



## Shaman

Uz shamans conduct rituals, summon ancestors, deal with friendly spirits and protect the family and clan. Usually, shamans choose their daughters or nieces to train as apprentices; it is rare for males to be trained as shamans, but male shamans are not inherently less powerful.

**Mundane Abilities:** Craft Fetish, Dance Summoning Circle, [Great Spirit] Tradition Knowledge, [Spirit] Practice Knowledge, Shamanic Escape, Spirit Combat, Spirit Sight, Spirit World Travel

**Typical Personality Traits:** Demented, Heartless, Scary.

**Typical Relationships:** to spirits known.

**Magic:** Choose a primary tradition from Korasting or Kropa, and a suitable practice appropriate for your region.

**Living Standard:** Common.

**Equipment:** Fetishes and ritual objects, dwelling.

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## Dance Summoning Circle

Uz do not draw their circles of summoning; they dance them, delineating the boundary of the Spirit World. A few traditions have other methods, as discussed in the magic keywords.

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## Trollball Player

Trollball is the favourite sport of uz, and any clan has at least a small sandlot team. Large clans may even have semi-professional teams supported by a Death Lord, Karrg's Son or a powerful mother. Further information

on Trollball and teams is given later in the book, but this keyword is appropriate for a semi-professional player or a full-time player in a known team but not one of the famous ones such as the Sazdorf Whackers and Tacklers or the Salt Lake All-Blacks.

**Mundane Abilities:** Betting, Catch, Close Combat (Brawling, Trollball), Fast Talk, Grab Enlo, Knock Over Foe, Ranged Combat (Throw), Run in Armour, Trollball Rules, Trollball Trivia.

**Typical Personality Traits:** Boisterous, Sports Fanatic.

**Typical Relationships:** to family, to team.

**Magic:** Karrg, Korasting, Vaneekara or Zorak Zoran.

**Living Standard:** Common. (The best semi-professionals may be prosperous)

**Equipment:** Mace, heavy armour, 1 enlo 'game ball' follower.

## Warrior

Warriors defend their clan from enemies, and raid those who would cause harm to the clan. This includes traditional enemies like aldryami, humans, mostali and chaos creatures. It may also include other uz clans; raiding other uz, usually to obtain food, is not uncommon. Most uz can fight, but warriors are a picked élite who are supported full-time by the clan or tribe. Most warrior uzko fight as heavily-armed guerrillas who attempt to ambush and surprise foes when possible but who are able to form into units when necessary. Warrior uzko use swarms of enlo to wear down a foe, then commit themselves to the battle in a terrifying horde.

**Mundane Abilities:** Acute Darksense, Close Combat (Mace & Shield, Maul, Guerrilla-style), Command Enlo, Hide, Ranged Combat (Sling), Recognise Foe, Run on Broken Ground, Sneak.

**Typical Personality Traits:** Brave.

**Typical Relationships:** to clan, to wargang leader.

**Magic:** Boztakang, Karrg, Vaneekara or Zorak Zoran.

**Living Standard:** Common

**Equipment:** Armour of leather, furs, mace, maul, metal and insect chitin, shield, sling, place to sleep.

## UZDO OCCUPATIONS

Uzdo are usually the slaves or servants of powerful uzko. Uzdo are sometimes intelligent enough to survive on their own, but very can thrive without the direction of an uzko: even free uzdo usually attach themselves to an employer or friend. An uzdo's strength and size commands respect and fair treatment, however, even if it is a slave.

## Labourer

Uzdo labourers haul burdens and perform simple crafts as directed by an owner or overseer. While not intelligent, an uzdo can worker harder and longer than any uzko. Most are given rudimentary training in fighting, since their strength and size is valued in creating militias to defend clan strongholds.

**Mundane Abilities:** Carry Heavy Load, Close Combat (Maul), Work Without Tiring.

**Special Skills:** Two appropriate skills chosen by your owner