# Kitsune Spellmaiden *· Empire of Soga · Eldfall Chronicles*



| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Medium | 2 | 6 | 8 | 8 | 8 | 14 | 14 | 8 | 1 | 1 | 15 |

## Classes

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

## Traits

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

**Acute Senses.** A model with this trait may perform the Perceive and Uncover Actions with its AG instead of INT. The model's Awareness is increased by 3 inches. When performing a Dodge without LoS, its AG is not halved.

**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.

## 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 — Kitsune no Mai (Level I)

| Spell | Lvl | Element | Type | PW | RCH | STK | Effect |
|---|---|---|---|---|---|---|---|
| **Burning Resolve** | I | Fire | Spell, Healing / Ranged | - | 10 | 1 | Target model with 0 Activation Points regains 1 Activation Point. |
| **Flare** | I | Fire | Spell, Sorcery / Melee/Ranged | INT | 3 | 1 | Sweep II, Burn 2. |

## Spellcrafts — Purification Rites (Level I)

| Spell | Lvl | Element | Type | PW | RCH | STK | Effect |
|---|---|---|---|---|---|---|---|
| **Purification** | I | Fire | Spell, Healing / Ranged | — | 16 | 1 | Removes any number of Enchantments from the target. Removes Poisoned, Weakened, Petrified, Confused, Blinded States. The target of this Spell cannot be affected by enemy Enchantments until the End phase. If the target has the Undead Trait, it automatically suffers a Wound when hit by this Spell. |

## Inventory

*Inventory space: 5*

| Item | Qty | Cat. | PW | RCH | STK | WGT | Effect |
|---|---|---|---|---|---|---|---|
| **Spirit Drum** | 1 | Accessory | — | — | — | 1 | When equipped, the allies within the user's Awareness do not suffer Morale penalties. |

## 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.

**Blinded.** A model in this state has no LoS (other than to itself) and cannot perform any actions other than Assist, Dodge or Nothing.

**Confused.** A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.

**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.

**Sweep.** On a successful Attack roll, this model's Front arc becomes 360° for the remainder of the Activation Sequence. All models within this model's Melee RCH and LoS suffer a Hit.

**Undead.** This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked States. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

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