




NAME

LOOK

Dwarf: Andalen, Larelei, Morak, Halgmar, Garm, Beyla, Rakham, Yara
Human: Semil, Falken, Tanika, Dungarh, Brey, Arando, Celad, Halmir
Orc: Erishnar, Corug, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha

Wise Eyes, Distant Eyes, or Colorless Eyes
 Long Braids, Furry Hood, or Antlered Hood
 Rugged Leathers, Animal Hides, or Elaborate Body Designs

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 6+ CONSTITUTION

ALIGNMENT

 GOOD

Help people to live in harmony.

 NEUTRAL

Resolve a disturbance in the balance.

 CHAOTIC

Reclaim a place or important object for the natural world.

STARTING MOVES

TRANCE

When you **spend some time opening your mind to the mysteries of the Otherworld**, you lose any spells already prepared and prepare new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level. You may choose from any spell on the Shaman spell list. You also prepare all of your rites, which never count against your limit.

CAST A SPELL (WIS)

When you **call forth a spell you've prepared**, roll+WIS. *On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. *On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The gamemaster will tell you how.
- The spell disturbs the Mists as it is cast—take -1 ongoing to cast a spell until the next time you Trance.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you Trance again.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

RACE

 DWARF

When dealing with spirits of earth, stone, or mountains, take +1.

 HUMAN

Choose a wizard spell. You may prepare and cast that spell as if it were a shaman spell.

 ORC

Aspect of the Wolf is a rite for you.

SECOND SIGHT (CHA)

You are sensitive to the spirit world. When you are in the presence of an influential or important spirit, the GM will let you know. When you **open your senses to the Mists to interact with a spirit**, roll+CHA. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- Where exactly are any spirits residing?
- What is the nature of the spirits present?
- What does the spirit want from the material world?
- How is the spirit influencing the material world?
- What could I use as leverage to Parley with this spirit?

Regardless of the roll, you may communicate with any spirit you detect. Some spirits may be unwilling to talk, or not have much to say.

BONDS

Fill in the names of your companions in at least one:

The spirits have spoken to me of _____; they have a strange destiny that I will play a part of.

_____ does not believe in the spirit world, but I will make them listen.

_____ is out of balance, and a danger to themselves and others. I will help them.

I have sworn a covenant with _____, the spirits have witnessed it.

 THE SHAMAN

 LEVEL
 XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight) and a trinket that helps you commune with the spirit world. Describe it!

Choose your armament:

- Staff (close, two-handed, 1 weight)
- Spear (close, thrown, near, 1 weight)
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and dagger (hand, 1 weight)

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Poultices and herbs (2 uses, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Halfling pipeleaf (6 uses, 0 weight)
- 2 antitoxin (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

THE CYCLE AND THE PATH

When you cast a spell you ignore the first -1 penalty from ongoing spells.

THE OLD WAYS

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are doubled
- The spell's targets are doubled

ONE WITH NATURE

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

PARTING THE VEIL

When someone **takes their Last Breath in your presence**, they take +1 to the roll.

SHAMAN'S INTUITION

When you Discern Realities, add "What here is out of balance?" to the list.

SPIRITUAL HEALER

When you **heal someone with a spell**, heal an additional +1d6 damage.

STORMSTRIKE

When you **imbue your weapon with primal power**, choose one of the following. Your weapon gains that effect as long as you wield it and have at least one spell still prepared.

- Your weapon gains the fiery tag and deals +1d4 damage
- Your weapon mystically shields you, granting +2 armor
- Your weapon gains the forceful tag
- You attack with this weapon with WIS instead of the usual stat

TOUCH THE EMPYREAN

Choose a spell. You are granted that spell as if it was one level lower.

WELL OF WISDOM

When you **listen to the whispers of the spirits**, you may Spout Lore with WIS instead of INT.

WIDDERSHINS

When you **release a spirit that you have bound with a spell**, you may banish the spirit back into the Mists from whence it came; it departs for its home plane without any retaliation.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

ABJURE

When you **attack a spirit, ghost, or extra-planar entity**, you deal +1d6 damage, and if it is reduced to zero HP, its soul is henceforth barred from appearing on the material plane in any form. It can still be encountered in astral visions and on other planes, just not your world.

COVENANT

When you **magically bind a spirit**, the spirit can only speak the truth, and any agreement it enters with you must be kept.

GROUNDING

When you **resist an enchantment cast upon you**, treat a 6- as a 7-9 result.

THE MASK AND MIRROR

Replaces: The Cycle and the Path

When you cast a spell you ignore up to two -1 penalties from ongoing spells.

MOONDANCE

While **your bare skin is bathed in moonlight**, the effects of your spells are maximized.

NATURALIST

Requires: One With Nature

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

SECRETS OF THE OTHERWORLD

Replaces: The Old Ways

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are doubled
- The spell's targets are doubled

SHAMAN'S INSIGHT

When you use Second Sight, choose one more option, even on a 6-, and on a 12+, you may ask the spirit one question, and it will answer truthfully.

STORM, EARTH, AND FIRE

Requires: Stormstrike

When you use Stormstrike, choose two options instead of one.

TOUCH THE FIRMAMENT

Requires: Touch the Empyrean

Choose a spell in addition to the one you picked for Touch the Empyrean. You are granted that spell as if it was one level lower.

ROTES

Every time you trance, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

□ BIND SPIRIT ROTE ONGOING
Your words bind a nearby spirit, preventing it from departing or taking any aggressive actions until you release it or leave the area. Once the spell ends, the spirit can behave as normal. While this spell is ongoing you can't cast a spell.

