

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

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.

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.

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

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

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 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