BLADESTORM™

COMBATANT CARD

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

LAY HEALER	
Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	Light Armor / No Helmet
Experience Points:	F H

1- Handed	Staffs	MA: Strikes	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 Damage	-2 Rs
+2 Damage	Use as +2 SB	+2 AR	+5 En
Ignore Armor	Use as +3 SB	Ignore Armor	+5 Def
+4 Damage	Use as +4 SB	+3 Damage	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	If successful, enemy loses Counter Attack	Heal 5 hits on one adjacent combatant.
2 attacks against same enemy	1 attack against 2 enemies	Dodge and move 3" to evade 1 attack	Cancel any condition on one adjacent combatant
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 2 +1D6 attack	Full En and remove any condition.
3 attacks against any enemies	1 attack against 4 enemies	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	Within 5", all friendly combatants heal 1D6 hits for 3 turns.

IMAGE

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