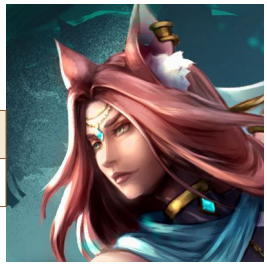
Spelldancer Voidcaster · *Sand Kingdoms · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	8	8	8	12	14	8	0	1	12

Classes

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

Artificer. During their Strategic phase, Artificers may select an Enchantment Spell available to them and apply its Effect to themselves, without performing a roll, until their next Strategic phase.

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.)

Skills

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.

Spellcrafts — Art of Enchanting (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Shield	I	Elder	Spell, Enchantment, Art of Enchanting, Ranged	—	16	1	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.
Burning Touch	I	Fire	Spell, Enchantment, Art of Enchanting, Melee/Ranged	✯	16	1	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.
Formless Edge	I	Air	Spell, Enchantment, Art of Enchanting, Ranged	*	16	1	The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.
Cutting Chill	I	Water	Spell, Enchantment, Art of Enchanting, Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.

Spellcrafts — Armamancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ethereal Blades	I	Elder	Spell, Sorcery, Armamancy, Melee	Int-3	0	5 in Active, 3 in Reactive Role	An attack with this Spell receives a different Effect, depending on the number of successful Attack rolls (regardless of the Confrontation rule). The higher combo result also includes the Effects of lower results: [2 Hits]: PW+6; [3 Hits]: Armor-Piercing; [4 Hits]: Stagger; [5 Hits]: If the target becomes Incapacitated, you can automatically render it Dead.
Void Lance	II	Elder	Spell, Sorcery, Armamancy, Melee	Int+2	6	1	Armor-Piercing; Can target any model within RCH. On hit, all models in a straight line from the caster to the target get hit.
Spectral Greatsword	III	Elder	Spell, Sorcery, Armamancy, Melee	Int+2	2	1	Sweep I; Armor-Piercing; Stagger.

Inventory

— no inventory. Relies on spells / class abilities.

Glossary

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

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.

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.

Dead. A Dead model's Hitbox becomes the size and volume of its base. A Dead model cannot receive Activation Points and cannot perform Activations nor Reactions. Unless Stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items etc. Unless stated otherwise it is ignored for all impacts like scoring in Quests, (Ranged) Friendly Fire, etc. and does not obstruct Movement, but a model may not end their Movement on top of a Dead model. When a model enters Dead State, it retains its other States. Unless specified otherwise, a Dead model cannot regain HP.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Immobilized. A model in this state cannot perform any Movement,Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Incapacitated. When a model's HP reaches 0, it becomes Incapacitated and immediately enters the Crouched State. The model retains all other States. An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions. (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End Phase of that turn). This State is canceled if the model regains at least 1 HP. If a model enters the Incapacitated State due to an effect but has more than 0 HP, the State is canceled during the model's next Strategic Phase. When canceled, the model may voluntarily cancel Crouched. An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items, etc., and is ignored for all impacts such as scoring in Quests and Ranged Friendly Fire. They are still hit by Attacks, like AoEs or Sweep Attacks.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

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.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.