



The Shaman

Characteristics	
STR	9
CON	12
SIZ	9
INT	11
POW	15
DEX	11
CHA	13

Attributes	
Combat actions	2
Damage modifier	-1D2
Improvement Roll	1
Magic Points	12
Dedicated Pow	3
Movement	8
Strike Rank	11

Common Skills		
Athletics	STR+DEX	30%
Brawn	STR+SIZ	18%
Culture (Own)	INT x2	52%
Dance	DEX+CHA	24%
Drive	DEX+POW	26%
Evade	DEX x2	22%
Evaluate	INT+CHA	24%
First Aid	INT+DEX	27%
Influence	CHA x2	31%
Insight	INT+POW	46%
Lore (Regional)	INT x2	57%
Perception	INT+POW	36%
Persistence	POW x2	35%
Resilience	CON x2	34%
Ride	DEX+POW	36%
Sing	CHA+POW	28%
Sleight	DEX+CHA	24%
Stealth	DEX+INT	32%
Swim	STR+CON	21%
Unarmed	STR+DEX	20%
Common Magic	CHA+POW	58%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	
4-6	Left Leg	5	
7-10	Abdomen	6	
11-12	Chest	7	
13-15	Right Arm	4	
16-18	Left Arm	4	
19-20	Head	5	

Combat and Advanced skills		
CC : Spear & Shield	STR+DEX	50%
RC : Sling	DEX+DEX	52%
Healing	INT+POW	56%
Survival	POW+CON	47%
Lore (Spirit World)	INT+POW	56%
Pact (Spirit World)	CHA+spec	46%
Spirit Walking	POW+CON	47%
Spirit Binding	POW+CHA	48%
Language (Native)	INT+CHA	74%

Common Magic: Detect Spirits, Beast call, Bestial enhancement 2, Clear path

Divine Magic: Shield, Heal Wound, Spirit Block **Bound Spirit:** Fang Brother

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Sling	M	M	1D6+1	6/8	Bleed, Impale
L. crossbow	L	100 m	1D8	4/5	Impale
Heater shield	L	S	1D4	6/8	<i>Parry ranged</i>

