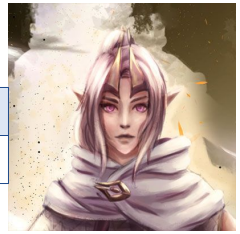
Expeditionary Hierophant

· Helian League · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	8	8	8	15	11	8	4	1	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!

Vitalist. Vitalists can cast Healing-Type Spells on allied models that are not in the Incapacitated or Dead state without having to perform a roll.

Traits

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

Skills

Clairvoyance. In the Reactive Role, this model may declare a Reaction using Casting Aura Spells to target enemy models within its Awareness without requiring LoS. It ignores LoS restrictions caused by Environments, as well as the Blinded State and the Surprise Attack Trait of enemy models within its Awareness. In the Active Role, it does not suffer halving modifiers when casting Spells without LoS.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Light	1	Accessory	—	—	—	2	When casting a Divine Spell in the Active Role, the wearer may re-roll 1 die.

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.

Blinded. A model in this state has no LoS (other than to itself) and cannot perform any actions other than Assist, Dodge or Nothing.

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

Focus. Spells or Items with this Trait do not have a target when declaring Attack or Assist. Instead, the caster or the user is the center of the Effect and the specified models within the caster's Casting Aura become affected by the Effect of the Spell or Item with this Trait.

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.

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.

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

Spellcrafts — Hieromancy (Level IV)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Purgation	I	Divine	Spell, Healing / Melee/Ranged	-	16	1	- Removes theWeakened and Poisoned states from the target. - Removes any number of Enchantments from the target. - If the target of this spell has the Undead, Affinity (Profane), or Elemental Essence (Profane) trait, it automatically suffers a Wound when hit.
Protective Barrier	II	Divine	Spell, Enchantment / Ranged	-	16	STA	If the enchanted model is hit, negate 1 Hit (if there are multiple hits, the player may choose) and remove this Enchantment from the model.
Warding Barrier	III	Divine	Spell, Enchantment / Ranged	*	Casting Aura	1	- To cast this Spell the caster needs to perform the Ritual Action. - Focus - Ranged Attacks with Spell type, targeting models within the Casting Aura, are negated. - Models with Incorporeal Trait within the Casting Aura suffer magical damage of PW equal to the caster's Morale, and must be moved directly away from the caster to the outside edge of its Casting Aura.
Blinding Light	II	Divine	Spell, Sorcery / Ranged	-	16, AOE: Circular S	STA	Targetless, Models within the AOE become Blinded (state) on Hit until the end of the turn.
Smite	III	Divine	Spell, Sorcery / Ranged	M	Casting Aura, AOE: Circular L	1	Targetless; Armor-Piercing; Burn 1.
Curative Miracle	IV	Divine	Spell, Healing / Ranged	-	16	1	The target model regains all HP. In addition, the Weakened, Bleeding, v and Poisoned States are removed from the model.
Anointment	IV	Divine	Spell, Enchantment / Ranged	-	16	1	The enchanted model cannot be targeted by enemy Enchantments.
Curative Touch	I	Divine	Spell, Healing / Melee	-	0	STA	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned States are removed from the model.

Stratagems

Nursing Aura (Authority) — Select up to 3 models. Each may regain 1 HP. If an Incapacitated model is selected, the leader must perform a successful INT roll in order for it to regain a HP.

Spiritual Paragon (Authority) — All models gain +4 M.

Cost: 23 Limit: 1