



## COMBATANT CARD

<b>Name:</b>			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
<b>Weapon:</b>	<b>Attack:</b>	<b>Damage:</b>	<b>Range:</b>

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<b>Leader:</b>			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

<b>Spell User:</b>		<b>PP:</b>	<b>Elem. Bonus:</b>

<b>Note:</b>	<b>Race:</b>	<b>Base:</b>	<b>TPC:</b>

## PROFESSION CARD

## IMAGE

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



IRON CROWN

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