


CLERIC

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Edged or Ranged Weapons
Experience Points:	<div>F</div> <div>H</div> 

1- Handed	Blocking	Staffs	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 SB	Use as +1 SB	-2 Rs
+2 Damage	1/2 SB Weapon Blocking	Use as +2 SB	+5 PP
Ignore Armor	+2 SB	Use as +3 SB	+5 En
+4 Damage	Full SB Weapon Blocking	Use as +4 SB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Use shield against 2 attacks	+1D10 AR	Calm disruption
2 attacks against same enemy	1 additional 2D6+SB attack, push target 2"	1 attack against 2 enemies	If Undead RR+3 within 4" fails, they become disrupted
Attack 5" away (loses weapon)	Ignore 1 attack from any direction	1 attack against 2 enemies in a line 2" away	If RR+5 fails, target is blind (-10 AR) for 1D6 turns
3 attacks against any enemies	2xMR charge against medium enemies. All affected roll for disruption	1 attack against 4 enemies	Immediately return within 5" of where the game started