

FIGHTER

Bonus: +5 Endurance

Bonus: +1 Defense

Restriction: +5 Resistance

Experience Points:

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1- Handed	Polearms	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 SB	+5 En
+2 Damage	Use as +2 SB	1/2 SB Weapon Blocking	-1 Mo
Ignore Armor	Use as +3 SB	+2 SB	+10 En
+4 Damage	Use as +4 SB	Full SB Weapon Blocking	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Attack enemies 2" away	Use shield against 2 attacks	Break down doors at 1/2 MR
2 attacks against same enemy	Separate combatant from mount within 2"	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Attack 5" away (loses weapon)	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	2xMR charge against medium enemies. All affected roll for disruption	Continue 2 turns after End. 0