Taskmage Explorer

· Sand Kingdoms · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	8	8	14	12	10	0	1	12

Classes

Wizard. When casting a Spell of the Elder Element, a Wizard may reroll up to 1 failed 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

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

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

Resourceful. A model with this Trait may receive 1 additional Upgrade.

Skills

Stealth. When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Tracking. This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its INT Stat when it performs the Uncover Action. When performing Perceive, it may reroll a single roll.

Spellcrafts — Wizardry (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Mana Burst	I	Elder	Spell, Sorcery / Ranged	Int	16	1	Stagger
Dispel Magic	I	Elder	Spell, Healing / Ranged	—	16, AOE: Circular L	1	Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.
Confuse Target	II	Elder	Spell, Sorcery / Ranged	—	16	1	Mindgame, Ricochet I. The target model becomes Confused (State) until the start of caster's next Strategic phase. When casting this spell, the caster may spend 1 Mana to gain +2 STK.
Ward	II	Elder	Spell, Sorcery / Melee/Ranged	—	16	1	Non-Critical Damage and related effects of any incoming Attack targeting the target of this Spell are ignored. When the caster is Engaged, this spell can target only the caster.
Redirect Damage	III	Elder	Spell, Sorcery / Melee/Ranged	—	16	1	On hit, the Target's successful non-Critical Hits are negated. In addition, the Target model receives a number of non-Critical Hits equal to the number of successful Attack Rolls (apart from Critical Hits) it made during its Attack, using the same Item, Spell and Abilities it used during its Attack. This Spell is not affected by "Ranged (Friendly Fire)"
Hastened Recovery	III	Elder	Spell, Healing / Ranged	—	16	STA	You may do one of the following: (1): Remove Crippled (State); (2): Remove Bleeding (state); (3) Remove Weakened (State); (4) Remove Poisoned (State); (5): The target regains 1 HP.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect

Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

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.

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

Crippled. A model in this state has halved Speed and Agility.

Crouched. The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.

Mindgame. A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

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.

Ricochet. 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.

Shrouded. While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

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.

Targetless. When in the Active role, an Attack with this Trait does not require a model as a target. Instead, the target can be any surface on the field. If the Spell has both Casting Aura and AoE Reach, and the target is a flat surface/ground, then the template must be placed wholly within the Casting Aura.

Throwing. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

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