

Dismiss Spirit

2



Shaman Ind /F (L1R)

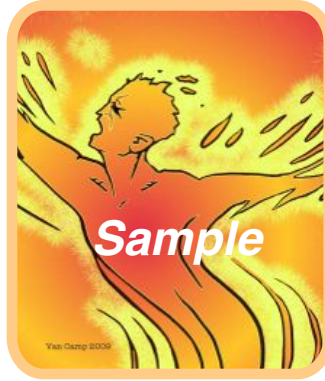
Must be Seeker Lifeline to use.
2d6+LLB vs. 2d6+1 per 50 CP of spirit.
Success drives a manifested spirit to the spirit world for 30 days.
Range: 150 feet.

Shaman 208 Art © Susan Van Camp
Set 805

Dismiss Spirit

Banish Spirit

3



Shaman Act /F (RST)

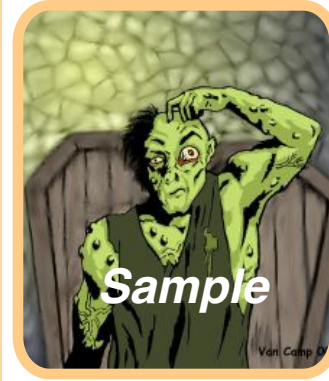
Must be Seasoned Lifeline to use.
2d6+LLB vs. 2d6+1 per 10 CP of spirit.
Success drives a spirit to the void, ending it.
Range: 150 feet.

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Banish Spirit

Muddle The Dead

1



Shaman Act /F (RST)

2d6+2+LLB vs. 2d6+GM MOD.
Success causes one undead to be confused and inactive for the next 3 rounds, unless it is disturbed in some way.
Range: 150 feet.

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Muddle The Dead

Spirit Strike

2



Shaman Act /F (L1R)

This is a melee attack that ignores DEF, both physical and magical. May not be combined with a weapon. This attack does physical damage. Does full damage to spirits. You may add STR Enhancing cards and your own STR.

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Spirit Strike

Healing Contact

4



Shaman Ind /F

Cast to heal 2d6+8+LLB normal damage.
Causes magic damage when applied to undead or spirits.
Range: Touch.

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Healing Contact

Forced Manifest

2



Shaman Ind /3R (IUK, L1R, RST)

Must be Seasoned Lifeline to use.
2d6+LLB vs. 2d6+1 per 50 CP of spirit.
Success forces a spirit to manifest for three rounds.
Range: 150 feet.

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Forced Manifest

Spirit Hammer One

5



Shaman Ind /F (L3R)

Cast to inflict 2d6+3+LLB magic damage.
Ignores magical DEF.
Range: 150 feet.

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Spirit Hammer One

Spirit Messenger

1



Shaman Act /V

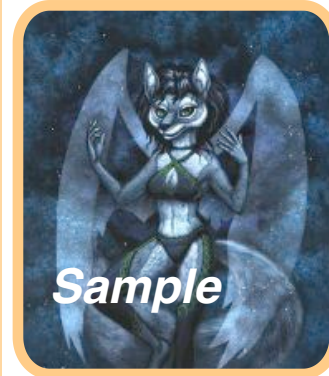
2d6+LLB vs. 2d6+GM MOD.
Success attracts a spirit who will take a short message to a target of your choice. Time required for the message to arrive, and outcome, is determined by GM.

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Spirit Messenger

Spirit Wings

2



Shaman Act /V

Cast to manifest a pair of stylized spirit wings. Movement is 260 feet per move in flight.
Range: Self.

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Spirit Wings