SHAMAN

Wounds:	1D6+6
Move:	4
Weapon Skill:	2
Ballistic Skill:	4+
Strength:	3
Toughness:	3(4)
Initiative:	3
Attacks:	1

Equipment: None.
Weapon: Hunting Spear, causing 1D6+3 Wounds.
Armour: Thick Furs, giving him +1 Toughness.
Pinning: Breaks from pinning on a roll of 4+.
Special Rules
Once per adventure or journey, the Shaman may completely avoid a single Event or Hazard by using his power of augury. A Shaman may cast spells as a Wizard, but has a -1 penalty to his Current Power while in the dungeons. He draws spells from the Amber College spell deck rather than the regular Wizard spell deck.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

• THE SHAMAN •

Among the Colleges of Altdorf is a crumbling tower standing in an overgrown courtyard that serves as the totemic center for the College of Amber. The practitioners of this form of magic, however, are not to be found there. Theirs is the wildest of the Winds of Magic, which blows strongly only in the deep forests where beasts thrive, and is a mere breeze in the civilized lands of men. Shamans of the College of Amber only meet at the tower in the rare times when the Winds of Magic blow so strongly that their presence is felt even in the cities — and at such times creatures of the Warp are sure to be advancing from the blighted north.

Shamans are not social in the least, and many go for years without so much as seeing, let alone speaking to, another human being. They keep company with the beasts of the forests, and dress in skins and furs, adorned with teeth and claws. They are excellent archers and huntsmen, and a welcome (if rare) companion when fighting the forces of Chaos.

SHAMAN ADVANCED PROFILES

Battle Level 2

Wounds:	2D6+6	**Wpn./Bal. Skill:**	2/4+
Strength/Dice:	3/1	**Toughness:**	3(4)
Initiative:	4	**Attacks:**	1

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	3	4	4	4	5	5	6	6	6

Luck: 0
Willpower: 4
Pinning: 4+

POWER: 2D6 **CURRENT POWER: (1D6+2)**

Battle Level 3

Wounds:	2D6+6	**Wpn./Bal. Skill:**	3/4+
Strength/Dice:	3/1	**Toughness:**	3(4)
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

Luck: 1
Willpower: 4
Pinning: 4+

POWER: 3D6 **CURRENT POWER: (1D6+3)**

Battle Level 4

Wounds:	3D6+6	**Wpn./Bal. Skill:**	3/3+
Strength/Dice:	3/1	**Toughness:**	3(4)
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

Luck: 1
Willpower: 4
Pinning: 4+

POWER: 4D6 **CURRENT POWER: (1D6+4)**

Battle Level 5

Wounds:	3D6+6	**Wpn.Bal. Skill:**	3/3+
Strength/Dice:	3/2	**Toughness:**	4(5)
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

Luck: 2
Willpower: 4
Pinning: 3+

POWER: 5D6 **CURRENT POWER: (1D6+5)**

SHAMAN ADVANCED PROFILES

Battle Level 6

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/3+
Strength/Dice:	4/2	**Toughness:**	4(5)
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 2
Willpower: 5
Pinning: 3+

POWER: 6D6 **CURRENT POWER: (1D6+6)**

Battle Level 7

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/3+
Strength/Dice:	4/2	**Toughness:**	4(5)
Initiative:	4	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 2
Willpower: 5
Pinning: 3+

POWER: 7D6 **CURRENT POWER: (1D6+7)**

Battle Level 8

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/3+
Strength/Dice:	4/2	**Toughness:**	4(5)
Initiative:	5	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 3
Willpower: 5
Pinning: 3+

POWER: 8D6 **CURRENT POWER: (1D6+8)**

Battle Level 9

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/2+
Strength/Dice:	4/3	**Toughness:**	4(5)
Initiative:	5	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 3
Willpower: 5
Pinning: 3+

POWER: 9D6 **CURRENT POWER: (1D6+9)**

Battle Level 10

Wounds:	6D6+6	**Wpn./Bal. Skill:**	4/2+
Strength/Dice:	4/3	**Toughness:**	4(5)
Initiative:	6	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 3
Willpower: 5
Pinning: 3+

POWER: 10D6 **CURRENT POWER:(1D6+10)**