



Shaman

You were born into an environment which never lost the old ways. Perhaps you belong to a Siberian tribe which still practices shamanism as a living art. Perhaps you come from Native Americans who have kept the old practices alive and taught you. Perhaps you are an African or South East Asian elder's apprentice, selected for his or her native, spiritual gifts. Perhaps you lay claim to an ancient, European tradition which managed to survive two thousand years of the proselytizing religions.

Shamans tend to be weak on modern skills. But, they are among the most powerful of the practitioners of the magic arts. Shamans have

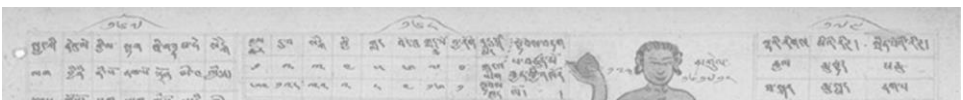
access to the most number of magical domains and skills.

As a shaman, magic comes as no surprise to you. It is, after all, part of the weft and weave of creation. Your art is to work, usually gracefully, with the gods and goddesses of nature.

Shaman

A practitioner of a true ancient tradition; African, Native American, etc. Your character's recommended highest characteristics are:

*Endurance, Social Standing, Intelligence
 (End, Soc, Int)*



Step 1: Qualifications or Draft

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Social Standing. You must roll the indicated number or higher:

Qualifications 7+ (Soc)

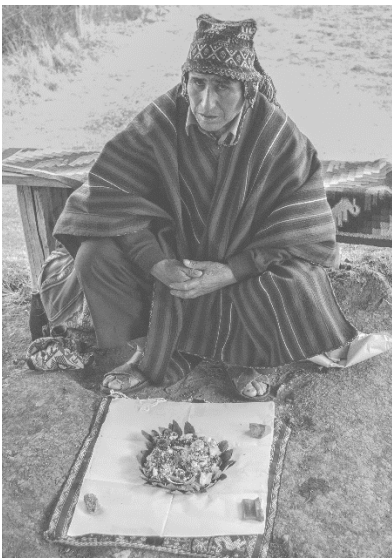
If you succeed, go to **Step 2: Begin at Rank-0** for Shaman, next column.

If you fail, roll on the Draft table:

Draft

Roll	Career / School
1	Soldier
2	Neo-Pagan
3	Chaos Mage
4	Rogue
5	Physician
6	Hunter

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



Step 2: Begin at Rank-0

At starting Rank-0 you have the following skills:

- Magic: Ritual-0
- Linguistics-1 (English, 1 modern and 2 ancient)
- Magic: Spirit-0
- Magic: Wood-1

Note these on your character sheet under "Skills."

Step 3: School Term

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

a) Survival

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Endurance. You must roll the indicated number or higher:

Survival 7+ (End)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

Gaining Skills

Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.



b) Advancement

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

Advancement 6+ (Int)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

Rank & Skills

Rank	Rank & Skills
0	<i>Wood Friend</i> Magic: Ritual-0 Linguistics-1 Magic: Spirit-0 Magic: Wood-1
1	<i>Vision Seeker</i>
2	<i>Spirit Guide</i>
3	<i>Earth Friend</i> Magic: Earth-1
4	<i>Soul Healer</i>
5	<i>Truth Hunter</i>
6	<i>Elder</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

c) Risky Castings

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

Risky Castings 5+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

Skills Tables

Personal Skills

Roll	Skill / Characteristic
1	+1 Dex
2	+1 End
3	+1 Int
4	+1 Edu
5	Melee Combat
6	Carousing

Service Skills

Roll	Skill
1	Performance
2	Magic: Alchemy
3	Outdoors
4	Medical
5	Magic: Healing
6	Magic: Spirit

Specialist Skills

Roll	Skill
1	Magic: Fire
2	Outdoors
3	Magic: Ritual
4	Magic: Healing
5	Magic: Air
6	Magic: Water

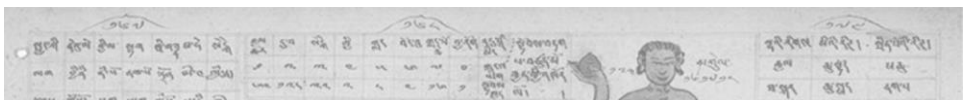
Advanced Skills (requires Edu 8+)

Roll	Skill
1	Magic: Earth
2	Magic: Darkness
3	Magic: Light
4	Investigation
5	Linguistics
6	Streetwise

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

d) Aging

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.



You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

Step 4: Graduate

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

Cash Benefits

Roll	Credits
1	0
2	1,000
3	5,000
4	10,000
5	10,000
6	15,000
7	15,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

Material Benefits

Alchemy Kit
Potion: Healing Draught
Medical Kit-1
Melee Weapon
Amulet (1 spell inscribed)
Ritual Trappings-1
Camping Gear-1

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

Step 5: Equipment & Encumbrance

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

Step 6: Combat Power

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Int
- +
- Skill Level/DM's for: Melee Combat + all Magic Domains
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

Step 7: Magic

Go to "Magic" and learn how to create some preliminary magic spells.

Multiple Careers & Schools

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

