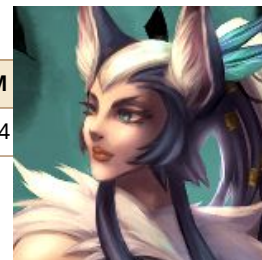


Na'ra, Veil Watcher

· Sand Kingdoms · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	7	15	12	8	13	13	12	0	2	14



Classes

Artificer. During their Strategic phase, Artificers may select an Enchantment Spell available to them and apply its Effect to themselves, without performing a roll, until their next Strategic phase.

Traits

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.

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

Survival (Scorching, Dark Environment). This model is not affected by the Scorching, Dark Environment.

Skills

Stealth. When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Hit and Retreat. During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Dash. When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

Climbing. This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Spellcrafts — Necromancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Command the Undead	I	Profane	Spell, Sorcery / Ranged	—	Casting Aura	x	Continuous. This Spell cannot be negated by Elemental Essence and does not cause Confrontation. To succeed, the caster must perform a number of INT rolls equal to the target's Tier. The caster may spend any amount of Mana, with each one guaranteeing a successful INT roll. Spending at least 1 Mana allows control of a Level II Undead. If successful, the target's Attack rolls are negated, and a target with Undead I becomes allied to the caster. The converted Hostile retains its remaining AP.
Curse of Decay	I	Profane	Spell, Enchantment / Ranged	—	16	1	Continuous. The target becomes Poisoned State.
Spectral Sight	I	Profane	Spell, Enchantment / Melee And Ranged	—	16	1	The enchanted model gains Advantage Undead.
Necrotic Wound	II	Profane	Spell, Enchantment / Ranged	*	16	1	Target gains Cleave and Poison II
Soul Leech	II	Profane	Spell, Enchantment / Melee And Ranged	*	16	1	The caster gains 1 Mana Counter whenever the enchanted model successfully deals a Wound.
A Second Chance	III	Profane	Spell, Healing / Ranged	—	16	2	The target model regains 1 HP. If the target model was Incapacitated, it also regains 1 AP.
Life Leech	III	Profane	Spell, Enchantment / Melee And Ranged	*	10	1	The enchanted model gains 1 HP for each Wound dealt to an enemy model without the Undead or Construct Trait (up to double its default HP).

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Chimera Claws	1	Weapon	T	0	STA	—	Gain +1 STK when attacking a target without AP.

Stratagems

Adrenaline Rush (Authority) — Target self. In the Active Role, gain 1 additional AP but become **Fatigued** until your next Strategic Phase.

Ironhide (Authority) — Target self. Gain +3 ARM

Reinforced Claws (Authority) — Target self. Gain **Bleed**. Melee Attacks gain +2 PW.