



## ORC BEAR SHAMAN

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**NAME:** "The Shape Shifter"  
**ARCHETYPE:** Shaman  
Total L.P. Earned: \_\_\_\_\_  
Fate Pool: 1

**RACE:** Orc  
**GENDER:** \_\_\_\_\_  
L.P. Left: \_\_\_\_\_  
Spent Fate: \_\_\_\_\_



	Base	Bonus	Final
<b>BODY</b>	9		9
<b>STRENGTH</b>	9		9
<b>QUICKNESS</b>	5		5
<b>INTELLIGENCE</b>	5		5
<b>WILLPOWER</b>	5		5
<b>CHARISMA</b>	4		4
<b>MAGIC</b>	6		6
<b>REFLEX</b>	5		5

Combat Pool 9  
Magic Pool 5  
Astral Pool 4  
  
Initiative 5 + 1d6  
Initiative Dice 1  
Init. Penalty -2

<u>Primary Weapon :</u>	Unarmed
<u>Primary Weapon Damage :</u>	(STR)M Stun
<u>Secondary Weapon :</u>	Unarmed
<u>Secondary Weapon Damage :</u>	(STR)M Stun
<u>Ammo Count :</u>	
<b>Hide Armor</b>	<u>Movement :</u> 5
<b>ARMOR</b>	<u>Run Multiplier</u> 4
<b>SLASHING</b>	3
<b>CRUSHING</b>	1
<b>ARCANE</b>	2
<b>PIERCING</b>	2

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Traps	1		Orc Tracker Team Methods	5	
Tactics	1		Mythical Creatures of Zethyria	4	
Tracking	5		Troll Drinking Games	4	
Sorcery	5		Orc Law Enforcement Procedures	3	
Conjuring	5		Goblin Pulp Pudding Recipes	3	
Unarmed Combat	6		Orc Bone Meal Muffin Recipes	3	
Alchemy	4		Cooking	3	

Item	Weight	Cost
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"The Kitchen Sink" Kit		5
Rotwood Torch (x3)		3
Firefly Lantern (Magical)		3
Preservationist Sack (Large)		1
"Treat" Potion (Moderate Damage)		
"Treat" Potion (Moderate Damage)		
"Treat" Potion (Moderate Damage)		
"Heal" Potion (Severe Damage)		
"Heal" Potion (Deadly Damage)		

<b>Mage Spells</b>	<b>Force</b>	<b>Cost</b>
Arcane Armor	6	6
Diagnosis	5	5
Second Opinion	5	1
Heal	5	5
Treat	5	1
Mana Blast	6	6
Acid Stream	5	5
Toxic Stream	5	1

<b>TRAITS</b>	
<i>Natural Ability: Low light vision</i>	
<i>Foible: Barbaric</i>	
<i>Aptitude: Alchemy</i>	

<b>Gold</b>	6
<b>Silver</b>	50
<b>Copper</b>	

Contact #1	Location	Rank	NOTES
Orc Tribal Leader	Norciss, Central Valley	1	
Leader of the Norciss Tribe, provides info on local politics.			
Contact #2	Location	Rank	
Troll Tribal Shaman	Delaris Mountains, Central Valley	1	
Leader of a nomadic tribe of Trolls that wanders the western mountains.			
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

# Character Information

## Race: Orc

*"Tracker Teams on duty. Don't even think about it."*

*– Sign posted outside the Bozrah City Treasury*

### Culture

Orcs are a tribal race of warriors, eschewing the intricacies of politics and diplomacy for the strength of a sword or axe. They prefer to negotiate through intimidation and show of force, rather than use of spoken or written word. They follow the basic tenants of honor in combat, however, and are far more likely to accept a challenge of strength between two champions for determining negotiations of territory or similar.

Orc tribes are violently defensive of their territories against outside races, the exception to this rule being the Goblin. Goblins can be found co-existing as second class citizens within the walls of many an Orc tribal center. Ages ago the Orcs accepted this symbiotic relationship, and their societies have quickly taken advantage of this. Orc bounty hunter teams (called "Tracker Teams") are as respected as they are feared across the lands of *Zethyria*. Many a non-Orc township or city center keeps a few Orc & Goblin "Tracker Teams" on their payroll. This is a roll the Orcs have taken to quite well, and are proud to occupy in areas outside of their own tribal territories.

