WORLDS OF WONDER

BOOK OF FAITH

Avalon Games

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SHAMAN

The priest and wise men of the savage tribes of the world, the shaman is both a minor mage and priest, combining the power of the arcane with the wisdom of the divine. Those that grow with age, do so in wisdom as well, gaining more and more skill in the ways of healing, the spirits and the magic of the world.

Rank	Totem Lord Base Skill 1 DP	Wiseman or Wisewoman 1 DP	Witch Doctor 2 DPs	Spirit Lord 3 DPs
1	+1 Aura	+1 Intelligence	+1 Aura	+1 Intelligence
2	+1 Hit	+10 FPs. 1 Divine Spell	+10 MPs. 1 Matrix Arcanum School	+10 MPs. +10 FPs. +1 Fame
3	1 Pick	+10 FPs. +1 Prestige	+1 Aura	1 Divine Spell
4	+1 Reaction Rolls +1 Fame	1 Divine Spell +1 Fame	+10 MPs. +1 Fame	+10 MPs. +10 FPs. +1 Fame
5	+1 Resistance Level	1 Pick	1 Pick	1 Pick
6	+1 Resistance Level	1 Divine Spell +1 Fame	1 School +1 Fame	1 Matrix +1 Fame
7	1 Pick	1 Divine Spell	1 Matrix +1 Prestige	+10 MPs. +10 FPs.
8	+1 Resistance Level	+10 FPs. +1 Fame	+10 MPs. +1 Fame	1 Divine Spell +1 Prestige
9	+1 Aura +1 Prestige	+10 FPs. +1 Prestige	+10 MPs. +1 Prestige	+10 MPs. +10 FPs.
10	1 Pick	1 Pick	1 Pick	1 Pick

Skill Set Description

Totem Lord

The base skill for the skill set, here the savage wise men gains the first bits of natural lore and power that comes with the title.

Wise Man or Woman

Here the power of the shaman grows, as does their magical power.

Witch Doctor

The power and skill of the Shaman continues to increase with this skill, as does their magical might.

Spirit Lord

The true might and skill of the shaman now has reached it speak with this skill.

School of Magic

When a shaman gains a new school of magic, the player may pick which school they will learn. Note that when the shaman first learns the ways of magic, they must pick the Arcanum school of magic first. They may then pick additional schools thereafter.

Divine Spells

When a shaman is first created a faith should also be picked which they will follow. From that point on, the shaman must pick spells from that faith's listings. When a shaman gains a new divine spell, they may pick a spell equal to or less then their current rank in Totem.

Example

Shar gains a new divine spell and has a current skill rank in Totem of 5. She may thus choose a divine spell from her list of 5th level or less.

MPs and FPs.

A shaman gains both magical and faith points as they progress in ranks within this skill set. Each should be kept separate, as they do not interchange for casting of spells.

Skill Set DPs costs

Some skill sets are either not open to the character once they have taken skill in Shaman, or cost a different amount of DPs.

(Note that some skill sets listed below are not yet available, but will be released with future Worlds of Wonder materials.)

Barbarian:	**10 DPs.**
Magic:	**20 DPs.**
Priest:	**20 DPs.**
Ranger:	**10 DPs.**
Scout:	**10 DPs.**

The following skill sets are not open to shaman characters unless allowed by the GM or game world.

High Priest

Picks for Shaman Skill Set

Charm
Fetish
Healer
Herbalist
Hex
Mage
Priest
Spirit Dance
Spirit Guide
Spirit Walk
Totem
Trance

Pick Descriptions

Charm

Able to craft small, magical charms, the shaman can create a magic item in power up to the character's rank in the base skill, Totem Lord. The character need not use the enchanter school of magic to do this, but must still follow all normal enchanting rules.

Example

Shar wants to make a magic charm and has a current rank in Totem Lord of 7. She may thus make a magical item with up to 7 magical power levels.

See **School of Enchanting** for details

Fetish

Able to craft a small, animal based charm, fetishes offers the one that wears it a bonus to a single stat. This bonus is applied as long as the fetish is worn. Only one fetish can be worn at a time though. The level of the bonus is based on the Shaman's Aura, as shown below.

9 –11:	**+1**
12 – 15:	**+2**
16 – 18:	**+3**
19 – 20:	**+4**
21:	**+5**

Herbalist

Able to seek out and use natural herbs and poultice, the shaman can spend time seeking these herbs as shown on the herb chart.

See **Equipment** for details

Hex

Able to place a minor curse on another, the shaman can apply a -1 modifier to another character or humanoid's roll. This hex will last 1 day per Aura of the Shaman.

Mage

Able to use magic, the shaman can buy the Magic skill set at the normal cost of 15 DPs.

Priest

Able to become a full priest, the shaman can buy the Priest skill set at the normal cost of 15 DPs.

