

Tharos, One-Eyed Wolf · Coalition of Thenion · Eldfall Chronicles

Size	Classes	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	Alchemist / Rogue	2	6	13	10	14	13	13	12	3	2	12



Classes

Alchemist. Consumables of Alchemists replenish during their Strategic phase. When casting a Transmutation-Type Spell, an Alchemist may reroll up to 1 failed roll.

Rogue. Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains **Knockdown**.

Traits

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

Tactician. The Deployment Zone of the party in which this model is present is extended for 5 inches (towards the middle of the field).

Skills

Clairvoyance. In the Reactive Role, this model may declare a Reaction using Casting Aura Spells to target enemy models within its Awareness without requiring LoS. It ignores LoS restrictions caused by Environments, as well as the Blinded State and the Surprise Attack Trait of enemy models within its Awareness. In the Active Role, it does not suffer halving modifiers when casting Spells without LoS.

Climbing. This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Stealth II. You may deploy this model in the **Shrouded** state. If no enemy model has LoS towards the User, this model may re-enter the **Shrouded** state during its Strategic phase.

Snipe. STK of an Attack using this ability is 1, unmodifiable. This model ignores Cover and "(Ranged) Friendly Fire".

Inventory

Inventory space: 8

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Crossbow	1	Weapon	13	0-24: +3 25-48: -3	1	2	Two-Handed
Short Sword	1	Weapon	T	0	STA	1	—
Firecracker	1	Consumable	0	T, AOE: Circular S	1	1	Stagger, Targetless
Grapeshot	1	Consumable	13	T, AOE: Circular S	1	1	Targetless

Combat Arts

Assassination — this model is at Level III

Lvl	Effect
I	Aiming for the Vitals: User's Attack gains +6 PW.
III ←	Overwhelming Assault: User's Attack gains +1 STK.

Stratagems

Mastery of Poisons (Authority) — Attacks of Assassins and Rogues gain the **Poison I** Trait. Affected models that already have these, receive the **Poison II** Trait instead.

Guerrilla Tactics (Authority) — Assassins and Rogues gain the **Hit and Retreat** and **Backstab** skills.

Piercing Perception (Subterfuge) — Cancel enemy Taunt Skills. Remove **Shrouded** State of one target.

Cost: 28 Limit: 1