bond. This increased awareness and intellect means they are more likely to act on their own ideals. While mutual respect and the bond between a character and a bonded beast prevents them from acting against your interests in all but the most extreme circumstances, they are otherwise a personage, and have their own thoughts, desires, and aspirations, though they may be fairly simple. This is a perfect storytelling tool for players and GMs alike to allow the companion to help shape the story further. However, the intellect of the beast should be used with respect as well, a bonded beast that refuses every command of the character it is linked to, or harshly misaligned with them is disruptive to play. Generally such a beast will only bond with someone it already shares a lot in common with, having little reason on most occasions to oppose them.

damage they would take by the same amount you reduced your Hit Points by. Its proficiency in Fortitude saves increases to legendary and it increases its Constitution score by 1.

Bone-bound

Your companion shares a bond deep in its bones, which reverberates with your own bones or a symbolic trinket you keep. Signs of this bond appear on your companion's exterior as calcific armored plates. Your companion gains a +1 status bonus to AC and gains resistance to slashing damage equal to half your level. Creatures that start their turn grappled by a bone-bound beast take 2d4 piercing damage and anyone attempting to grapple a bone-bound beast takes 2d4 piercing damage for each attempt. It also increases its Strength score by 1.

Spirit-bound

Your spirit intertwines with your companion's, causing an unbreakable bond. Your companion increases its Wisdom modifier by 1, and becomes an expert in Stealth (or master if it was already an expert from its type). As long as you and your companion are on the same plane, you always know the exact direction and distance to each other and you can command your companion telepathically within 100-feet. If your companion dies, it returns to life when you regain your companion, instead of being replaced.

Bonded Beasts

Basilisk

Your companion is a plodding reptile with eight legs and magical eyes. Through training, nature, or design, its gaze is weaker than most of its kin, leaving it less lethal than more dangerous varieties.

Size Small

Melee ♦ jaws, **Damage** 1d8 piercing

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 6

Skill Survival

Senses darkvision

Speed 20 feet

Special A basilisk can eat rock and stone it is able to swallow for nourishment.

Support Benefit (arcane, transmutation, visual) Your basilisk locks its eyes on your targets, causing them to stiffen as their bodies partially petrify. Until the start of your next turn, if you hit and damage a creature in your basilisk's reach, the creature becomes clumsy 1 until the end of your next turn. If your basilisk has an advanced option—such as nimble or savage—your basilisk treats its reach as 10 feet greater for its support benefit.

Advanced Maneuver Stony Gaze

STONY GAZE ♦♦

ARCANE TRANSMUTATION VISUAL

Your basilisk gazes into the eyes of an adjacent creature requiring it to attempt a Fortitude save. This uses a trained DC using the basilisk's Constitution modifier or an expert DC if the basilisk is specialized. If a creature already slowed by Stony Gaze critically fails its save, it becomes petrified. This is an incapacitation effect.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 1 for 1 minute

Critical Failure The creature is clumsy 1 for 1 minute and slowed 1 for 1 minute.

If the creature deals slashing or piercing damage to your basilisk while adjacent to it, it loses the slowed condition.

Chimera

Your companion is a strange amalgam of powerful creatures, sporting large wings and the heads of a large feline predator, a goat, and a chromatic dragon.

Size Medium

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Melee ♦ horns, **Damage** 1d8 piercing

Melee ♦ jaws, **Damage** 1d6 piercing plus special

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 8

Skill Intimidation

Senses darkvision, scent (imprecise) 30 feet

Speed 25 feet, fly 40 feet

Special A chimera's jaws attack deals an additional 1d4 damage (or 2d4 damage if it is specialized) of a type determined by the color of its dragon head; with black causing acid, blue causing electricity, green causing poison, red causing fire, and white causing cold damage.

Support Benefit Your chimera roars and exhales on your foes when it sees an opening. Until the end of your turn, when you hit and damage a creature in your chimera's reach it takes 1d4 persistent damage of the type determined by its dragon head. The persistent damage increases to 2d4 if it gains an advanced option, such as savage or nimble.

Advanced Maneuver Chimeric Assault

CHIMERIC ASSAULT ♦♦

Your chimera lashes out, making a horns, jaws, and claws Strike against foes in any order. Its multiple attack penalty applies as normal.

Hydra

Your companion is a multi-headed hydra, a serpentine being with a penchant for regeneration. Yours may lack some of the features of a wild hydra, but it is dangerous all the same.

Size Medium

Melee ♦ jaws (agile, finesse), **Damage** 1d6 piercing

Str +2, **Dex** +3, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 8

Skill Stealth

Senses low-light vision, scent (imprecise) 30 feet

Speed 25 feet, swim 25 feet

Special A hydra companion is not killed if its heads are removed, such as by the effects of a *vorpal* rune, though if it has no heads remaining, it is blind, deafened, cannot make jaws attacks, and loses its scent sense. Whenever your hydra regains Hit Points it regrows one of its lost heads. A juvenile hydra has 2 heads and it gains one additional head when it becomes mature, advanced (such as nimble), and when it gains a specialization

Support Benefit your hydra's heads assail your foes from every direction. Until the end of your turn, creatures you hit and damage are flat-footed until the start of your next turn. When your hydra has 4 or more heads, you may

choose to knock them prone instead.

Advanced Maneuver Regenerate

REGENERATE ♦♦

Tapping into its regenerative properties your hydra revitalizes itself. It regains Hit Points equal to your level.

Matracore

Your companion is a matracore, a smaller cousin of the manticore. With feline features and wicked looking wings, the true terror of this creature comes from the spines that line its fur and tail.

Size Small

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Melee ♦ jaws, **Damage** 1d8 piercing

Ranged ♦ spike (range increment 20 feet), **Damage** 1d6 piercing

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 6

Skill Intimidation

Senses darkvision, scent (imprecise) 30 feet

Speed 25 feet, fly 40 feet

Special A matracore has a limited number of spikes each day which regrow while it rests, refreshing during your daily preparations. The matracore can only use its spike ranged attack a number of times per day equal to 2 + your level.

Support Benefit your matracore bristles the spines lining its body defending you from nearby foes. Whenever a creature within your matracore's reach makes a Strike against you, it takes 1d4 piercing damage (basic Reflex save). This damage increases to 2d4 if the matracore is advanced (such as being nimble or savage). The save DC is trained and uses your matracore's Dexterity modifier, it becomes trained if the matracore is specialized.

Advanced Maneuver Pincushion

PINCUSHION ♦

Requirements The matracore has at least 2 of its spikes remaining.

Your matracore flings multiple spikes into a foe, attempting to pin them down. It makes a spike Strike, if it succeeds, the target creature is immobilized (using the same DC as its support benefit). Making this attack consumes two of the matracore's spikes for the day.

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