


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

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

Spell User:	PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:

MAGICIAN	
Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Armor / No Shield
Experience Points:	<div style="display: inline-block; border: 1px solid black; padding: 5px; margin-right: 10px;">F</div> 

1- Handed	Staffs	Elem. Laws	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	3x3x3" cube within 10" causes 2 hits.	Within 10", all inside 3" radius suffer 2 hits.
2 attacks against same enemy	1 attack against 2 enemies	Ring of fire with 5" radius causes 1D6 damage.	Within 20" and inside 5" radius, all failing RR+2 stun 2 turns.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	4 targets within 20" suffer 1D6+ 1D10+4+ESB (Highx2) attack.	Within 10" and inside 5" radius, all are 1/4 MR or suffer 6 hits
3 attacks against any enemies	1 attack against 4 enemies	Within 20" and inside 5" radius, all suffer 1D6+1D10+8 (High+2) attack.	Within 20" and inside 5", all failing RR+5 suffer 5 hits.

