

Tomoe, Endless Rain · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	10	10	12	10	12	10	1	2	14



Classes

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 Conjunction-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!

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

Sorcerer. In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

Traits

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

Inventory

— no inventory. Relies on spells / class abilities.

Special

Tomoe has Light Cover against enemy Ranged Attacks.

Glossary

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

Blessed Rain. Until your next Strategic Phase, the affected area becomes a Shallow Aquatic Environment for enemies and Light Cover for allies.

Chain Lightning. Ricochet IV, Stun, Ignore Armor.

Downpour. [Mana Cost: 1] The affected area becomes a Shallow Aquatic Environment.

Electrification. Ricochet IV, Stun, Ignore Armor.

Lightning Bolt. Ignore Armor, Stun

Protective Bubble. If the enchanted model is hit, negate 1 Hit (the player may choose which Hit if there are multiple) and remove this Enchantment from the model. When removed, the 2" area surrounding the model becomes Shallow Aquatic Environment until the end of the Turn.

Spellcrafts — Everlasting Rain Invocations (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Blessed Rain	I	Water	Spell, Transmutation / Melee And Ranged	—	0, AOE: Circular L	1	Until your next Strategic Phase, the affected area becomes a Shallow Aquatic Environment for enemies and Light Cover for allies.
Electrification	I	Air	Spell, Sorcery / Melee And Ranged	INT	0	2	Ricochet IV, Stun, Ignore Armor.
Lightning Bolt	II	Air	Spell, Sorcery / Ranged	INT	16	2	Ignore Armor, Stun
Protective Bubble	II	Water	Spell, Enchantment / Ranged	—	16	1	If the enchanted model is hit, negate 1 Hit (the player may choose which Hit if there are multiple) and remove this Enchantment from the model. When removed, the 2" area surrounding the model becomes Shallow Aquatic Environment until the end of the Turn.
Chain Lightning	III	Air	Spell, Sorcery / Ranged	INT	16	1	Ricochet IV, Stun, Ignore Armor.
Downpour	III	Water	Spell, Transmutation / Ranged	—	16, AOE: Circular L	1	[Mana Cost: 1] The affected area becomes a Shallow Aquatic Environment.

Cost: 28 Limit: 1