Orcs tend to be short tempered in nature, quick to anger at the smallest perceived slight towards their honor. It is always best to minimize contact with Orcs and their kin within the more unlawful city centers of *Zethyria*. Without the benefit of local law enforcement to back you up, a run in with a group of unruly orcs can turn ugly extremely fast.

### Physical Description

Orcs are broad in shoulder & muscular in build, both traits that seem to get exaggerated even further from generation to generation. They have skin colors ranging from light greens to deep browns, something apparently dependent upon their current diet. They always have thick black hair, with the occasional moustache and beard, as well as their extremely noticeable fangs. Orc fangs can grow quite large, sometimes even large enough to interfere with an adult Orc trying to speak non-Orc languages. This leads to most adult Orcs actually filing their fangs down in size on a regular basis. A painful ritual they use to display their amazing thresholds for pain to others. Orcs, male or female, are always predisposed towards the functionality of their clothing and not the appearance of it... unless the appearance can be used to strike fear in their opponents. This can lead to elaborate decorating

of outfits with skulls, fangs, and spikes... all to magnify their intimidation factor.

### Game Information

**Average Height:** 1.9 Meters

**Average Weight:** 95 Kilograms

**Skin Coloration:** Light green or brown to deep green

**Bonuses:** +3 Body, +3 Strength, -1 Charisma, -1 Intelligence

**Abilities:** Low-light Vision (No penalties in partial darkness)

**Skill Bonuses:** +1 to Traps & Tactics, Tracking +5

**Notes:** Orcs can also withstand amazing thresholds of pain through a *Willpower* Test (target number is the current total number of damage boxes), allowing them to completely ignore any penalties they would otherwise be suffering.

## Archetype: Shaman

### SHAMAN

Shamans are normally found in simpler, more primitive communities. Orcs make up the largest bulk of the Shaman population currently roaming the world, with a further strong representation being seen from Goblins, Ogres, and Trolls. There are some nomadic human tribes that have Shamans as well, adding to the eclectic mix. While this list may be the more common types of Shaman, this does not limit the role to any specific race. Any community is capable of producing a Shaman; it just tends to be the more primitive cultures that do this more often.

Shamans do not worship deities, but instead follow what they call Totems. Totems are spiritual animal guides that speak to the Shaman early in their apprenticeship, a spirit that speaks to the Shaman and connects them directly to the forces of nature. This connection is what the Shamans feel creates magic; it is a gift given to the world by the animal spirits that inhabit nature.

Shamans use a medicine lodge to research their magical abilities and advance their connection to their Totem. They conjure nature spirits, and have no connection to elementals or other methods of summoning.

Shamans easily find work in adventuring groups, acting as guides through harsh outdoor environments, as well as being able to use their magical abilities to aid the party beyond other normal means.

### More on Shamans

Shamans are devout worshippers of the forces of nature, holding deep reverence for the spirits that dwell around them all the time. To a Shaman all of nature is permeated with

magic and spiritual energy, and treating these forces with respect can be a dangerous act. They follow up this devotion to nature its spirits by devoting themselves to a chosen animal spirit, or *Totem*.

### Animal Totems

Animal totems are a very serious subject for any Shaman, a process they must go through during the earliest months of their training, often called the “*spirit quest*”. This quest is a physically and mentally exhausting journey that involves prolonged immersion in the astral. After days of fasting and repeated astral trips, the fledgling Shaman is finally greeted by the spirit form of their animal totem. This spirit form speaks to the Shaman, committing them to their lifelong path of service to and communion with this new animal totem.

### Becoming the Totem

A Shaman’s totem imbues them with specific abilities and benefits, the largest of these being the Shaman’s ability to change their shape into an exemplar of their animal totem’s species. Once changed into this animal state, the Shaman will gain any inherent benefits of that animal. This means that an Eagle Shaman will be granted the capabilities of flight just as Cheetah Shaman will have great running speed, or even Fish Shaman being able to swim and breathe underwater.

