



## MENTALIST

Bonus:	+5 Power Points
Bonus:	2+ Defense
Restriction:	Light Armor / No Helmet
Experience Points:	 

1- Handed	Staffs	MA: Sweeps & Throws	Special
<b>PASSIVE SKILL RANKS 1-4</b>			
+2 to AR	Use as +1 SB	+1 to AR	-2 Rs
+2 Damage	Use as +2 SB	+2 Damage	+5 En
Ignore Armor	Use as +3 SB	Ignore SB	+5 Def
+4 Damage	Use as +4 SB	+4 Damage	+10 PP
<b>ACTIVE SKILL RANKS 1-4</b>			
+1D6 AR	+1D10 AR	Successful attack pushes enemy back 2"	1 target within 20" is stunned unless RR+1.
2 attacks against same enemy	1 attack against 2 enemies	Jump 3" away to evade 1 attack	Exchange PPs with another mentalism user.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 1 +2D6 attacks	All within 5" failing RR+3 are stunned for 2 turns.
3 attacks against any enemies	1 attack against 4 enemies	Jump behind enemy for 3 rear attacks	Switch mind and spell casting ability with adjacent combatant.