



## WAAAGH SHAMAN

Orc, Goblin

Orc and Goblin wizards are called shamans. Shamans have a special and occasionally respected role in the tribes as doctors, magicians, fonts of wisdom (of a kind) and fortune tellers. An Orc Shaman is also a living conduit to Gork and Mork and can wield such arcane might that even the crustiest old Warbosses have to be impressed.

The power of a Shaman comes not just from the Winds of Magic, or 'da Great Green' as greenskins know it, but also from the raw energy radiated by their fellow Orcs. As they advance into battle, the Waaagh! energy rises, allowing a Shaman to focus that force through the power of his mind. What erupts out of the Shaman are spells as brutal as the Orcs themselves. Shamans have been known to cause a foe's brains to burst out of his skull, to shoot death beams out of their own beady eyes or to summon an almighty green foot from the skies to stomp and squish any unfortunate enough to be underneath. By using the awesome powers of greenskin magic to destroy an enemy, Orc Shamans earn the right to their eccentricities.

The greenskins do not have to concentrate to channel their energy to the shaman, and the shaman is not always receptive, willing or trained to receive it. As a result, the effects are often unpredictable, and only through practice, eating a lot of mushrooms and a fair bit of luck can greenskin shamans learn to focus enough to stop the outburst of random magical energy from roasting half their tribe to a light crisp.

Fortunately Shamans learn at an early age that the only way to avoid extreme pain (and worse) is to allow their minds to release the mounting energy in the form of a spell. In immature Orcs this takes the form of random explosions and unconsciously generated poltergeist activity in which objects mysteriously fly about the room and smash against the walls. A mature Shaman learns how to control these powers and turn them to his advantage in the form of powerful energy blasts and radiant spells of destruction.

### WAAAGH SHAMAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		☠		✂			+	+	☠

### Career Path

#### ✚ Chosen — Brass 1

**Skills:** *Channeling* (Waaagh!), Dodge, Intuition, Language (Magick), Lore (Waaagh!), Melee (Brawling), Outdoor Survival, Perception,  
**Talents:** Petty Magic, Second Sight, Sixth sense, Resistance (Chaos).

**Trappings:** Shamanic Staff, Greenskin Idol.

#### ✂ Waaagh! Shaman — Brass 3

**Skills:** Athletics, Cool, Intimidate, Melee (Any), Swim, Track  
**Talents:** Arcane Magic (Waaagh!), Fearless (all), Holy Visions, Rover  
**Trappings:** Assortment of Skulls, Bones and Toxic Mushrooms.

#### ☠ Great Shaman — Silver 2

**Skills:** Animal Care, Charm Animal, Lore (Gork and Mork), Navigation  
**Talents:** Aethyric Attunement, Magical Sense, Menacing, Resistance (Disease)  
**Trappings:** Ceremonial Cloak, Headdress, Favor of the Warboss.

#### ☠ Shaman Lord — Gold 1

**Skills:** Endurance, Secret Signs (Hunter)  
**Talents:** Blather, Commanding Presence, Coolheaded, Waaagh!  
**Trappings:** Unfettered Bloodlust, Horde of Greenskins at your back.

### Waaagh!

**Max:** Strength Bonus

A gathering of Orks generates a psychic field known as the Waaagh!, which allows Orks to instinctively recognize who is "bigga" and therefore in charge. "Waaagh!", which is a guttural slang for the word "War!", is an almighty phenomenon, an almost spiritual calling to war that fills every Greenskin with frenetic energy. Once per Combat Encounter, the greenskin who calls on the Waaagh! instantly gains a number of *Advantage* equal to their rank in this talent and is *immune to Psychology*; as does any Greenskin withing Willpower yards who answers the call to war.

