



SORCERER'S STATS AS AZURE WARRIOR AND SPELLBOOK

SHP CURRENT SOUL HP

... + ... = ...
(SOUL + PURCHASED REFLEXES)

REFLEXES

... + ... + ... = ...
(REFLEXES + ASTRAL SHIELD + PURCHASED PARRYING)

PARRYING

... + ... = ...
(BASE MOVEMENT SPEED (AS SOUL INSTEAD OF SPEED) + PURCHASED MOVEMENT SPEED)

MOVEMENT SPEED

SPELLPOINTS CURRENT SPELLPOINTS

ASTRAL ARMOUR

MDR

FIGHTING AS AZURE WARRIOR GRANTS YOU DR 20 AGAINST NONSILVER AND NONSOULBLEED WEAPONS.

MAX AMOUNT OF CONTROLLED ANIMALS

AMOUNT OF CONTROLLED ANIMALS

MAX AMOUNT OF CONTROLLED UNDEAD

AMOUNT OF CONTROLLED UNDEAD

WHEN FIGHTING AS AZURE WARRIOR:

- FOR ATTACK BONUS RECALCULATE YOUR WEAPON SKILL USING SOUL ATTRIBUTE
- FOR DAMAGE BONUS, USE SOUL INSTEAD OF BODY.
- SOULBLEED WEAPONS CAN ONLY DAMAGE SOUL HEALTH POINTS.
- SOULBLEED WEAPONS PIERCE ALL NONMAGICAL PHYSICAL PROTECTION.

FIGHTING AS AZURE WARRIOR GRANTS YOU SOME SPECIAL PROPERTIES OF ETHEREAL OTHERWORDLING:

- IMMUNITY TO PRECISION DAMAGE (SNEAK ATTACKS AND CALLED SHOTS)
- IMMUNITY TO POISONS AND DISEASES
- IMMUNITY TO ACID AND FIRE DAMAGE
- IMMUNITY TO ELECTRICAL DAMAGE

(TYPE OF FAMILIAR OR GUARDIAN SPIRIT)

PRESENCE OR SOUL ; SPEED ;
PRECISION ; INTELLECT ;
INSTINCT

HP OR SHP

REFLEXES

PARRYING/ STATIC PARRYING

DR

MOVEMENT SPEED

WILLPOWER (MORALE)

SPELL RESISTANCE

ATTACK AND DAMAGE

IMPORTANT SKILLS AND ABILITIES

WEAPONS AND SPECIAL ATTACKS	ATTACK BONUS	NUMBER OF ATTACKS	DAMAGE	PIERCING	RANGE OR REACH	SPECIAL PROPERTIES AND/OR AMMUNITION

ROLL AGAINST

SPELLPOINT COST:

ROLL AGAINST

SPELLPOINT COST:

ROLL AGAINST

SPELLPOINT COST:

ROLL	AGAINST
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