

Kitsune Spellmaiden · Empire of Soga · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	8	8	8	14	14	8	1	1	15



Classes

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

Traits

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

Acute Senses. A model with this trait may perform the Perceive and Uncover Actions with its AG instead of INT. The model's Awareness is increased by 3 inches. When performing a Dodge without LoS, its AG is not halved.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

Skills

Charm. When an enemy model declares Reaction against this model, it must first perform an Intellect roll. If it fails the roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Spirit Drum	1	Access ory	—	—	—	1	When equipped, the allies within the user's Awareness do not suffer Morale penalties.

Glossary

Blinded. State. The model suffers –4 to all Attack modifiers and cannot use Ranged Attacks.

Burn 2. State. At the start of this model's activation, it loses 2 HP.

Confused. State. The model cannot declare Actions voluntarily.

Poisoned. State. At the start of this model's activation, it loses 1 HP unless it passes a STA roll.

Sweep II. The attack hits all models within reach in a 360° arc (Level II).

Undead. This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked States. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

Weakened. State. The model suffers –2 to all Attack modifiers.

Spellcrafts — Kitsune no Mai (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Burning Resolve	I	Fire	Spell, Healing / Ranged	-	10	1	Target model with 0 Activation Points regains 1 Activation Point.
Flare	I	Fire	Spell, Sorcery / Melee And Ranged	INT	3	1	Sweep II, Burn 2.

Spellcrafts — Purification Rites (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Purification	I	Fire	Spell, Healing / Ranged	—	16	1	Removes any number of Enchantments from the target. Removes Poisoned, Weakened, Petrified, Confused, Blinded States. The target of this Spell cannot be affected by enemy Enchantments until the End phase. If the target has the Undead Trait, it automatically suffers a Wound when hit by this Spell.

Cost: 16 Limit: 1