

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	8	8	14	12	10	0	1	12



Classes

Wizard. When casting a Spell of the Elder Element, a Wizard may reroll up to 1 failed roll.

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!

Traits

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

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

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

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.

Tracking. This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its INT Stat when it performs the Uncover Action. When performing Perceive, it may reroll a single roll.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
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.

Confused. State. The model cannot declare Actions voluntarily.

Crippled. State. The model's SPD is halved (round up). Removed when the model regains any HP.

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

Mindgame. The attack targets the INT stat instead of DEF.

Poisoned. State. At the start of this model's activation, it loses 1 HP unless it passes a STA roll.

Ricochet I. The attack hits 1 additional target within range of the previous target.

Shrouded. State. The model cannot be targeted by Ranged Attacks or Spells.

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

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

Throwing. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

Weakened. State. The model suffers –2 to all Attack modifiers.

Spellcrafts — Wizardry (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Dispel Magic	I	Elder	Spell, Healing / Ranged	—	16, AOE: Circular L	1	Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.
Mana Burst	I	Elder	Spell, Sorcery / Ranged	Int	16	1	Stagger
Confuse Target	II	Elder	Spell, Sorcery / Ranged	—	16	1	Mindgame, Ricochet I. The target model becomes Confused (State) until the start of caster's next Strategic phase. When casting this spell, the caster may spend 1 Mana to gain +2 STK.
Ward	II	Elder	Spell, Sorcery / Melee And Ranged	—	16	1	Non-Critical Damage and related effects of any incoming Attack targeting the target of this Spell are ignored. When the caster is Engaged, this spell can target only the caster.
Hastened Recovery	III	Elder	Spell, Healing / Ranged	—	16	STA	You may do one of the following: (1): Remove Crippled (State); (2): Remove Bleeding (state); (3) Remove Weakened (State); (4) Remove Poisoned (State); (5): The target regains 1 HP.
Redirect Damage	III	Elder	Spell, Sorcery / Melee And Ranged	—	16	1	On hit, the Target's successful non-Critical Hits are negated. In addition, the Target model receives a number of non-Critical Hits equal to the number of successful Attack Rolls (apart from Critical Hits) it made during its Attack, using the same Item, Spell and Abilities it used during its Attack. This Spell is not affected by "Ranged (Friendly Fire)"

Cost: 19 Limit: 2