



## COMBATANT CARD

<b>Name:</b>			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Range:</b>

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<b>Leader:</b>			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

<b>Spell User: PP:</b>		<b>Elem. Bonus:</b>

<b>Note:</b>	<b>Race:</b>	<b>Base:</b>	<b>TPC:</b>

## PROFESSION CARD

IMAGE

<b>ARMS MASTER</b>	
Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	Mentalism Spells Lvl 1-3
Experience Points:	<div>F</div> <div>H</div> <div></div> <div></div>

1- Handed	2-Handed	Blocking	Special
<b>PASSIVE SKILL RANKS 1-4</b>			
+2 to AR	+1 Damage	+1 SB	+2 Def
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+2" Leader Range
Ignore Armor	Ignore SB	+2 SB	-2 Rs
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En

<b>ACTIVE SKILL RANKS 1-4</b>			
+1D6 AR	+1D10	Use shield against 2 attacks	Hit target is reduced to 1/2 MR for 2 turns.
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	+5 to maneuver rolls for 1 unit within 5".
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	+5 to ARs for 1 unit within 10" this turn.
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	Attunes weapon to specific enemy dealing double damage.

