



COMBATANT CARD

Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:

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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User: PP:		Elem. Bonus:

Note:	Race:	Base:	TPC:

PROFESSION CARD

IMAGE

ROGUE	
Bonus:	+1 Range Increment
Bonus:	+1 Defense
Restriction:	Only Medium Armor
Experience Points:	<div>F</div> <div>H</div> <div></div>

1- Handed	Missile	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+1 MR
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+5 En
Ignore Armor	+2 Range	+2 SB	Scale walls at 1/4 MR
+4 Damage	Ignore SB	Full SB Weapon Blocking	Move by combatants
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Use shield against 2 attacks	-2 Attack Rolls from 1 enemy or unit
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Double damage for successful attack	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	2xMR charge against medium enemies. All affected roll for disruption	1/2 enemy Defense Stat for 1 attack. Double damage when successful

