

TOTEM SAVAGE

Average Height: 5' 7" - 6' 0"
Average Weight: 130 – 180 lb.

Ability Scores: Determined by totem
Size: Medium
Speed: 7 squares
Vision: Low-light

Languages: Common
Skill Bonuses: Determined by totem

Totemic Defenses: You gain a +1 bonus to one Defense, as determined by your totem

Totemic Heritage: Your healing surge value is equal to one-quarter your maximum hit points + your Constitution modifier.

Totemic Power: You can use *totemic power* as an encounter power. The specific *totemic power* you receive is determined by your totem. If you have more than one *totemic power*, you may only use one each encounter.

TOTEM	ABILITY	SKILLS	DEFENSE
Boar	+2 Constitution	+2 Athletics, +2 Endurance	AC
Ape	+2 Dexterity	+2 Acrobatics, +2 Athletics	Reflex
Owl	+2 Wisdom	+2 Insight, +2 Perception	Will
Mammoth	+2 Strength	+2 Athletics, +2 Endurance	Fortitude
Horse	+2 Dexterity	+2 Acrobatics, +2 Stealth	Reflex
Cougar	+2 Strength	+2 Athletics, +2 Endurance	AC
Bear	+2 Strength	+2 Acrobatics, +2 Stealth	AC
Eagle	+2 Dexterity	+2 Acrobatics, +2 Stealth	Reflex
Whale	+2 Constitution	+2 Athletics, +2 Endurance	Fortitude
Wolf	+2 Constitution	+2 Nature, +2 Athletics	Fortitude
Elk	+2 Constitution	+2 Athletics, +2 Endurance	Fortitude

Totemic Power: Boar Totem • Totem Savage Racial Power

Encounter

Immediate Reaction • Personal

Trigger: You are hit by an attack.

Effect: Until the end of the encounter or until rendered unconscious, you gain resist all 2.

Increase to resist all 5 at 11th level and resist all 10 at 21st level.

Special: You must be bloodied to use this power.

Totemic Power: Ape Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, you gain a climb speed of 5, and you treat all falls as 10 feet shorter. Increase this distance to 20 feet shorter at 11th level, and 30 feet shorter at 21st level. Additionally, you gain a +5 power bonus to Athletics checks made to climb.

Special: You must be bloodied to use this power.

Totemic Power: Owl Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, you gain Truesight.

Special: You must be bloodied to use this power.

Totemic Power: Mammoth Totem • Totem Savage Racial Power

Encounter

Standard Action • Melee 1

Attack: Strength +2 vs. AC

Special: You must charge as part of the attack.

Hit: 1d6 + Strength modifier damage, and push target 1 square.

Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

Effect: Until the end of the encounter or until rendered unconscious, you gain a natural weapon with the following stats.

Special: You must be bloodied to use this power.

Weapon	Prof.	Damage	Range	Group	Properties
Gore	+3	d6	-	Hammer, Unarmed	Brutal 2

Totemic Power: Bear Totem • Totem Savage Racial Power

Encounter

Standard Action • Close burst 1

Attack: Strength -2 vs. AC

Hit: 1d6 + Strength modifier damage, and all targets are dazed until the end of your next turn.

Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

Effect: Until the end of the encounter or until rendered unconscious, you gain a natural weapon with the following stats.

Special: You must be bloodied to use this power.

Weapon	Prof.	Damage	Range	Group	Properties
Claw	+2	d6	-	Heavy Blade, Unarmed	Brutal 1, High Crit

Totemic Power: Horse Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, your speed increases to 12.

Special: You must be bloodied to use this power.

Totemic Power: Eagle Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, you may ignore difficult terrain, and you treat all falls as 10 feet shorter. Increase this distance to 20 feet shorter at 11th level, and 30 feet shorter at 21st level.

Additionally, you gain a +5 power bonus to Athletics checks made to jump.

Special: You must be bloodied to use this power.

Totemic Power: Cougar Totem • Totem Savage Racial Power

Encounter

Standard Action • Melee 1

Attack: Strength +2 vs. AC

Hit: 1d6+ Strength modifier damage, and target takes a -1 penalty on all attacks until the end of your next turn.

Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

Effect: Until the end of the encounter or until rendered unconscious, you gain a natural weapon with the following stats.

