

Flameweaver Noble · Helian League · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	10	8	14	12	8	3	2	12



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 Conjuraton-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!

Enchanter. Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

Traits

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

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapo n	T	1	STA	1	—
Dagger	1	Weapo n	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.
Scepter of Sorceries	1	Access ory	—	—	—	1	When casting Sorceries in the Active Role, the wearer may reroll 1 die.

Special

When an allied model within Awareness is casting a spell (including self), you may remove a Mana Counter from this model, and re-roll 1 failed roll.

Glossary

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

Arcane Bolt. Critical: Knockdown

Arcane Shield. 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. Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.

Cutting Chill. Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.

Featherlight. Target gains +2 SPD.

Fireball. Targetless; Burn 1.

Flameskin. A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.

Flare. Sweep II; Burn 2.

Formless Edge. The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.

Hasten. During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.

Ice Shield. When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Ignite. Burn 1

Melting Touch. Target gains: Ignore Armor; Burn 1.

Mirror Bubble. When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.

Protective Currents. Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.

Soul Crush. Stun, Ignore Armor. If wounded, the target becomes Panicked State until caster's next End phase.

Spectral Blade. Target gains: Ignore Armor and Stagger

Telekinetic Blast. Knockback 3; Knockdown.

Spellcrafts — Art of Sorcery (Level III)							
Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ignite	I	Fire	Spell, Sorcery / Ranged	INT	16	STA	Burn 1
Flare	II	Fire	Spell, Sorcery / Melee And Ranged	INT	3	1	Sweep II; Burn 2.
Fireball	III	Fire	Spell, Sorcery / Ranged	INT	16, AoE: Circular L	1	Targetless; Burn 1.

Spellcrafts — Art of Enchanting (Level III)							
Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Burning Touch	I	Fire	Spell, Enchantment / Melee And 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.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.

Cost: 21 Limit: 2