

Incarnate (Shaman)

Role: Leader

Power Source: Primal

Key Abilities: Wisdom and Constitution

Armor Proficiency: Cloth, leather, hide; light shields

Implements: Totems

Weapon Proficiency: Simple melee, simple ranged.

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution Score

Bonus Hit Points per Level: 5

Healing Surges per Day: 7 + Constitution Modifier

Trained Skills: Nature. Choose three more from your list of class skills.

Class Skills: Athletics (Str), Dungeon (Wis), Endurance (Con), Heal (Wis), Insight (Wis), Nature (Wis), Perception (Wis).

Class Features: Ancestral Might, Bonds of Fellowship, Forlorn Whispers, Imbue Champion, Spirit of Vigor, Spirit Weapons

Level 1:

ANCESTRAL MIGHT

When you or an ally makes a weapon or implement attack with an active spirit weapon power, they gain a power bonus to the damage roll equal to your Wisdom modifier.

BONDS OF FELLOWSHIP

During a short rest, you or an adjacent ally may choose to lose a healing surge. Then for the duration of the rest, you and up to eight participating allies may lose any number of healing surges and designate another participating ally to gain an equal number of healing surges.

No participant may have more healing surges than their daily maximum.

At the end of a short rest, you can choose one ally to receive the benefits of your imbue champion power. In addition to the normal effects of the power, the target gains temporary hit points equal to their healing surge value.

FORLORN WHISPERS

You gain the **forlorn whispers** power.

Forlorn Whispers

[Primal, Implement, Psychic]

Standard action

Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage.

Level 21: 2d8 + Wisdom modifier psychic damage.

Effect: If the target moves during its next turn, it takes psychic damage equal to 2 + your Constitution modifier damage.

IMBUE CHAMPION

You gain the **imbue champion** power.

Imbue Champion

[Primal]

Minor action

Melee 1

Requirement: You must have at least one healing surge.

Target: One ally.

Effect: You lose one healing surge. Until the end of the encounter, you use this power on another creature, or the target falls unconscious or dies, you can determine line of sight and line of effect from the target's space instead of your own. When you use a healing power on the target, they regain 1d6 additional hit points.

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

SPIRIT OF VIGOR

You gain the **spirit of vigor** power.

Spirit of Vigor	[Primal, Healing]
Minor action	Close burst 5
Target: You or one ally in the burst.	
Effect: The target can spend a healing surge and make a saving throw. If the target is wielding a spirit weapon, they regain additional hit points equal to your Constitution modifier.	
Special: You can use this power twice per encounter, but only once per turn. At 16th level, you can use this power one additional time per encounter (three total), but still only once per turn.	

SPIRIT WEAPONS

The spirit weapon feature is a group of related powers that target weapons and implements instead of creatures. Spirit weapons function in many ways similar to channel divinity, however a character may use one spirit weapon power per round instead of per encounter.

A creature may only benefit from one spirit weapon at a time. Each time a weapon or implement in a creature's possession is the target of a spirit weapon power, any other spirit weapon power currently affecting a weapon or implement in the creature's possession immediately ends.

Resilient Weapon	[Primal]
Minor action	Melee 1
Spirit Weapon: You can use only one spirit weapon power per round.	
Target: One weapon or implement.	
Effect: While the target's wielder is bloodied, the wielder gains regeneration equal to your Constitution modifier.	
Special: A creature may only benefit from one spirit weapon at a time. If a weapon or implement they wield is the target of a spirit weapon power, any previous spirit weapon effects immediately end.	

Vengeful Weapon	[Primal]
Minor action	Melee 1
Spirit Weapon: You can use only one spirit weapon power per round.	
Target: One weapon or implement.	
Effect: When an attack hits the target's wielder, the attacker takes damage equal to your Constitution modifier.	
Special: A creature may only benefit from one spirit weapon at a time. If a weapon or implement they wield is the target of a spirit weapon power, any previous spirit weapon effects immediately end.	

Warding Weapon	[Primal]
Minor action	Melee 1
Spirit Weapon: You can use only one spirit weapon power per round.	
Target: One weapon or implement.	
Effect: When an attack hits the target's wielder, reduce the damage dealt by the attack by an amount equal to your Constitution modifier.	
Special: A creature may only benefit from one spirit weapon at a time. If a weapon or implement they wield is the target of a spirit weapon power, any previous spirit weapon effects immediately end.	