

Flameweaver Errant · Helian League · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	8	13	12	12	3	2	16



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.

Soldier. Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

Traits

Tactician. The Deployment Zone of the party in which this model is present is extended for 5 inches (towards the middle of the field).

Resourceful. A model with this Trait may receive 1 additional Upgrade.

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
Mastercrafted Helrin Sword	1	Weapon	T	1	STA	1	+1 STK in the Active Role.
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

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

Arcane Bolt. Critical: Knockdown

Arcane Shield. Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.

Burning Touch. Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.

Cutting Chill. Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.

Featherlight. Target gains +2 SPD.

Flameskin. 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.

Formless Edge. The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.

Hasten. During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.

Ice Shield. When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Ignite. Burn 1

Melting Touch. Target gains: Ignore Armor; Burn 1.

Mirror Bubble. When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.

Protective Currents. Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.

Resourceful. A model with this Trait may receive 1 additional Upgrade.

Spectral Blade. Target gains: Ignore Armor and Stagger

Tactician. The Deployment Zone of the party in which this model is present is extended for 5 inches (towards the middle of the field).

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.

Spellcrafts — Art of Sorcery (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ignite	I	Fire	Spell, Sorcery / Ranged	INT	16	STA	Burn 1

Combat Arts

Fencing — this model is at Level I

Lvl	Effect
I ←	Masterful Parry: Target's Melee Attack suffers -3 Modifier.

Stratagems

March! (Authority) — Soldiers gain +1 SPD.

Rally Troops (Helian) (Authority) — Soldiers cannot become **Panicked**.

Expeditionary Paragon (Authority) — Target party member gains **Soldier** class.

Striking Momentum (Authority) — When a Soldier declares an Attack in Reaction, it may immediately move directly towards the target activated model for a halved SPD.

Cost: 21 Limit: 2