

FREEDOM SQUADRON

SHAMAN

Shamans serve as conduits between the supernatural and the natural world, interacting with spirits to channel powers of knowledge, healing, and more as needed. They tend to be much more comfortable in the wilderness and away from urban settings, though there are more than a few exceptions to the rule who are fine meditating on a high-rise roof with a cup of craft cold brew coffee. As the world grows ever stranger, Freedom Squadron seeks out those Shamans willing to bring their gifts to bear against the supernatural threats offered by VENOM.

Hero's Journey (One Roll)

Shamans spend a great deal of time and energy developing their abilities and honing their craft. This leaves little room for outside training and experiences, which means they have a lot of learning and practicing to do when they join Freedom Squadron.

They gain one roll on one of the following charts: Close Quarters Combat, Combat Medicine, Infantry, O-Ops, Physical Training, Search & Rescue, or Special Operations.

Shaman Abilities and Bonuses

Wise folk, healers, and outdoor survivalists, Shamans bring excellent skill sets and talents to their Freedom Squadron Mission Teams. Even those with modern sensibilities know the power of connecting to the natural world.



- **Healer:** All Shamans begin with the Healer Edge, knowledgeable in both supernatural and mundane healing techniques.
- **Inner Strength:** A Shaman must possess a very powerful soul to interact with the spirit world. They begin with a d8 Spirit.
- **Naturalist:** A Shaman knows their way around the woods and wilderness. They start with the Woodsman Edge.
- **Shamanic Path:** Shamans begin with Arcane Background (Miracles). They also begin with Faith at d6. It's up to the player to determine the Trappings and other details of their specific practice (see Magic and Psionics for more).

