

Chanra, Goblin Shaman, Tier III · Goblin Wartribes · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	10	10	13	12	12	0	3	15



Classes

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

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

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

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

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

Skills

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Hit and Retreat. During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Chaos	1	Access ory	—	1	—	3	When performing an Attack with a Spell in the Active Role, the wearer may reroll 1 die. When equipped, an enemy model can become Engaged if within RCH of this Item.

Glossary

Burn 1. State. At the start of this model's activation, it loses 1 HP. Removed if the model is hit by a Water Spell.

Crouched. State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

Dead. State. The model is removed from play.

Engaged. State. The model is in base contact with an enemy and cannot make Ranged Attacks or move away without a Disengage Action.

Flying. The model ignores terrain and other models during movement and cannot be Engaged.

Incapacitated. State. The model cannot act and automatically fails all Defence rolls.

Shrouded. State. The model cannot be targeted by Ranged Attacks or Spells.

Spellcrafts — Shamanism (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Fire Breath	I	Fire	Spell, Sorcery / Ranged	12	AOE: Spray S	2	Burn 1
Primal Claw	I	Elder	Spell, Sorcery / Melee	13	1	3	May choose any Element.
Fortified Recovery	II	Earth	Spell, Healing / Ranged	—	16	1	Choose one: •Remove 1 State except Crouched, Flying, Shrouded, Incapacitated, or Dead. •Regain 1 HP. •Another model may regain 1 AP.
Misfortune	II	Divine	Spell, Enchantment / Ranged	—	16	1	The enchanted model must reroll any successful roll once.
Searing Blood	III	Fire	Spell, Enchantment / Ranged	—	16	1	The Enchanted model must perform an M roll when activated. On a failure, it loses 1 HP and 1 AP; remove the Enchantment.

Stratagems

Call of Bravery (Authority) — Other Goblin models in this model's Awareness cannot be **Panicked**.

Earthspeaker (Authority) — Allied models (including self) in Awareness have Light Cover.

Hexcaller (Subterfuge) — 1 enemy model in Awareness can become enchanted with a Spell available to this model.

Cost: 28 Limit: 1