

ALTERNATE CLASS

CLASSIFIEDS

SKINWALKING SHAMAN

ALTERNATE CLASS: DRUID



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SKINWALKING SHAMAN

Most Druidic orders include in their teachings at least a basic knowledge of the wild magic that allows one to shift into animal form. It is said that this ability was taught to the first Druids by a group of benevolent lycanthropes who wanted to spread their love of the animal kingdom with others. Over time, though, the ability to “wild shape” has been reduced to only one aspect of Druidic culture.

However, an ancient order of Druids has recently been discovered, made up entirely of those who can trace their heritage directly back to lycanthropes. These Druids fully embrace their lycanthropic heritage to enhance their Druidic shaping abilities at the expense of more conventional teachings.

The Skinwalking Shaman is an alternate class based on the Druid class, and as such counts as the Druid class for most abilities and effects. This also means that a character cannot take levels in both Skinwalking Shaman and Druid. For more information on Alternate Classes, see Chapter 1 of [Pathfinder Roleplaying Game: Ultimate Combat](#).

Requirements: Skinwalker

Weapon and Armor Proficiency: Skinwalking shamen are proficient with all simple weapons, as well as any natural weapons when in any shape. They lose medium armor proficiency, and are still subject to the Druid’s restrictions against metal armor and shields.

Lycanthropic Bond (Su): The skinwalking shaman chooses a domain at 1st level. She may choose the [Animal](#) domain or any of its subdomains, the [Moon](#) subdomain, the [Rage](#) subdomain, the [Strength](#) domain or any of its subdomains, or any of the [Animal and Terrain](#) domains, and her effective Cleric level is equal to her class level for all aspects of granted domain powers. The skinwalking shaman does not gain bonus domain spells or domain spell slots until she gains the ability to cast spells of that level, and never gains 7th, 8th, or 9th level bonus spells (See Spellcasting below). This replaces nature bond.

Wild Attacks (Ex): When attacking only with natural attacks, unarmed strikes and/or improvised weapons in a given round, a skinwalking shaman treats her base attack bonus from her skinwalking shaman levels as being equal to her skinwalking shaman level. This may allow the skinwalking shaman to make additional iterative attacks with natural or improvised weapons or with unarmed strikes. If the skinwalking shaman uses any manufactured weapon in a given round, this ability does not apply to any attacks that round. Shield bash attacks and attacks with armor spikes count as manufactured weapon attacks for this purpose. This replaces nature sense.

Bestial Wild Shape (Su): A skinwalking shaman uses her own lycanthropic heritage to enhance the standard Druidic wild shape ability. Beginning at 1st level, she can use a limited form of Wild Shape related to her own lycanthropic heritage once per day to turn into one of the creatures listed below for up to 1 hour/level.

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This ability otherwise functions as *beast shape I*. This ability is in addition to her daily uses of the Change Shape racial ability, and she cannot have the benefits of both Change Shape and Bestial Wild Shape at the same time.

Non-heritage - any one below, chosen at the time of use

Werebat-kin - bat, Small size, bite attack (1d4) +2 size bonus to Dex, fly 40 ft (average)

Werebear-kin - bear cub (either black or polar coloration), Small size, bite (1d6), 2 claws (1d4), +2 size bonus to Str, grab with claw attacks

Wereboar-kin - miniature boar, Small size, gore attack (1d6), +2 size bonus to Str, ferocity

Werecrocodile-kin - [dwarf caiman](#), Small size, bite attack (1d8), +2 size bonus to Str, grab with bite attack

Wererat-kin - rat, Small size, bite attack (1d6), +2 size bonus to Dex, grab and attach with bite attack

Wereshark-kin - dwarf shark, Small size, bite attack (1d8 plus 1.5x Str bonus), +2 size bonus to Str, swim 30 ft.

Weretiger-kin - tiger cub, Small size, bite (1d6), 2 claws (1d4), +2 size bonus to Str, +10 ft. movement speed

Werewolf-kin - wolf cub, Small size, bite (1d6), +2 size bonus to Str, trip with bite attack

Beginning at 2nd level and every two levels thereafter, she may use bestial wild shape an additional time per day, to a maximum of 10 times per day

at 18th level, as shown in Table: Skinwalking Shaman below.

