BLADESTORM™

COMBATANT CARD

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:

PROFESSION CARD

BARBARIAN	
Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	+6 Resistance
Experience Points:	F H

1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+5 En
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	Wield 2-Hd weapons as 1-Hd
Ignore Armor	Ignore SB	+2 SB	+2 Def
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10	Use shield against 2 attacks	-4 AR for adjacent enemies
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	2 attacks against any enemies
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	Kick 1 medium enemy 2" (5 hits) or 1 small 6" (7hits)
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	For 1D6 turns, regain 5 hits and make 2 attacks per turn. (not stackable)

IMAGE

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