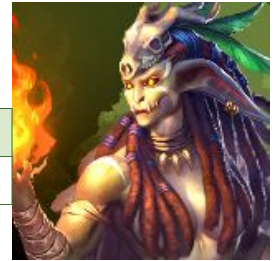


Chanra, Goblin Shaman, Tier III · Goblin Wartribes · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	10	10	13	12	12	0	3	15

Classes

Mystic. Mystics must use the M value instead of the INT value when casting Spells.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

Affinity (Air, Divine, Earth, Elder, Fire, Profane, Water). A model with this Trait can cast (Air, Divine, Earth, Elder, Fire, Profane, Water) Spells. (For example: Air, Divine, Earth, Elder, Fire, Profane, Water = fire, water, profane, etc.)

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

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

Skills

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Hit and Retreat. During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Spellcrafts — Shamanism (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Fire Breath	I	Fire	Spell, Sorcery / Ranged	12	AOE: Spray S	2	Burn 1
Primal Claw	I	Elder	Spell, Sorcery / Melee	13	1	3	May choose any Element.
Fortified Recovery	II	Earth	Spell, Healing / Ranged	—	16	1	Choose one: •Remove 1 State except Crouched, Flying, Shrouded, Incapacitated, or Dead. •Regain 1 HP. •Another model may regain 1 AP.
Misfortune	II	Divine	Spell, Enchantment / Ranged	—	16	1	The enchanted model must reroll any successful roll once.
Searing Blood	III	Fire	Spell, Enchantment / Ranged	—	16	1	The Enchanted model must perform an M roll when activated. On a failure, it loses 1 HP and 1 AP; remove the Enchantment.

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Chaos	1	Accessory	—	1	—	3	When performing an Attack with a Spell in the Active Role, the wearer may reroll 1 die. When equipped, an enemy model can become Engaged if within RCH of this Item.

Stratagems

Call of Bravery (Authority) — Other Goblin models in this model's Awareness cannot be **Panicked**.

Earthspeaker (Authority) — Allied models (including self) in Awareness have Light Cover.

Hexcaller (Subterfuge) — 1 enemy model in Awareness can become enchanted with a Spell available to this model.

Glossary

Affinity (Air, Divine, Earth, Elder, Fire, Profane, Water). A model with this Trait can cast (Air, Divine, Earth, Elder, Fire, Profane, Water) Spells. (For example: Air, Divine, Earth, Elder, Fire, Profane, Water = fire, water, profane, etc.)

Fire Breath. Burn 1

Fortified Recovery. Choose one: •Remove 1 State except Crouched, Flying, Shrouded, Incapacitated, or Dead. •Regain 1 HP. •Another model may regain 1 AP.

Hit and Retreat. During its Movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

Misfortune. The enchanted model must reroll any successful roll once.

Primal Claw. May choose any Element.

Searing Blood. The Enchanted model must perform an M roll when activated. On a failure, it loses 1 HP and 1 AP; remove the Enchantment.

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