At 4th level, a skinwalking shaman gains wild shape as the Druid class feature, but is treated as 2 class levels higher when shaping into a creature appropriate to her heritage (See Sidebar: Lineage-Appropriate Creatures. Non-heritage skinwalkers do not benefit from this class level increase). This ability improves as normal for wild shape, allowing for more powerful forms as the skinwalking shaman increases in level.

This ability otherwise functions as and replaces wild shape, and also replaces the Druid's normal spellcasting abilities from 1st-4th levels, including the orisons ability. The skinwalking shaman instead gains spellcasting abilities starting at 4th level, as shown on Table: Skinwalking Shaman.

Lycanthrope Empathy (Ex): This functions as the druid's wild empathy ability, except that the skinwalking shaman may use her wild empathy roll in place of a Diplomacy roll when attempting to improve the attitude of any lycanthrope or skinwalker. If the target shares the same lycanthropic heritage as the skinwalking shaman, the skinwalking shaman gets a +4 circumstance bonus on the check. This alters wild empathy.

Lunar Scholar (Ex): A skinwalking shaman studies the moon and its phases, and at 4th level develops a connection with the lunar cycle which strengthens the abilities granted by her lycanthropic heritage.

On the night of a new moon and for three days afterward, the skinwalking shaman's control of

SKINWALKING SHAMAN

LINEAGE APPROPRIATE CREATURES

The skinwalking shaman's Bestial Wild Shape ability boosts the normal Druidic wild shape ability when it is used to assume a form appropriate to the skinwalker's lineage. Listed below are some of the creatures that fit that theme for each of the skinwalker heritages presented in Pathfinder Player Companion: Blood of the Moon. This list is not all-inclusive, so a GM may decide to add more thematic creatures to these lists.

Werebat-kin: [bat](#), [dire bat](#), [mobat](#), [dark-mantle](#), [giant winged chupacabra](#)

Werbear-kin: [black bear](#), [polar bear](#), [grizzly bear](#), [dire bear](#), [chemosit](#)

Wereboar-kin: [pig](#), [pit boar](#), [common boar](#), [dire boar](#), [catoblepas](#)

Werecocodile-kin: [dwarf caiman](#), [alligator](#), [crocodile](#), [marine crocodile](#), [salt-water crocodile](#), [lukwata](#)

Wererat-kin: [rat](#), [dire rat](#), [donkey rat](#), [ratling](#), [rat king](#), [zoog](#)

Wereshark-kin: [jigsaw shark](#), [common shark](#), [helicoprion shark](#), [hammerhead shark](#), [great white shark](#), [giant gar](#), [sea cat](#)

Weretiger-kin: [cat](#), [leopard](#), [cheetah](#), [lion](#), [tiger](#), [dire lion](#), [dweomercat](#)

Werewolf-kin: [wolf](#), [cinder wolf](#), [winter wolf](#), [worg](#), [elder worg](#), [trollhound](#)]

her lycanthropic nature is heightened, allowing for stronger concentration on other tasks. She gains a +2 bonus on concentration checks and Craft checks during this time, and a +2 on saving throws against any effects that would force her to change shape, such as harmful polymorph effects.

On the night of a full moon and for three days afterward, the skinwalking shaman's bestial nature surges in her blood. When using her racial Change Shape ability to shift to bestial form, she may choose an extra bestial feature from her heritage. If the skinwalking shaman already has the ability to gain all the bestial features available to her heritage (such as through the [Extra Feature](#) feat) she may instead gain a +2 morale bonus to Strength, Dexterity or Constitution while in bestial form. This morale bonus must affect a different ability score than the racial ability score bonus normally gained in bestial form. This replaces resist nature's lure.

Spellcasting: Beginning at 4th level, a skinwalking shaman gains the ability to cast a limited number of divine spells from the druid spell list. A skinwalking shaman must choose and prepare her spells in advance.

