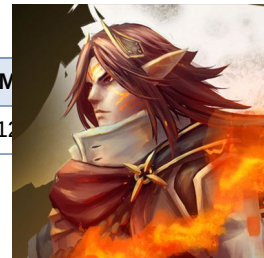


# Flameweaver Noble

· Helian League · Eldfall Chronicles

| Size   | Classes          | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M  |
|--------|------------------|-----|-----|-----|-----|-----|-----|----|---|-----|----|----|
| Medium | Mage / Enchanter | 2   | 5   | 8   | 10  | 8   | 14  | 12 | 8 | 3   | 2  | 12 |



## Classes

**Mage.** When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjunction-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

**Enchanter.** Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

## Traits

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

## Spellcrafts — Art of Sorcery (Level III)

| 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.   |
| Fireball | III | Fire    | Spell, Sorcery / Ranged           | INT | 16, AoE: Circular L | 1   | Targetless; Burn 1. |

## Spellcrafts — Art of Enchanting (Level III)

| Spell         | Lvl | Element | Type                                  | PW | RCH | STK | Effect                                                                                                                                                                           |
|---------------|-----|---------|---------------------------------------|----|-----|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Burning Touch | I   | Fire    | Spell, Enchantment / Melee And Ranged | ★  | 16  | 1   | Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.                                    |
| Melting Touch | II  | Fire    | Spell, Enchantment / Ranged           | *  | 16  | 1   | Target gains: Ignore Armor; Burn 1.                                                                                                                                              |
| Flameskin     | III | Fire    | Spell, Enchantment / Ranged           | *  | 16  | 1   | A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed. |

## Inventory

Inventory space: 5

| Item                 | Qty | Cat.      | PW  | RCH | STK | WGT | Effect                                                                         |
|----------------------|-----|-----------|-----|-----|-----|-----|--------------------------------------------------------------------------------|
| Sword                | 1   | Weapon    | T   | 1   | STA | 1   | —                                                                              |
| Dagger               | 1   | Weapon    | T-3 | 0   | STA | 0   | <b>Throwing.</b> +1 STK when used against a model in <b>Crouched</b> State.    |
| Scepter of Sorceries | 1   | Accessory | —   | —   | —   | 1   | When casting <b>Sorceries</b> in the Active Role, the wearer may reroll 1 die. |

## Special

When an allied model within Awareness is casting a spell (including self), you may remove a Mana Counter from this model, and re-roll 1 failed roll.