Spirit Dance

Able to perform a special dance, the shaman can cast their spells through the use of ritual, song and movement. Any spell thus cast cost 1/2 the MP / FP cost. The casting time can take several hours though. (Based on the GM's view of the situation)

Spirit Guide

The shaman has gained the aid of a spirit guide, one that aids them in times of danger and troubles. The guide offers each month, a +1 to one of the shaman's stats. The stat to be effected can change from month to month as the shaman wishes.

Spirit Walk

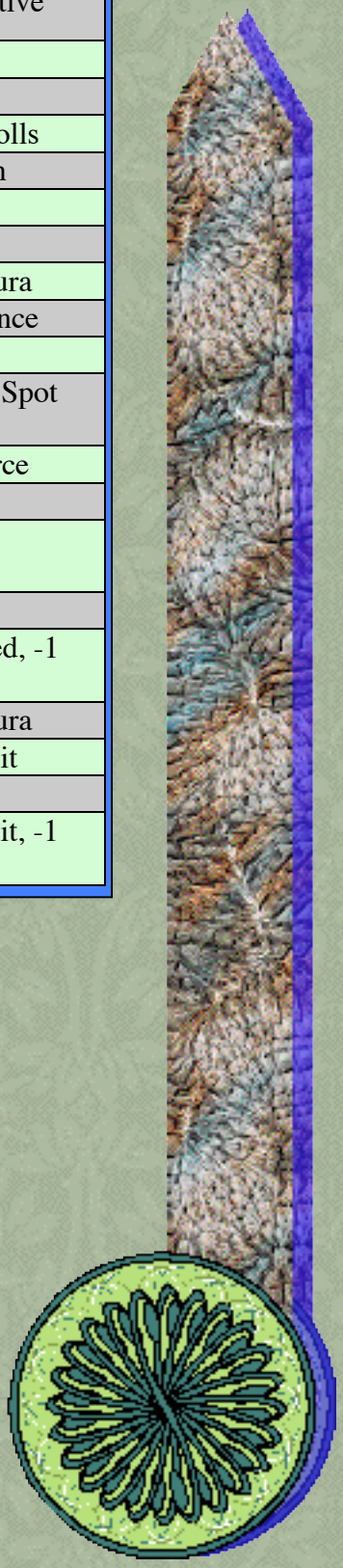
Able to enter the spirit world, and there seek advice, wisdom and aide from the spirits that reside there. Once in the spirit world the shaman can ask one question of the GM. While in the spirit world the shaman is tested, and should they pass the test, the spirits will aide the shaman. Should they fail, well the spirits can be a harsh teachers and the shaman is harmed, both in the physical world and the spiritual world. (Up to the GM what sort of punishment is handed out)

Should the test be passed, the spirit will answer one question asked of them, no matter what it is. Be cautioned though, the spirits can be difficult to understand at times and often confuse the truth in riddle and pose.

Totem

The shaman gains an animal totem, a spirit beast that matches his or her own personality and spiritual self. When a totem is gained, roll on the chart below to see the type and its effects.

Roll 1D20	Totem Animal	General Attitude	Bonuses
1	Fox	Cunning, Swift	+1 Speed and +1 Initiative
2	Cat	Quiet, Sneaky	+1 Speed, +1 DCL
3	Mouse	Small, Worrisome	+2 Spirit Force
4	Dog	Loyal. Friendly	+1 Hit, +1 Reaction Rolls
5	Bear	Rough, Strong	+1 Hits, +1 Strength
6	Lion	Violent, Lordly	+1 OCL, +1 Aura
7	Eagle	Proud, Regal	+2 Aura
8	Hawk	Wise, Brave	+1 Intelligence, +1 Aura
9	Fish	Fast, Thoughtful	+1 Speed, +1 Intelligence
10	Turtle	Slow, Wise	-1 Speed, +4 DCL
11	Bat	Sees all but blind	+4 Awareness Rolls, -2 Spot Rolls.
12	Rabbit	Shy, Selfless	-1 Aura, +3 Spirit Force
13	Bull	Strong, Stubborn	-1 DCL, +3 Hits
14	Ram	Head Strong, Combative	+2 OCL
15	Sparrow	Fast, Creative	+1 Speed, +1 Aura
16	Rat	Greedy, Cunning	+2 Intelligence, +1 Speed, -1 Aura
17	Snake	Cunning, Wise	+1 Intelligence, +1 Aura
18	Squirrel	Sure, Thoughtful	+3 Intelligence, -1 Hit
19	Horse	Dependable, Hearty	+1 Body, +1 Hit
20	Wolf	Combative, Willful	+1 OCL, +1 DCL, +1 Hit, -1 Aura



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Mini-Games
Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder
Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions
Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana
Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek
Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.