

Tomoe, Endless Rain · Neutral · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 6   | 10  | 10  | 12  | 10  | 12 | 10 | 1   | 2  | 14 |



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!

**Mystic.** Mystics must use the M value instead of the INT value when casting Spells.

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

Traits

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

Inventory

— no inventory. Relies on spells / class abilities.

Special

Tomoe has Light Cover against enemy Ranged Attacks.

Glossary

**Ignore Armor.** Attacks with this trait ignore the target's ARM value.

**Ricochet IV.** The attack hits 4 additional targets within range of each previous target.

**Stun.** On hit, the target cannot take any Actions until the end of the current round.

Spellcrafts — Everlasting Rain Invocations (Level III)

| Spell             | Lvl | Element | Type                                    | PW  | RCH                 | STK | Effect                                                                                                                                                                                                                                                         |
|-------------------|-----|---------|-----------------------------------------|-----|---------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Blessed Rain      | I   | Water   | Spell, Transmutation / Melee And Ranged | —   | 0, AOE: Circular L  | 1   | Until your next Strategic Phase, the affected area becomes a Shallow Aquatic Environment for enemies and Light Cover for allies.                                                                                                                               |
| Electrification   | I   | Air     | Spell, Sorcery / Melee And Ranged       | INT | 0                   | 2   | Ricochet IV, Stun, Ignore Armor.                                                                                                                                                                                                                               |
| Lightning Bolt    | II  | Air     | Spell, Sorcery / Ranged                 | INT | 16                  | 2   | Ignore Armor, Stun                                                                                                                                                                                                                                             |
| Protective Bubble | II  | Water   | Spell, Enchantment / Ranged             | —   | 16                  | 1   | If the enchanted model is hit, negate 1 Hit (the player may choose which Hit if there are multiple) and remove this Enchantment from the model. When removed, the 2" area surrounding the model becomes Shallow Aquatic Environment until the end of the Turn. |
| Chain Lightning   | III | Air     | Spell, Sorcery / Ranged                 | INT | 16                  | 1   | Ricochet IV, Stun, Ignore Armor.                                                                                                                                                                                                                               |
| Downpour          | III | Water   | Spell, Transmutation / Ranged           | —   | 16, AOE: Circular L | 1   | [Mana Cost: 1] The affected area becomes a Shallow Aquatic Environment.                                                                                                                                                                                        |

Cost: 28 Limit: 1