When in their animal form, the Shaman gains **+2 bonus dice** to their *Magic Pool*. This benefit is **ONLY** while they are in animal form, and does not carry over out of this state. Changing in and out of animal form is an **advanced action** in combat, meaning that a shaman cannot attack or cast a spell in the same combat turn that they are changing shape.

There are **four** basic types of totem, with each type having a variety of animals to choose from for the Shaman. The animals of each category have specific types of animals within them, and grants specific stat bonuses to the Shaman based upon these animal archetypes.

Type	Attribute Bonuses in Animal Form		
<i>Strong</i>	+3 Strength	+2 Body	+1 Quickness
<i>Sturdy</i>	+3 Body	+2 Strength	+1 Quickness
<i>Clever</i>	+3 Intelligence	+2 Quickness	+1 Body
<i>Fast</i>	+3 Quickness	+2 Strength	+1 Intelligence

While in their animal form, a Shaman can communicate as they normally would. Some potential examples of animal totems, and what totem category they would fit into, can be seen in the following table.

Type	Animals
<i>Strong</i>	Badger, Boar, Crocodile, Alligator, Lion, Ant, Shark, Tiger, Ram, Donkey, Gorilla, Bull, Python
<i>Sturdy</i>	Turtle, Tortoise, Crab, Elephant, Camel, Elk, Stag, Buffalo, Bear, Cockroach, Beetle, Goat
<i>Clever</i>	Owl, Dolphin, Rat, Mouse, Fox, Gecko, Hyena, Monkey, Otter, Raccoon, Puma, Deer
<i>Fast</i>	Eagle, Hawk, Crow, Lizard, Wolf, Rabbit, Bat, Cheetah, Fish, Horse, Leopard, Spider, Raven

If there are questions regarding totem abilities, or you have an idea for your own animal totem, please check with your *Game Master* during character creation. *Game Masters* may choose to put restrictions upon the size of a Shaman while they are in their animal form, such as restricting a maximum difference in size from normal to animal of **50%** larger or smaller. This is an optional rule to regulate the possibility of animal forms impacting game balance. A side effect of this limitation however would be rather oversized small animals, or potentially undersized large animals. But your *Game Master* may find the concept of a 3 foot tall rabbit to be quite comedic, and want to go with it for that reason as well!

### Nature Spirits

Shamans use their deep connection with their chosen totem to help them call forth assistance from the spirits of nature surrounding them. These nature spirits hold deep ties to the environments they dwell in, putting a powerful ally on the Shaman’s side. For more information on this minion type, make sure to check the *Minions* section of this chapter.

## Spells

### ARCANE ARMOR

*Physical Spell / Sustained*

*Line of Sight / TN# 5*

*Drain: +2 (Moderate)*

Mana manifests as glowing armor that hugs the contours of the target’s form. This armor protects against physical damage of all types, behaving just as if it was bought or forged regular armor. Arcane Armor adds an S-CAP rating each equal to the total number of successes generated on the casting test. The armor does not degrade, nor inhibit movement or range of motion in any way. This bonus is maintained only for as long as the spell is sustained.

*Available Modifiers:*

- Juggernaut Armor – **Drain +1 (Serious):** *Magical armor appears, completely encompassing the target’s form. For every success generated on the casting check, +2 is added to all S-CAP ratings. The side effect of this level of protection however is a reduction in movement speed by 1 for every success rolled... down to a minimum movement speed of 1. All other functions and mechanics of the spell remain the same.*

### DIAGNOSIS

*Mana Spell / Sustained*

*Touch / TN# Body (Resisted)*

*Drain: -1 (Light)*

Diagnosis will give an informative reading of any possible health problems, illnesses, poisons, diseases or other maladies. The amount of information conveyed by the spell is based upon the number of successes granted on the casting check of

the spell, with more successes giving a more detailed and thorough analysis of the target's problem.

It should be noted that the information gathered from this process is the result of a spell, and as such is not subject to the benefits of "perfect recall" memory abilities or edges. The information must be converted to another medium, such as being written down or listed off to someone else, before it can be recalled by such abilities.

