



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

DRUID	
Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	Light Armor, No Shield
Experience Points:	<div>F</div> <div></div>

Staffs	Missile	Polearms	Special
PASSIVE SKILL RANKS 1-4			
Use as +1 SB	+1 Damage	Use as +1 SB	-2 Rs
Use as +2 SB	+2 to AR	Use as +2 SB	+5 PP
Use as +3 SB	+2 Range	Use as +3 SB	+5 En
Use as +4 SB	Ignore SB	Use as +4 SB	+10 PP
ACTIVE SKILL RANKS 1-4			
Successful attack pushes enemy back 2"	+1D6 for each round of aiming (max 3 turns)	Attack enemies 2" away	Enemies are 1/4 MR within 3" for 2 turns
Jump 3" away to evade 1 attack	3 attacks against 2 targets within 1" of each other	Separate combatant from mount within 2"	Enemies within 3" are -4 AR and suffer 2 hits for 2 turns
Move into enemy flank for 1 +2D6 attacks	Double damage for successful attack	Attack 5" away (loses weapon)	+4 to ARs for 3 turns
Jump behind enemy for 3 rear attacks	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	Living adjacent enemies suffer 4 hits poison damage for 4 turns



IRON CROWN

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