MAGICIAN
WARDEN

Career Skills: **Alchemy, Charm, Cool, Crafts, Culture, Discipline, Lore, Wit | Coercion, Discipline, Resolve, Vigilance**

DEFLECT
When hit by a Magic attack, suffer 3 strain to reduce damage by 2 + ranks in Deflect.
COST 5

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 5

FOCUS
When suffering strain involuntarily, suffer 1 less strain per rank of Focus, to a minimum of 1.
COST 10

DEFLECT
When hit by a Magic attack, suffer 3 strain to reduce damage by 2 + ranks in Deflect.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SAW IT COMING
Once per session when you or any ally within medium range is targeted by an attack, may cast Barrier as an out-of-turn incidental.
COST 15

FOCUS
When suffering strain involuntarily, suffer 1 less strain per rank of Focus, to a minimum of 1.
COST 15

CONSTANT VIGILANCE
May always use Vigilance when making checks to determine initiative.
COST 15

HEIGHTENED AWARENESS
Allies within engaged range add ■ ■ to Perception and Vigilance checks. Allies within short range add ■ .
COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
COST 20

CAN'T TOUCH THIS
May use the Deflect talent to reduce damage from Ranged checks as well as Magic attacks targeting you.
COST 20

FIERY CONVICTION
Once per session, may spend 1 Destiny Point to perform a Resolve action as a maneuver.
COST 20

DEFLECT (IMPR.)
When deflecting a hit that generated ▼ or ⚙ ⚙ ⚙ , may suffer 2 additional strain to hit attacker once with Magic attack (dealing base damage) after original attack resolves.
COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.
COST 25

SAW IT COMING (IMPR.)
Twice per session when you or any ally within medium range is targeted by an attack, may cast Barrier as an out-of-turn incidental.
COST 25

DEFLECT (SUPR.)
If you did not make a combat check during your previous turn, may suffer 1 strain to use Deflect.
COST 25

NATURAL MYSTIC
Once per session, may reroll any 1 Resolve check.
COST 25