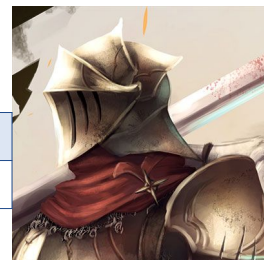


Helrin Expatriate · Helian League · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	13	13	8	10	10	12	6	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.

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

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

Resourceful II. A model with this trait may receive another 1 additional Upgrade.

Skills

Chain Attack. Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

Impede. When this model declares an Attack of Opportunity with a Melee Attack against a non-**Engaged** model, that model's Movement ends at the point where the Attack of Opportunity is performed. If Attack of Opportunity was a Melee Attack, the target also becomes **Engaged** immediately.

Spellcrafts — Art of Enchanting (Level II)

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.

Inventory

Inventory space: 7

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapon	T	1	STA	1	—
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.

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.

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. 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.