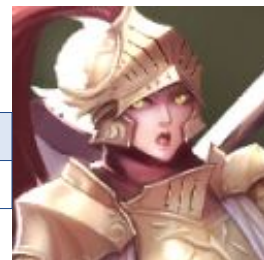


# Paladin of the Order · Helian League · Eldfall Chronicles



| 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                                                                                                                                                                                                                                                               |
|-----------------------|-----|---------|---------------------------------|----|-----|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Purgation</b>      | I   | Divine  | Spell, Hieromancy, Melee/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. |
| <b>Curative Touch</b> | I   | Divine  | Spell, Hieromancy, Melee        | -  | 0   | STA | The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned States are removed from the model.                                                                                                                                       |

## Combat Arts

**Fencing** — this model is at Level II

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

## Inventory

Inventory space: 5

| Item                     | Qty | Cat.      | PW  | RCH | STK | WGT | Effect                                                                                                         |
|--------------------------|-----|-----------|-----|-----|-----|-----|----------------------------------------------------------------------------------------------------------------|
| <b>Banner Lance</b>      | 1   | Weapon    | T+2 | 2   | STA | 2   | Two Handed                                                                                                     |
| <b>Sword</b>             | 1   | Weapon    | T   | 1   | STA | 1   | —                                                                                                              |
| <b>Empyrean Standard</b> | 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.** A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

**Crippled.** A model in this state has halved Speed and Agility.

**Poisoned.** A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

**Two-Handed.** A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.

**Vigilance.** This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

**Weakened.** A model in this state has halved Toughness, and -1 Stamina.