

Shamanism

3

Anchor Enhance /P

While we have all met normal shamans, it is the crazy ones that stick in our minds. They mutter, argue and generally ignore the living world in ways that mystify normal peoples.

Shamans deal with the dead, but much of their effort goes into trying to end the dead they consider "wrong". Skeletons, Zombies, Vampires, Wraiths and Mad Ancestors are just a few of the offenders. They do not like necromancers, they bring the madness.

To be a shaman, find a Mentor and learn. Shamans may use Shaman cards.

Anchor 206
Set 804

Shamanism

Spirit Eyes

1



Shaman Ind /V (IUK)

When a shaman activates her shaman eyes she sees two worlds, the physical and spirit. That can be confusing for them. GM's will call for rolls when needed. Range 150 feet.

Shaman 200 Art © Susan Van Camp
Set 804

Spirit Eyes

Listen To Voices

1



Shaman Ind /V (IUK)

2d6 vs. 2d6+GM MOD.
Spirits mutter about what they have seen. If you are lucky they may be of value. Range: 150 feet.

Shaman 201 Art © Susan Van Camp
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Listen To Voices

Speak To Spirit

1



Shaman Ind /C (IUK)

2d6+LLB vs. 2d6+GM MOD.
Success allows the shaman to get a spirits attention and talk to it. Not always your best move. Range: 150 feet.

Shaman 202 Art © Susan Van Camp
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Speak To Spirit

Spirit Weapon

4



Shaman Ind /V (IUK)

The shaman manifests a one handed melee weapon. She creates how it looks. It is ignores DEF of undead and spirits. Use normally against the living.

Shaman 203 Art © Susan Van Camp
Set 804

STR
+5

CAP
0

Spirit Weapon

Spirit Shield

3



Shaman Ind /V (IUK)

The shaman manifests a one handed shield. She creates how it looks. May be used against three attacks per round. *+5 vs. Undead and Spirits only.

Shaman 204 Art © Susan Van Camp
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DEF
+3/+5*

CAP
0

Spirit Shield

Free Skeleton

1



Shaman Ind /F

2d6+1+LLB vs. 2d6+GM MOD.
Success turns the skeleton to dust. This one will not be back. Range: 150 feet.

Shaman 205 Art © Susan Van Camp
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Free Skeleton

Free Zombie

1



Shaman Ind /F

2d6+1+LLB vs. 2d6+3+GM MOD.
Success shrivels the zombie to nothing. This one is gone for good. Range: 150 feet.

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Free Zombie

Healthy Hands

2



Shaman Ind /F

Cast to heal 2d6+LLB normal damage. Causes magic damage when applied to undead or spirits. Range: Touch.

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Healthy Hands