



SORCERER'S STATS AS AZURE WARRIOR AND SPELLBOOK

SHP CURRENT SOUL HP

REFLEXES

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

PARRYING

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

MOVEMENT SPEED

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

- 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:	

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SPELLPOINT COST:	

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