

Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:

Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User:	PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:

PROFESSION CARD

ILLUSIONIST	
Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	No Armor / No Shield
Experience Points:	<div style="display: inline-block; border: 1px solid black; padding: 5px; margin-right: 10px;">F</div> <div style="display: inline-block; border: 1px solid black; padding: 5px;">  </div>

1- Handed	Staffs	Molding	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	1 target within 10" has -10 AR	Attacks 1 target within 20" with 3D6+2 (High)
2 attacks against same enemy	1 attack against 2 enemies	1 target within 10" is stunned for 2 turns.	For 2 turns, only 10% success for enemy ARs.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	1 target within 10" has MR reduced for 3 turns	False image within 20" for 3 turns.
3 attacks against any enemies	1 attack against 4 enemies	Enemies within 10" radius make RR+4. All failing are stunned for 4 turns.	RR+5 within 3" radius. All failing are stunned for 4 turns.

