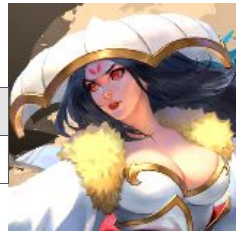
Tomoe, Endless Rain

· 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 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!

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

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

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.

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).

Spellcrafts — Everlasting Rain Invocations (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Lightning Bolt	II	Air	Spell, Sorcery, Everlasting Rain Invocations, Ranged	INT	16	2	Ignore Armor, Stun
Electrification	I	Air	Spell, Sorcery, Everlasting Rain Invocations, Melee/Ranged	INT	0	2	Ricochet IV, Stun, Ignore Armor.
Chain Lightning	III	Air	Spell, Sorcery, Everlasting Rain Invocations, Ranged	INT	16	1	Ricochet IV, Stun, Ignore Armor.
Blessed Rain	I	Water	Spell, Transmutation, Everlasting Rain Invocations, Melee/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.
Protective Bubble	II	Water	Spell, Enchantment, Everlasting Rain Invocations, 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.
Downpour	III	Water	Spell, Transmutation, Everlasting Rain Invocations, Ranged	—	16, AOE: Circular L	1	[Mana Cost: 1] The affected area becomes a Shallow Aquatic Environment.

Cost: 28 Limit: 1