




Spelleater

Enforcer (7), Living

<i>Might</i> -1	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 7 (14)	<i>Charge</i> 6	<i>Wounds</i> 6	





Skills: Notice 2, Track 1, Enchanting 3, Sorcery 4  , Intimidate 1, Scrutiny 1, Acrobatics 3, Athletics 2, Centering 5, Stealth 1, Toughness 1


Redirect Magic: When this character is targeted by an enemy's Magical Action, the enemy loses any suit associated with their Magical Skill; this character gains those suits until the end of the round.


Magical Shielding: Friendly characters within  6 reduce all damage they suffer by 1, to a minimum of 0.


Ritualistic Caster: When declaring Triggers, this character may declare any number of Triggers and may even declare the same Trigger multiple times. Each suit in this character's final duel total may only be used to pay for a single Trigger.

(1) Captured Sorcery (Sorcery/Intellect)

AV: 7  (14 ) TN: 8  Rg:  10 Resist: Df
Target suffers 2/3/4 damage.

 **Burning Brand:** Every character damaged by this attack gains **Burning +1**.

 **Drain Magic:** After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

 **Parasitic:** When damaging, the target suffers +1 damage and this character heals 1.

(0) Siphon Power (Enchanting)

Select a Magical Skill on one enemy within 10 yards. Reduce that Skill by -2 or remove a Trigger associated with that Skill; this character then increases a Magical Skill of its choice by +2, or may add a suit of any kind to its final duel totals.

