

Flameweaver Noble · Helian League · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	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.)

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapo n	T	1	STA	1	—
Dagger	1	Weapo n	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.
Scepter of Sorceries	1	Access ory	—	—	—	1	When casting Sorceries 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.

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.

Cost: 21 Limit: 2