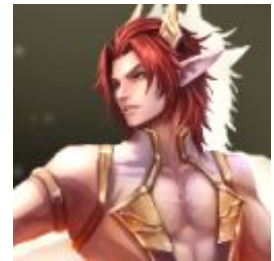


# Flameshaper · Helian League · Eldfall Chronicles



| Size   | Classes            | Cost | Limit | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M  |
|--------|--------------------|------|-------|-----|-----|-----|-----|-----|-----|----|---|-----|----|----|
| Medium | Soldier / Sorcerer | 15   | 3     | 2   | 6   | 8   | 8   | 8   | 12  | 12 | 8 | 1   | 1  | 12 |

## Classes

**Soldier.** Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

**Sorcerer.** In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

## Traits

**Affinity (Fire).** A model with this Trait can cast (Fire) Spells. (For example: Fire = fire, water, profane, etc.)

## Skills

**Chain Attack.** Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

## Spellcrafts — Art of Sorcery (Level II)

| Spell  | Lvl | Element | Type                              | PW  | RCH | STK | Effect            |
|--------|-----|---------|-----------------------------------|-----|-----|-----|-------------------|
| Ignite | I   | Fire    | Spell, Sorcery / Ranged           | INT | 16  | STA | Burn 1            |
| Flare  | II  | Fire    | Spell, Sorcery / Melee And Ranged | INT | 3   | 1   | Sweep II; Burn 2. |

## Inventory

— no inventory. Relies on spells / class abilities.