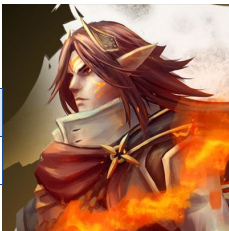


Flameweaver Noble · Helian League · Eldfall Chronicles

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 Conjuration-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	Weapon	T	1	STA	1	—
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.
Scepter of Sorceries	1	Accessory	—	—	—	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.

Glossary

Bleeding. State. At the start of this model's activation, it loses 1 HP. Removed when the model regains any HP.

Burn 1. State. At the start of this model's activation, it loses 1 HP. Removed if the model is hit by a Water Spell.

Burn 2. State. At the start of this model's activation, it loses 2 HP. Removed if the model is hit by a Water Spell.

Crouched. State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

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

Immobilized. State. The model cannot move or be moved voluntarily.

Knockback 2. On hit, the target is pushed directly away from the attacker by 2 inches.

Knockback 3. On hit, the target is pushed directly away from the attacker by 3 inches.

Knockdown. On hit, the target is knocked to the ground and gains the Crouched State.

Panicked. State. The model must move directly away from the nearest enemy at full SPD during its activation and cannot declare Attacks.

Sorceries. —

Stagger. On hit, the target loses 1 Activation Point (min 0).

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

Sweep I. The attack hits all models within reach in a 180° arc (Level I).

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

Targetless. This Spell does not require a target model — it affects an area or all models in range.

Throwing. This weapon can be used as a Ranged Attack with RCH equal to its Melee RCH. After use it returns to the model's Inventory.

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