

SHAMAN

Character: _____ Race: _____

LEVEL 1:	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Speak with Spirit - Allows the shaman to break the veil between worlds and speak with the spirits of the dead when in close range. Spirits of deceased characters will not be able to tell specific details of their deaths, but may provide general information about the situation that led to their demise.

Tranquility - The shaman is able to touch or hit a target with a blast of energy (spell packet) that causes the target to lose their anger and desire to fight and be overcome with a feeling of tranquility. The target will continue to feel serene until they are struck by a physical attack, their mind is cleared, or the spell dissipates. Tranquility will affect the player for two (2) minutes. Usable up to two (2) times per day.

Magic: Choose two spell trees, plus Curses and Formal spells. **4 uses available per Life**

Earth	Air	Fire	Water	Arcane	Shadow	Curses	Formal
Snare	Stun	Scorch	Frost Armor	Shield	Bind	Drain	Silence

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Blood Magic - The shaman is able to deal 1 HP of damage, to either themselves or another, allowing them to immediately perform one (1) spell they know, up to Level 3, with no cost to their daily spell allowance. This damage must be dealt to a living target. Usable two (2) times per day.

Magic: Choose two spell trees, plus Curses and Formal spells. **3 uses available per Life**

Earth	Air	Fire	Water	Arcane	Shadow	Curses	Formal
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead	Betrayal	Spell Block

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Curse/De-curse Object - The shaman may place or dispel a curse on any object through a 10-minute ritual without breaking focus. The character who holds the cursed item is affected by the curse, however the creator of the cursed item is immune to the cursed item's effects. Whoever gives the target the cursed object will make the player aware of the curse and what it does out-of-play. Curses must be approved by GMs before they are used. Cursed items cannot be dropped or lost; they must be given away, sold, looted, or dispelled by another shaman. If the cursed item is given to another character, the curse will transfer to the recipient, and the player must explain the effects out-of-play. When a curse is dispelled, the shaman removing the curse cannot tell what the specific curse was or who cursed the item in the first place. This skill can be used up to two (2) times per day. *Note: In-play items, such as cursed items, can only be crafted during live games.*

Magic: Choose two spell trees, plus Curses and Formal spells. **2 uses available per Life**

Earth	Air	Fire	Water	Arcane	Shadow	Curses	Formal
Petrify	Wind Wall	Searing Blade	Chilled	Gravity Trap	One with Death	Curse of Breaking	Dispel Magic

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Charm Person - The shaman is able to take control of another character's mind. The targeted character will be overcome with a desire to perform any of the caster's commands. The shaman must touch the target to initiate control. The target will otherwise maintain their thought function and can use all their skills/abilities. Charm Person will affect the character's mind for 10 minutes, unless the character is killed or their mind is cleared. The character will not remember who cast Charm Person on them or any of the deeds performed while under the shaman's control. After using this ability, the shaman is greatly fatigued and is unable to fight or defend themselves for five (5) minutes. Usable up to 2 times per day.

Magic: Choose two spell trees, plus Curses and Formal spells. **2 uses available per Life**

Earth	Air	Fire	Water	Arcane	Shadow	Curses	Formal
Mass Entangle	Whirlwind	Incinerate	Deep Freeze	Nullify Magic	Soul Reaver	Frenzy	Ritual of Protection

