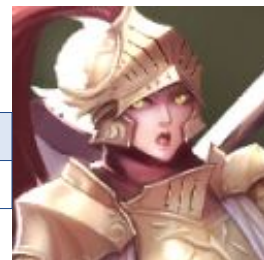


Paladin of the Order · Helian League · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	10	12	10	12	6	2	15

Classes

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

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

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

Fearless. This model cannot become Panicked (State).

Spellcrafts — Hieromancy (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Curative Touch	I	Divine	Spell, Healing / Melee	-	0	STA	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned States are removed from the model.
Purgation	I	Divine	Spell, Healing / Melee And Ranged	-	16	1	- Removes the Weakened and Poisoned states from the target. - Removes any number of Enchantments from the target. - If the target of this spell has the Undead, Affinity (Profane), or Elemental Essence (Profane) trait, it automatically suffers a Wound when hit.

Combat Arts

Fencing — this model is at Level II

Lvl	Effect
I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II ←	Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Banner Lance	1	Weapon	T+2	2	STA	2	Two Handed
Sword	1	Weapon	T	1	STA	1	—
Empyrean Standard	1	Accessory	—	—	—	0	Models within the wearer's Awareness gain Fearless and ignore the effects of the Confused and Weakened States.

Stratagems

Sacred Vow (Authority) — Remove all enemy Enchantments from the target. The target cannot be affected by enemy Enchantments until your next Strategic Phase.

Solemn Presence (Authority) — Soldiers gain **Vigilance**.

Special

If this model is not the Leader and the Leader becomes Incapacitated, this model may become the new Leader until the original Leader is revived.

Glossary

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

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

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

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

Two Handed. This weapon requires two hands. The model cannot use a shield or second weapon.

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