

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 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!

**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   | Weapon    | T   | 1   | STA | 1   | —                                                                              |
| Dagger               | 1   | Weapon    | T-3 | 0   | STA | 0   | <b>Throwing.</b> +1 STK when used against a model in <b>Crouched</b> State.    |
| Scepter of Sorceries | 1   | Accessory | —   | —   | —   | 1   | When casting <b>Sorceries</b> 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

**Bleeding.** State. At the start of this model's activation, it loses 1 HP. Removed when the model regains any HP.

**Burn 1.** State. At the start of this model's activation, it loses 1 HP.

**Burn 2.** State. At the start of this model's activation, it loses 2 HP.

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

**Ignore Armor.** Attacks with this trait ignore the target's ARM value.

**Immobilized.** State. The model cannot move or be moved voluntarily.

**Knockback 2.** On hit, the target is pushed directly away from the attacker by 2 inches.

**Knockback 3.** On hit, the target is pushed directly away from the attacker by 3 inches.

**Knockdown.** On hit, the target is knocked to the ground and gains the Crouched State.

**Panicked.** State. The model must move away from the nearest enemy and cannot declare Attacks.

**Sorceries.** —

**Stagger.** On hit, the target loses 1 Activation Point (min 0).

**Stun.** On hit, the target cannot take any Actions until the end of the current round.

**Sweep I.** The attack hits all models within reach in a 180° arc (Level I).

**Sweep II.** The attack hits all models within reach in a 360° arc (Level II).

**Targetless.** This Spell does not require a target model — it affects an area or all models in range.

**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.

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