To prepare or cast a spell, a skinwalking shaman must have a Wisdom score of at least 10 + the spell level. The Difficulty Class for a saving throw against a skinwalking shaman's spell is equal to 10 + the spell level + her Wisdom modifier.

Like other spellcasters, a skinwalking shaman can cast only a certain number of spells of each spell

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level per day. Her base daily allotment is given on Table: Skinwalking Shaman below. In addition, she gains bonus spells if she has a high Wisdom score.

A skinwalking shaman also gains the ability to prepare and cast 0-level spells, or orisons, from the druid spell list. She can prepare the number of 0-level spells shown in the table below, and these are cast like any other spell, but are not expended after they are cast.

A skinwalking shaman must spend 1 hour per day in a trance-like meditation, focusing on her connection with her lycanthropic heritage, to regain her daily allotment of spells. She may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Lycanthropic Defenses (Su): At 9th level, when a skinwalking shaman uses her racial Change Shape ability to assume her bestial form, she gains DR 10/silver and a +2 Enhancement bonus to Natural Armor. This replaces venom immunity.

Disease Immunity (Ex): At 13th level, a skinwalking shaman's innate connection with the disease of lycanthropy renders her immune to all other diseases, including magical diseases. This replaces a thousand faces.

Improved Lycanthropic Defenses (Su): At 15th level, a skinwalking shaman's lycanthropic defenses

improve. When she uses her racial Change Shape ability to assume her bestial form, she gains DR 15/silver and magic and a +4 Enhancement bonus to Natural Armor. This replaces timeless body.

Lycanthropic Ascension (Su): At 20th level, a skinwalking shaman attains the ultimate connection with her lycanthropic heritage. She gains the [Lycanthrope \(natural\) template](#). A non-heritage skinwalker may choose any one form of lycanthropy (werewolf, werebat, etc.), whereas a skinwalker with a specific heritage must choose the associated form of lycanthropy. When changing into hybrid form using her lycanthropic powers, the skinwalking shaman may choose to have her equipment meld into her body. If she has the [Natural Spell](#) feat, she may cast spells while in either hybrid or animal form as if these forms were granted by her wild shape class feature.

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SKINWALKING SHAMAN

TABLE — SKINWALKING SHAMAN

Level	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Lycanthropic bond, wild attacks, bestial wild shape (1/day), lycanthrope empathy	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Woodland stride, bestial wild shape (2/day)	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Trackless step	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Lunar scholar, bestial wild shape (3/day)	2	1	-	-	-	-	-
5th	+3	+4	+1	+4		3	2	-	-	-	-	-
6th	+4	+5	+2	+5	Bestial wild shape (4/day)	3	2	-	-	-	-	-
7th	+5	+5	+2	+5		3	2	1	-	-	-	-
8th	+6	+6	+2	+6	Bestial wild shape (5/day)	3	3	1	-	-	-	-
9th	+6	+6	+3	+6	Lycanthropic defenses	3	3	2	-	-	-	-
10th	+7	+7	+3	+7	Bestial wild shape (6/day)	3	3	2	1	-	-	-
11th	+8	+7	+3	+7		3	3	3	1	-	-	-
12th	+9	+8	+4	+8	Bestial wild shape (7/day)	3	3	3	2	-	-	-
13th	+9	+8	+4	+8	Disease immunity	3	3	3	2	1	-	-
14th	+10	+9	+4	+9	Bestial wild shape (8/day)	3	3	3	3	1	-	-
15th	+11	+9	+5	+9	Improved lycanthropic defenses	3	3	3	3	2	-	-
16th	+12	+10	+5	+10	Bestial wild shape (9/day)	3	3	3	3	2	1	-
17th	+12	+10	+5	+10		3	3	3	3	3	1	-
18th	+13	+11	+6	+11	Bestial wild shape (10/day)	3	3	3	3	3	2	-
19th	+14	+11	+6	+11		3	3	3	3	3	3	2
20th	+15	+12	+6	+12	Lycanthropic ascension	3	3	3	3	3	3	3

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