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It also contains textual descriptions and mentions of abuse, child abuse, sexual abuse, sexual assault, self-harm, suicide, cannibalism, and miscarriage. Player discretion is advised. Beginners are actually at a big advantage when it comes to building a Shaman in Pathfinder: Wrath of the Righteous. Players who have some experience with the Shaman class from other games like Dungeons & Dragons need to forget everything they think they know about this class. The Pathfinder version has some features in common with the iconic figure from the wilds, who has a deep connection with the spiritual forces of nature and is accompanied by either an animal companion or spirit guide. The Shamans of the Pathfinder universe also commune with a wide array of spirits, not just the ones living in the wilderness. They tend to have proficiencies with finesse weapons, have many of the same abilities as Rogues when it comes to Stealth and Trickery abilities, and wield many of the same powers as Witches, like Hexes. The character creation process in Pathfinder begins with choosing a class, and once that part is done, it's time to move on to Abilities, Feats, and Skills to complement your Shaman's specific build. That includes the best racial choices for Ability Score bonuses and racial Heritage perks. This is a versatile class that can take on many party roles, so individual builds in this case will vary widely. The Shaman - Character Creation Ability Scores Wisdom. The higher this score, the more spells a Shaman can cast per level. That makes Wisdom your most important Ability Score. Charisma. Many of the abilities unique to this class are determined by the Shaman's way of communing with the spirits, and this is determined by Charisma. Dexterity. As a spellcaster and melee fighter with little or no options for heavy armor, Shamans tend to prioritize Dexterity to make them better at avoiding damage. Constitution. Handy for any class, a lack of AC means this is important for Shaman, a class that always needs extra hit points. Strength. Decent for Shamans that want more melee damage power but otherwise, not an important ability. Intelligence. The closest thing a Shaman in Pathfinder has to a dump stat, you only need a decent Intelligence score if Arcane casting or multiclassing is part of the build. Party Roles Healing and Melee DPS. Most Shamans in Pathfinder end up in this role by default. They split their time between melee fighting and healing, which makes sense because they're the character most likely to be within touch range of the main defender in this case. Pure Damage. Build your Shaman as a melee fighter, a ranged fighter, or a caster that focuses on elemental damage, Hexes, and their weapon of choice. This role lets another character take care of healing entirely. Healing and Ranged DPS. Focus on a ranged weapon build along with a mix of defensive and offensive spells. The variety of Shaman spells includes support spells, like Hexes, and access to ability buffs, protective wards, and other support spells associated with Clerics. Racial Choices Aasimar. There are three Aasimar Heritage options that include Wisdom bonuses, and the general choice for this race also includes extra points for Charisma. Considering the details of this racial background, there's a lot of interesting role-playing potential as well. Dhampir. A few Heritage choices have bonuses to Charisma and Wisdom, but not both. A Shaman of this race would commune with some interesting spirits and can use spells like Inflict Wounds to heal themselves. Dwarf. The bonus to Wisdom is nice, but the penalty to Charisma makes this a more difficult Shaman build. Elf. A more likely choice for an Arcane spellcaster or a Rogue with the Dexterity and Intelligence bonuses, but not much here for a Shaman. Gnome. The Constitution and Charisma bonuses are a good start as long as you don't mind a few extra points to build up the Wisdom score. Half-Elf. Add +2 to any ability score you want with a Half-Elf, making it an ideal choice no matter the build. Half-Orc. Start with a +2 to any Ability Score and build from there. A decent choice for a Shaman with a melee damage focus because of innate skills like Orc Ferocity and Orc Weapon Familiarity. Halfling. With bonuses to Dexterity and Charisma from the start, Halflings make a great choice for a Shaman. They also have other handy abilities like Keen Senses and Fearless. Human. This race gets a +2 to any ability score plus an extra Feat and an extra point per level for their Skills. Humans remain the most versatile race in Pathfinder, as it is with most RPGs. Kitsune. The general Kitsune racial choice has a Dexterity and Charisma buff, so like the Gnome, you need to build up the Wisdom score to make this racial choice work. Oread. There are three choices for racial Heritage among the Oread, and although they have bonuses to Wisdom they take penalties to Charisma. Tiefling. There are 11 choices for Tiefling heritage, and many of them include bonuses to Charisma and Wisdom but not both, so with some tactical placement of Ability Score points, this build is feasible. The potential for roleplaying a Tiefling Shaman would also have some interesting implications. Possessed Shaman. As the name implies, this is a Shaman that has a close personal connection with a single spirit that acts as their patron. In return for certain corporeal experiences, the spirit lends the Shaman their powers and protection. Shadow Shaman. For those who want to play a Shaman Archetype with extra Stealth abilities, this one communes with shadows to become even more difficult to detect. Spirit Hunter. These Shamans fight against spirits as often as they commune with them, and have the ability to enchant their weapons to harm non-corporeal enemies. Camellia, one of the Companions, is officially a Spirit Hunter but as the game progresses she exhibits the traits of a Possessed Shaman as well. Spirit Warden. A Shaman who seeks out and eliminates spirits that have become evil or corrupted, and they can use extra magical powers to do so. On the other hand, they have to wait for an extra two levels before they can cast Hexes. Unsworn Shaman. This subclass communes with a variety of spirits and can borrow an equal amount of powers and abilities from each. An ideal choice for a Shaman who takes multiple party roles. Wildland Shaman. One of the few Archetypes in Pathfinder that is restricted to a certain race. Only Half-Orcs can play a Wildland Shaman, a fierce resident of the Wasteland that subjugates animals and spirits as opposed to communing with