



Movement:				Morale:	
Defense:		Shield:		Armor Type:	
Endurance:		Maneuver:		Resistance:	

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

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Resistance:

Range:

Elem. Bonus:

TPC:



COMBATANT CARD

Name:

Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	

Weapon:	Attack:	Damage:	Range:
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Leader:

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

Spell User:	PP:	Elem. Bonus:
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Note:	Race:	Base:	TPC:
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Resistance:

Range:

Elem. Bonus:

TPC: