



COMBATANT CARD

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|----------------|----------------|----------------|---------------|
| 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 | |

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| Spell User: PP: | | Elem. Bonus: |
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| Note: | Race: | Base: | TPC: |
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PROFESSION CARD

IMAGE

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

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| 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 |