*Available Modifiers:*

- **Second Opinion (Instant) – Drain +1 (Serious):** *Second Opinion performs all of the same functions as Diagnosis, but does not need to be sustained. It instantly creates a paper scroll containing the spell's generated diagnosis of the target individual, with detail being determined by the number of net successes on the casting test. This scroll appears in the hand of the casting Mage, and once created should be treated as a mundane object.*

## HEAL

**Mana Spell / Permanent**

**Touch / TN# 4 (Voluntary)**

**Drain:** (Damage Level)

Wield the ability to mend the wounds of your allies with the Heal spell. When healing someone with this spell, it is important that any magical attempts at healing are done before any mundane methods are pursued. If Heal is cast *after* someone has used the Medicine skill on a target's wounds, the target number for casting is raised to 6.

While the act of casting Heal is quick and seemingly instantaneous, it takes at least a minute per box of damage removed for the mending to fully 'take'. During this time period the target must not perform any rigorous physical activities, or they risk reopening their wounds before the magic has had a chance to fully work its course.

*Available Modifiers:*

- **Treat – Drain -1 (Damage Level -1):** *Treat behaves the same as Heal but with one additional limitation; Treat can only be used within 10 minutes of a wound being inflicted on a target. After this period of time, Treat is no longer effective and other methods must be used to mend the injury.*

## MANA BLAST

**Mana Spell / Instant**

**Line of Sight / TN# Willpower (Resisted)**

**Drain:** (Damage Level)

A finely tuned and carefully aimed shot of pure magic energy, the Mana Blast is a potent tool for the Mage wanting to take out a target discreetly. Mana Blast shows no physical manifestation when being cast or when affecting the target. Mana Blast directly strikes a target, bypassing any intervening clear objects.

## ACID STREAM

**Physical Spell / Instant**

**Cone / TN# 4 (Ranged Attack)**

**Drain:** +1 (Damage Level+1)

The Mage shoots a concentrated stream of potent acid dealing physical damage to all targets within the area of effect, as well as possible secondary elemental effects if cast at Serious or Deadly damage levels. Acid Stream generates a cone that is equal to the spell force in length, and half the spell force wide (rounded down) at the end. Acid Stream acts like a standard ranged attack when cast and as such will strike any person or object within the area of attack.

*Available Modifiers:*

- **Toxic Stream – Drain +3 (Damage Level+1):** *The Acid Stream is even more potent than normal, granting secondary elemental effects when cast at any damage level.*

## Traits

### "Barbaric" (Earn 2 BP)

This *Barbaric* character has no sense of etiquette or social demeanor. This foible puts the character at a **-2** skill rating penalty on their *Etiquette* skill. The *Game Master* may optionally allow this foible to be worked off over the course of a campaign, but this should not be an easy process for the *Barbaric* character.

### "Alchemist" (Spend 6 BP)

The *Alchemist* can take the magical effects of a spell and capturing it, distilling it into liquid form for later use. While the alchemist requires a certain amount of workspace and tools in order to properly perform their crafts, they can more than adequately concoct their goods while out in the field; tool kits and superior working conditions simply grant bonuses to their process. Alchemist creations are usually one of three basic types: *potions*, *elixirs*, and *salves*.

*Potions* are simple concoctions designed to contain the somewhat volatile nature of spells with an *Instant* effect type; this includes healing spells, combat spells, or even manipulation spells (such as banish). *Potions* may have a limitation as to the variety of spells you can create them from, but they more than make up for this limitation. *Potions* can convey their effects in numerous ways; either through drinking one, throwing one at another target, or even just smashing it on the ground. Whichever of these actions are performed, the bottled spell contained within the *potion* is immediately unleashed upon the target person or spot (and the surrounding area, if an area effect spell was used during creation).

*Elixirs* are slightly more stable liquid distillations of any *Sustained* spell type; this can be anything from detection or defensive spells, all the way over to illusion or even portal

spells. Once created, an *elixir* can be used in all the same ways that a *potion* can; either by drinking, throwing, or smashing to unleash the spell effect it contains. The last item type that can be made by the Alchemist is the *Salve*. The *salve* takes far longer to make than either of the other concoction types, but so effectively captures and distills the essence of a *sustained* type spell that the effects last far longer than with an *elixir*. The *salve* is far longer lasting, but resulting in a thicker product that must be rubbed or smeared onto a target in order to trigger the desired effect.

