



## COMBATANT CARD


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

Spell User:	PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:

## PROFESSION CARD

## IMAGE

FIGHTER	
Bonus:	+5 Endurance
Bonus:	+1 Defense
Restriction:	+5 Resistance
Experience Points:	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">F</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">H</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">  </div> </div>

1- Handed	Polearms	Blocking	Special
<b>PASSIVE SKILL RANKS 1-4</b>			
+2 to AR	Use as +1 SB	+1 SB	+5 En
+2 Damage	Use as +2 SB	1/2 SB Weapon Blocking	-1 Mo
Ignore Armor	Use as +3 SB	+2 SB	+10 En
+4 Damage	Use as +4 SB	Full SB Weapon Blocking	-2 Mo
<b>ACTIVE SKILL RANKS 1-4</b>			
+1D6 AR	Attack enemies 2" away	Use shield against 2 attacks	Break down doors at 1/2 MR
2 attacks against same enemy	Separate combatant from mount within 2"	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Attack 5" away (loses weapon)	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	2xMR charge against medium enemies. All affected roll for disruption	Continue 2 turns after End. 0



**IRON  
CROWN**

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