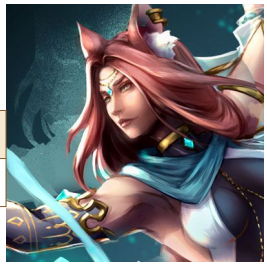
Spelldancer Aeroturge

· Sand Kingdoms · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	8	8	8	12	14	8	0	1	12

Classes

Enchanter. Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

Mage. When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

Traits

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

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

Skills

Charm. When an enemy model declares Reaction against this model, it must first perform an Intellect roll. If it fails the roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

Spellcrafts — Art of Enchanting (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Shield	I	Elder	Spell, Enchantment / Ranged	—	16	1	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.
Spectral Blade	II	Elder	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor and Stagger
Hasten	III	Elder	Spell, Enchantment / Ranged	—	16	1	During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.
Burning Touch	I	Fire	Spell, Enchantment / Melee/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.
Featherlight	II	Air	Spell, Enchantment / Ranged	—	16	1	Target gains +2 SPD.
Formless Edge	I	Air	Spell, Enchantment / Ranged	*	16	1	The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.
Protective Currents	III	Air	Spell, Enchantment / Ranged	—	16	1	Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.
Cutting Chill	I	Water	Spell, Enchantment / Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.
Mirror Bubble	II	Water	Spell, Enchantment / Ranged	*	10	1	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.
Ice Shield	III	Water	Spell, Enchantment / Ranged	—	16	1	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Spellcrafts — Electromancy (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Electrification	I	Air	Spell, Sorcery / Melee/Ranged	Int	0	2	Ricochet IV, Stun, Ignore Armor.

Inventory

— no inventory. Relies on spells / class abilities.

Glossary

BURN (X). When a model suffers at least one Wound with this Trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound causes a model to become Dead (State), the model is removed from the field.

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.

Ignore Armor. A Hit with this Trait reduces the target's ARM to 0 for the duration of the Damage roll.

Immobilized. A model in this state cannot perform any Movement,Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

Ricochet (X). When a model gets hit by an Attack with this Trait, the nearest enemy model within 5'' gets hit with the same Attack. Whenever possible, the Effect repeats up to X times in a single Activation Sequence. It cannot affect the same model again in the same Activation Sequence. If two or more enemy models are the same distance away from the hit model, they all suffer this Effect.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Stun. A model that suffers at least one Wound with this Trait must perform a Toughness roll. If failed, the model loses all Activation Points (until the end of the turn).

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.