#### Alchemy Creation Attributes

Attribute	Description
Quality	<i>This determines how well the bottled effect works once it is used.</i>
Quantity	<i>This aids in making larger batches of potions. The higher the quantity, the more the number of doses created.</i>
Duration	<i>The duration of the item's effects can be altered via adding to this attribute. This attribute is not used by Potions.</i>
Crafting Time	<i>This cuts down the overall turn-around time for the crafting process.</i>

Crafting with Alchemy starts off with the target spell to be bottled being cast (and having drain resisted) as per normal rules. The target for this spell is a small weighted magical object called a *terminus*, which gives the spell caster a consistent target number of **4** for all of their casting checks. Once this has been accomplished, the Alchemist then uses the *terminus* as part of a mortar and pestle, to permeate various carefully chosen herbs and minerals with the spell effect. At this point the Alchemist rolls his *Alchemy* skill; reference the following table to quickly determine the target number for this skill check.

#### Alchemy Creation

Item Type	Target Number
Potion	Spell Force
Elixir	2 plus Spell Force
Salve	4 plus Spell Force

*Target Number will always be a minimum of 2.*

Note that the Alchemist can also roll any knowledge skill that is complimentary to Alchemy (such as knowledge of herbs, brewing, or even specific background knowledge of alchemy). For every **2** successes generated on the knowledge skill check, add **1** success to the *Alchemy* skill check. Once this skill (or combination of skills) has been rolled, determine the number of successes generated. These successes then get assigned to the attributes for the concoction being brewed. Adding successes to *Quality* increases the overall effect of the bottled spell once it is released, which damage level stage ups for combat or healing spells, etc. Adding successes to *Quantity* increases the number of “doses” that are generated by the entire process, allowing for the creating of batches of things in

batches. Only *Elixirs* and *Salves* use the *Duration* attribute, which adds **1 combat round** per success added for *Elixirs* and **1 hour** per success being added for *Salves*. The final attribute is *Crafting Time*, which is used to speed up the turnaround time for the crafting process.

Each of these attributes must have at least 1 success in them in order to create a viable concoction, resulting in a minimum of **3** success needed as a minimum on Potions, 4 on Elixirs & Salves. Total time to create a batch is half the force of the spell being used, in hours, for Potions... or the full force of the spell in hours for Elixirs and Salves. This time gets divided (rounded up) by the number of successes assigned to *Crafting Time*, allowing the Alchemist to cut down the overall creation time.

In an effort to encourage streamlining of the use of the *Alchemy* aptitude, the *Game Master* is firmly encouraged to **not** force the tracking of herbal / mineral resources and containers to put the concoctions in. Place a flat fee of **1 Gold per Spell Force** on the creation of anything to account for acquiring and using such resources.

## Equipment

### Rotwood Torches

*Rot Wood Torches* are made from the wood of dead trees, and have been specially blessed by a cleric. Burning this wood will keep simple undead (such as zombies, skeletons, and weaker ghosts) at bay up to a radius of 6 meters, while actually imposing a +2 target number modifier penalty to any other undead crossing into this area. *Rot Wood Torches* will burn for a total of 3 hours each.

### Firefly Lantern

The *Firefly Lantern* is built around a magical gem called a ‘firefly emerald’, which constantly radiates a brilliant heatless light. This gem is very small, but has a focusing lens that turns it into a type of *Bull’s Eye Lantern* (which does not require lantern oil).

### Preservationist Sack, Large

*Preservationist* luggage is a definite need for any adventurer planning long trips into the field. Any item that is stored inside this wonderful container will be perpetually preserved, never rotting or otherwise succumbing to the affects of time and decay. It is important to note that this magical effect does not extend to any living creature or entity, as it was designed specifically for the purpose of storing edible goods (or the occasional dead body, should the need arise). The bag cleans up very easily, with mold or mildew never being a problem!

*Preservationist* luggage is not enchanted with enhanced capacity or space in any way, so they can safely be stored in any *Packrat* luggage that an adventurer may have.

## 'The Kitchen Sink'

**Price:** 5 Gold

*For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.*

- 2 sets of Traveler's Grab (Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- "Sleepi-by Bedtime Defender" (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- Arcane Chef™ Insta-Hotplate
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

*The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!*