

Academy Expeditioner · Sand Kingdoms · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 5   | 10  | 8   | 8   | 14  | 10 | 10 | 4   | 2  | 12 |



Classes

**Sorcerer.** In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

**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!

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.)

Inventory

Inventory space: 5

| Item   | Qty | Cat.   | PW  | RCH | STK | WGT | Effect                                                        |
|--------|-----|--------|-----|-----|-----|-----|---------------------------------------------------------------|
| Dagger | 1   | Weapon | T-3 | 0   | STA | 0   | Throwing. +1 STK when used against a model in Crouched State. |

Spellcrafts — Art of Sorcery (Level III)

| Spell             | Lvl | Element | Type                              | PW     | RCH                 | STK | Effect                                                                                           |
|-------------------|-----|---------|-----------------------------------|--------|---------------------|-----|--------------------------------------------------------------------------------------------------|
| Arcane Bolt       | I   | Elder   | Spell, Sorcery / Ranged           | Int    | 16                  | STA | Critical: Knockdown                                                                              |
| 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.                                                                                |
| Telekinetic Blast | II  | Elder   | Spell, Sorcery / Ranged           | Int -3 | AOE: Spray L        | 1   | Knockback 3; Knockdown.                                                                          |
| Fireball          | III | Fire    | Spell, Sorcery / Ranged           | INT    | 16, AoE: Circular L | 1   | Targetless; Burn 1.                                                                              |
| Soul Crush        | III | Elder   | Spell, Sorcery / Ranged           | Int    | 16                  | 1   | Stun, Ignore Armor. If wounded, the target becomes Panicked State until caster's next End phase. |

Sand Kingdoms Scholars have access to spells across all elements. Rows in black are castable; grey rows are out-of-affinity. PW \* = uses target's own value. PW — = no DMG roll.

Cost: 18 Limit: 2