□ GUIDANCE ROTE
A symbol of the elements appears before you and gestures towards the direction or course of action the spirits would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

FIRST LEVEL SPELLS

□ ASPECT OF THE WOLF LEVEL 1 ONGOING
A person you touch is imbued with a small amount of wild energy. Choose one of the following effects to grant while this spell is ongoing:

- They can see perfectly in total darkness
- Their sense of smell and hearing is greatly enhanced
- They become more fierce, dealing +1 damage

While this spell is ongoing you take -1 ongoing to cast a spell.

□ SACRED CIRCLE LEVEL 1
As you cast this spell, you walk the perimeter of an area. As long as you stay within that area you are alerted whenever someone acts with malice within the circle (including entering with harmful intent). Anyone who receives healing within the circle heals +1d6 HP.

□ DREAMSIGHT LEVEL 1
Cast this spell over a sleeping person, and you can see what they are dreaming about, as well as the nature of any influences upon their mind.

□ HEALING TOUCH LEVEL 1
Your touch halts bleeding and eases pain. Heal an ally you touch of 1d6 damage.

□ FLAMES OF WRATH LEVEL 1 ONGOING
As long as you concentrate, you may conjure a small orb of flame in your hands whenever you like (thrown, near, 1 piercing). While this spell is ongoing you take -1 to cast a spell.

□ RISING MISTS LEVEL 1 ONGOING
Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

THIRD LEVEL SPELLS

□ FORESEE LEVEL 3
Cast this spell as you gaze into a pool of water, and you will receive a portent from the spirit world. The GM will reveal an impending danger that threatens the land. You will also learn something useful about how you can interfere with the danger's dark outcomes.

□ ELEMENTAL BLESSING LEVEL 3 ONGOING
A person you touch receives a blessing of the elements. Choose one:

- Fire will not burn them or their possessions.
- They may walk upon water as if it were solid ground.
- They may breathe safely in any environment, even underwater or in toxic fumes.
- Their skin hardens like stone, giving them +1 armor.

While this spell is ongoing you take -1 ongoing to cast a spell.

□ ENTANGLE LEVEL 3 ONGOING
Roots and vines constrict painfully around the lower body of one target you can see, preventing them from moving their legs. While this spell is ongoing you take -1 ongoing to cast a spell.

□ SILENCE AND STILLNESS LEVEL 3
The winds of magic grow still in your presence. Choose a spell or magical effect in your presence, it ceases to function as long as you remain nearby.

□ GLAMOUR LEVEL 3 ONGOING
You create an illusion that changes one part of something or someone you can see: its appearance, sound, or smell. While this spell is ongoing you take -1 to cast a spell.

□ WHISPERING WIND LEVEL 3
You summon a spirit of the winds to carry a short message to a person of your choice. The spirit will also carry back a short reply.

FIFTH LEVEL SPELLS

☐ **PURIFY** LEVEL 5
Your touch removes a poison or disease from a person or object.

☐ **SUMMON ELEMENTAL** LEVEL 5 ONGOING
You conjure an elemental servitor to assist you. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The elemental also gets your choice of 1d4+1 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- It's bond to your plane is strong: +1 HP for each level you have
- It has some useful secondary ability

The elemental remains on this plane until it dies or you dismiss it. While this spell is ongoing you take -1 to cast a spell.

☐ **CHAIN LIGHTNING** LEVEL 5
A bolt of lightning springs from your fingertips, striking your target and everyone nearby for 2d6 damage, ignoring armor.

☐ **LIFE TOUCH** LEVEL 5
Life energy fills the person you touch, healing them of 3d6 damage.

☐ **SIGHT BEYOND SIGHT** LEVEL 5
Name a person, place, or thing you want to learn about. You will receive a vision of the subject, as clear as if you were there.

☐ **SPIRITS OF THE WILD** LEVEL 5 ONGOING
You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell. Unless this spell is revoked, you may use it to call upon another animal spirit.

SEVENTH LEVEL SPELLS

☐ **CONTROL WEATHER** LEVEL 7
Wish for rain—or sun, wind, or snow. Within a day or so, your wish will be granted. The weather will change according to your will and last a handful of days.

☐ **MASTERFUL GLAMOUR** LEVEL 7 ONGOING
You create a complex illusion that affects all senses. The illusion can move if you are around to direct it, or you may program it to move under certain conditions, and it may exist independently of other objects. While this spell is ongoing you take -1 to cast a spell.

☐ **TRUE SEEING** LEVEL 7 ONGOING
Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

☐ **REBIRTH** LEVEL 7
The Mists breath new life into a person you touch. They are restored to full health, any poisons or diseases are cured, debilities are healed, and even lost limbs are regrown.

☐ **RENEWAL** LEVEL 7
A burst of cleansing energy fills the area, removing any corrupting influences on either the land or a person of your choice. Curses, blights, and debilities are all ended by this spell.

☐ **SPIRIT LODGE** LEVEL 7
You cast a ward upon a specific location that prevents creatures of a certain type from entering that area. The location must have clearly-defined boundaries, though you can pace out a circle or other space and mark it with chalk, sand, etc. Name what kind of creature is barred from entry when you place the ward.

NINTH LEVEL SPELLS

☐ **CATACLYSM** LEVEL 9
The Mists bring the unnatural weather of your choice to pass. Rain of blood or acid, meteor storms, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

☐ **RECLAMATION** LEVEL 9
The earth reclaims a person that you touch, turning them to stone.

☐ **COMMUNE WITH NATURE** LEVEL 9
You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

☐ **EARTHQUAKE** LEVEL 9 ONGOING
A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. While this spell is ongoing, you take -1 to cast a spell.

☐ **MAELSTROM** LEVEL 9
A powerful whirlwind gathers you and your allies up, whisking you away to a destination of your choice.