them. Witch Doctor. The best choice for a Shaman that wants to focus on healing, not only physical wounds but also injured spirits. This Shaman has fewer Hex powers but can Channel Energy instead. Split image featuring Daeran, Seelah, Regill, and Camellia from Pathfinder Wrath of the Righteous Regular Classes Barbarian. This class also has Wisdom based skills and a lower AC rating, so it's one way for a Shaman to get extra melee combat abilities and some handy and fun Rage powers. Bard. A high Charisma score can get the Shaman a few extra support and healing spells should they decide to multiclass. Bloodrager. Similar to the Barbarian but a spontaneous spellcaster, and a Shaman has a decent Charisma score anyway. Cavalier. Another class with Charisma-based abilities, a Cavalier multiclass is a way to get your Shaman a mount along with some extra combat abilities. Cleric. A Wisdom-based class, a Shaman can improve their AC rating and get access to a few powerful healing and Holy damage spells with this multiclass combination. Fighter. The most versatile of all classes, a Shaman can improve their options for heavier armor and weapon skills by multiclassing with a Fighter. Oracle. A Charisma-based healer with a variety of spiritual and personal mysteries to discover, depending on the player's choice of a subclass, this combination can give a Shaman spontaneous casting abilities. Paladin. Immunities to a variety of charm, sleep, and other enchantment spells make the Paladin a nice multiclass option for any class. It will also give a Shaman the ability to wear heavier armor and cast Holy Damage spells. Ranger. Most Ranger Archetypes use their Wisdom to determine their abilities, but the Espionage Expert uses Charisma instead which the Shaman also has. The choice would depend on the specific Shaman build. Warpriest. A more aggressive version of the Cleric, but they focus on damage instead of healing. Their abilities also rely on Wisdom and they have more expertise when it comes to weapons, armor, and offensive spells. Prestige Classes Assassin. All that's required for this deadly Prestige Class is an Evil alignment and a Stealth level of 5 or more. Stalwart Defender. Shamans who have some melee experience can improve their ability to avoid or absorb damage in combat along with helping their allies. Mystic Theurge. Often a natural progression for Clerics, this Prestige Class is open to almost any healer with a high Perception and some Divine spellcasting knowledge. Most Shaman use finesse weapons like rapiers, which are associated with formal dueling as opposed to hack and slash. This Prestige Class emphasizes these refined fighting skills. Student of War. Those who have more interest in strategy and leadership can become Students of War and improve their battlefield management abilities. Winter Witch. Although the name suggests this is for Witches, it's for any class with features like Frost or Winter, which are also shared by Shamans. This is a great choice for a Shaman that's already focused on Frost or water-related elemental powers. Party Role: Healing, with some DPS support when possible. Ideal Race: Halfling or Gnome, since both of these classes have improved abilities when it comes to skills that help avoid damage like Perception and Mobility. Best Subclass: Witch Doctor Important Ability Scores: Wisdom is the most important ability score for the healing Shaman, giving them a wide array of slots for more daily spells. Dexterity is as important as Charisma in this case. Dexterity is part of what determines hit rating, and when a character is healing someone's life depends on it. Party Role: Damage, mostly melee. Ideal Race: Half-Elf or Half-Orc, for the racial weapon proficiencies and racial abilities like Keen Sense and Darkvision. Best Subclass: Spirit Hunter or Wildland Shaman Important Ability Scores: After Wisdom and Charisma, this build needs extra points in Constitution and Strength to improve their melee combat abilities and how much damage they can do with their chosen weapons. Party Role: Damage and support, with some off-healing. Ideal Race: Human, but this is such a versatile role almost any race will do. Best Subclass: Unsworn Shaman Important Ability Scores: This build can prioritize Wisdom to get the largest array of spell slots and an equally wide variety to fill them. This Shaman will be doing a bit of everything, which includes both healing and protective spells, so a thick spellbook is important for this build. NEXT: Pathfinder: Wrath Of The Righteous - Complete Guide And Walkthrough Shadow Shaman is a sub-class in Pathfinder: Wrath of the Righteous. Shadow Shamans draw upon their power to shape the world and expand the influence of their spiritual patrons. These divine adventurers have strong ties to natural spirits, and as their power grows they learn to call upon other spirits in times of need. "The best friends of some shamans are shadows, which they use to conceal their actions and find the best opportunities to attack their foes." Shadow Shaman Information Base Class: Shaman High saves: Will, Reflex Low saves: Will, Reflex Class skills: Knowledge (Arcana), Knowledge (World), Lore (Religion), Lore (Nature), Persuasion Proficient with all simple weapons, light armor, and medium armor. A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. At 2nd level, a shaman learns one hex. At 4th, 8th, 10th, 12th, 16th, 18th, and 20th level, the shaman earns new hexes. A shaman can select from any Of the hexes available to her chosen spirit. A shaman cannot select a hex more than once unless noted otherwise. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is equal to 10 + 1/2 the shaman's level + the shaman's Wisdom modifier. If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. This extra damage is 1 d6 and increases by 1d6 at later levels. This additional damage is precision damage and is not multiplied on a critical hit. The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. At 1st level, a shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. At 4th level, a Shadow Shaman gains ability to use the shadows around to conceal himself. A number of times per day equal to his Charisma modifier. Shadow Shaman can gain benefits Of blur spell for 1 minute. Starting at 9th level, he gains the benefits of displacement instead. Starting at 14th level, additionally he receives the effect of greater invisibility. You become proficient with all Simple Weapons. You become proficient with Light Armor. You become proficient with Medium Armor. Shadow Shaman gains Stealth as a class skill. 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