

## Battlemage

### [Mage, Bard]

Wearing heavy armor will generally hinder the summoning of arcane magics that require a somatic component, but not all casters are affected to the same degree. With practice, the penalty to magic skill roll for wearing armor can be overcome. This is not a skill per se, but rather a bonus to magic skill roll with a limitation, "-1, only to counter penalties for wearing armor." The caster can purchase as many ranks as desired, at one point a piece towards all of his/her magic skills. Mages may apply this bonus towards any type of armor, but Bards may never cancel out their penalties for wearing hand armor by this route.

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