Special: You must be bloodied to use this power.

Totemic Power: Whale Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, you gain a swim speed of 5. Additionally, you do not need to make endurance checks to determine if you start suffocating when you take damage.

Special: You must be bloodied to use this power.

Weapon	Prof.	Damage	Range	Group	Properties
Bite	+3	d6	-	Light Blade, Unarmed	High Crit

Totemic Power: Wolf Totem • Totem Savage Racial Power

Encounter

Minor Action • Close burst 10

Target: One creature in burst

Effect: The next attack you make against the target gains a bonus to attack and damage determined by your level.

1 st - 10 th	+1 attack, +1d6 damage
11 th - 20 th	+2 attack, +2d6 damage
21 st - 30 th	+3 attack, +3d6 damage

Until the end of the encounter or until rendered unconscious, you gain a power bonus to all Nature, Insight, and Perception checks equal to your Wisdom modifier.
Special: You must be bloodied to use this power.

Totemic Power: Elk Totem • Totem Savage Racial Power

Encounter

Minor Action • Personal

Effect: Until the end of the encounter or until rendered unconscious, you gain Resist Cold 10 and cannot become immobilized.

Special: You must be bloodied to use this power.

TOTEMS

Totems can be enchanted as magical items. Each totem takes up either the head or neck slot. Each totem corresponds to a single type of natural attack, such as unarmed strike, bite, or gore. A Totem confers its enchantment on attacks with that kind of natural attack. For example, a +2 *Thundering Gore Totem* applies the +2 *Thundering* enchantment to gore attacks, but not to claw attacks.

Extra Totem [Totem Savage]

Tier: Heroic

Prerequisites: A 13 in the ability score associated with the chosen totem

Benefit: Choose a totem. You may use that totem's *totemic power*.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, choose a new Totem Savage totem.

Totem Savage Agility [Totem Savage]

Tier: Heroic

Prerequisites: Totem Savage, Dexterity 13

Benefit: You gain a +2 feat bonus to your AC and Reflex defenses while under the effects of *totemic power*.

Totem Savage Elite [Totem Savage]

Tier: Paragon

Prerequisites: Totem Savage

Benefit: you gain an additional benefit while under the effect of *totemic power*, determined by your totem.

Boar	Variable Resist 10.
Ape	Your climb speed is now 10, and you do not have to make an Athletics check to avoid falling when you take damage.
Owl	You may ignore Insubstantial.
Mammoth	Your use of totemic power also knocks the target prone, and may push them up to 2 squares.
Horse	Once this encounter, you may take an extra action, as though you had spent an action point.
Cougar	The target takes a -2 penalty to attacks until the end of your next turn.
Bear	You may use your totemic power a second time, but you must charge as part of the attack.
Eagle	You gain a fly speed of 5 (Clumsy).
Whale	You gain the Aquatic ability, and your swim speed is now 10.
Wolf	You gain Blindsight 5
Elk	You gain Immune Cold, and you may not be immobilized, restrained or slowed.

Totem Savage Instinct [Totem Savage]

Tier: Heroic

Prerequisites: Totem Savage, Wisdom 13

Benefit: You gain a +2 feat bonus to Initiative. You gain a +2 feat bonus to your Will defense while under the effects of *totemic power*.

Totem Savage Stamina [Totem Savage]

Tier: Heroic

Prerequisites: Totem Savage, Constitution 13

Benefit: You gain a +2 feat bonus to your Fortitude defense and 10 temporary hit points while under the effects of *totemic power*. This increases to 20 temporary hit points at 11th level, and 30 temporary hit points at 21st level.

TOTEM SAVAGES AS SHIFTERS

I was underwhelmed by the shifter stats in the 4e *Monster Manual*. So much so that I decided to redesigned the Shifter race to work more closely to its 3e version; this is the result.

Each totem corresponds to a shifter trait; The matchups are as follows.

Boar	Beasthide
Ape	Cliffwalk
Owl	Dreamsight
Mammoth	Gorebrute
Horse	Longstride
Cougar	Longtooth
Bear	Razorclaw
Eagle	Swiftwing
Whale	Truedive
Wolf	Wildhunt
Elk	Winterhide