

## ILLUSIONIST

Bonus: +5 Power Points

Bonus: +2 Defense

Restriction: No Armor / No Shield

Experience Points:

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1- Handed	Staffs	Molding	Special
<b>PASSIVE SKILL RANKS 1-4</b>			
+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
<b>ACTIVE SKILL RANKS 1-4</b>			
+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.