

SHAMAN

The Whispers of the Ouroboros



CHARACTER INFORMATION

Name: _____

Level: _____

Experience: _____/8 Adventures

Armor Class: 10 (+1 with Nature's Ally in outdoors)

Hit Points: 6 (+1 per level except Level 4)

Speed: 5 squares

Attack Bonus: +3 (+1 with Ancestor's Wisdom)

COMBAT ABILITIES

Primary Attack: Vengeful Spirits

Roll: 1d20+3 vs enemy AC

Damage: 1 spirit damage (2 on natural 20)

Range: 6 squares (no line of sight needed with Spirit Weapon)

Special Ability: Spectral Shackles

When you miss with your first attack each turn, roll 1d20. On 11+, the target is immobilized until your next turn.

EQUIPMENT

Level 2 Equipment: _____

Level 3 Equipment: _____

Level 4 Equipment: _____

QUICK REFERENCE

Your Combat Turn:

1. **MOVE** up to 5 squares (or command spirit companion)
2. **ATTACK** with Vengeful Spirits (1d20+3 vs AC, Range 6)
3. **SPECIAL** Spectral Shackles on missed first attacks (roll 11+ to immobilize)
4. **ENHANCEMENT** Use your chosen level ability if applicable

Out of Combat Actions:

- **Nature Lore:** Knowledge about plants, animals, weather - roll 10+ to succeed
- **Spirit Communication:** Speak with ghosts, spirits, ancestors
- **Healing:** Tend wounds, cure diseases with natural remedies
- **Animal Handling:** Calm beasts, ride animals - roll 10+ to succeed
- **Ritual Magic:** Ceremonies for blessings, guidance, protection

LEVEL PROGRESSION

Level 2 Enhancement (Choose One):

- **■Spirit Guide**
 - Gain animal spirit companion (wolf, eagle, or bear spirit)
 - Companion: AC 12, 3 HP, Speed 6, Attack 1d20+2 for 1 damage
- **■Healing Spirits**
 - Can heal an ally for 2 HP once per adventure
 - Range: Touch any adjacent ally
- **■Ancestor's Wisdom**
 - Once per adventure: Ask "the spirits" for advice (DM gives helpful hint)
 - +1 to attack rolls when using spiritual powers

Level 3 Enhancement (Choose One):

- **■Nature's Ally**
 - Can speak with animals and plants for information
 - In outdoor areas: +1 AC and +1 to attack (nature protects you)
- **■Spirit Weapon**
 - Vengeful Spirits can hit any target within 4 squares
 - No longer need line of sight (spirits find the target)
- **■Protective Ward**
 - Grant +2 AC to one ally for 3 turns, once per adventure
 - Ward also prevents first instance of being stunned/immobilized

Level 4 Enhancement (Choose One):

- **■Great Spirit**
 - Spirit companion becomes powerful: AC 14, 5 HP, can use your special abilities
 - If companion dies, resummon next adventure
- **■Spirit Storm**
 - Once per adventure: All enemies within 3 squares take 1 spirit damage
 - Survivors are shackled (can't move next turn)
- **■Ancestral Champion**
 - Channel ancestor spirit for 3 turns once per adventure
 - While channeling: +3 to attack, +1 damage, can cast any shaman ability

SPIRIT COMPANION STATS

Name:	_____
Type:	■Wolf ■Eagle ■Bear
AC:	12 (14 with Great Spirit)
HP:	3 (5 with Great Spirit)
Speed:	6
Attack:	1d20+2, 1 damage

EQUIPMENT PROGRESSION

Level 2 Equipment (Choose One):

- **■Spiritbond Staff** (+1 Magic Weapon)
Carved from wood where ancient spirits once dwelled.
+1 to attack rolls
- **■Totem of Dual Aspects** (Versatile Weapon)
Can channel either peaceful or wrathful spirits.
Choose +2 attack OR +1 damage each turn
- **■Boomerang of the Wind Spirits** (Returning Weapon)
Blessed by air elementals to always return home.
Thrown weapons return automatically
- **■Hide of the Spirit Bear** (Studded Leather)
Taken with permission from a bear that became a guardian spirit.
+1 AC for light armor users
- **■Cloak of the Ethereal Realm** (Magic Cloak)
Allows the wearer to briefly step into the spirit world.
+1 AC, once per adventure become invisible for 1 turn
- **■Elixir of Life Force** (Healing Potion)
Contains the healing energy of benevolent spirits.
Restore 3 HP, single use per adventure

Level 3 Equipment (Choose One):

- **■Staff of Sacred Flames** (Flaming Weapon)
Burns with the fire of purification ceremonies.
+1 damage, lights up dark areas
- **■Banishing Rod** (Weapon of Smiting)
Carved with symbols that send undead back to rest.
Deal double damage vs undead/constructs
- **■Club of Giant's Bane** (Giant Slayer)
Made from the thighbone of a defeated giant.
Deal +2 damage vs Large creatures
- **■Moccasins of the Swift Deer** (Boots of Speed)
Allow you to run as gracefully as forest creatures.
+2 Speed
- **■Ring of Natural Harmony** (Ring of Protection)
Keeps you in balance with the natural world.
+1 AC, +1 to saving rolls
- **■Medicine Bundle** (Bag of Tricks)
Contains herbs and totems that call forest friends.
Once per adventure, summon helpful animal for 3 turns

Level 4 Equipment (Choose One):

- **■Staff of the Tribal Elder** (Artifact Weapon)
Passed down by the greatest shamans in history.
+2 attack, +1 damage, unique spirit power
- **■Robes of the Spirit Walker** (Armor of Heroes)
Worn by those who bridge the world of living and dead.
+2 AC, immunity to fear/charm effects
- **■Dreamcatcher of Fate** (Talisman of Fortune)
Woven to catch good fortune while sleeping.
Reroll any one die per adventure (keep better result)

NATURE & SPIRIT REFERENCE

- **Animal Speech:** Can communicate basic ideas with natural animals
- **Plant Growth:** Can encourage plants to grow or part for passage
- **Spirit Sight:** Can see invisible spirits and detect undead presence
- **Weather Sense:** Always know if storms or weather changes are coming

COMBAT TIPS

- Stay at range - your attacks work from 6 squares away
- Use Spectral Shackles to control dangerous enemies
- Your spirit companion can flank enemies for your allies
- Support your team with healing and protective abilities

ADVENTURE LOG

Adventures Completed:



Cool Things My Hero Did:

Spirits Contacted:

Nature Allies Met:
