



ARMS MASTER

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
PASSIVE SKILL RANKS 1-4			
+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
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	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.