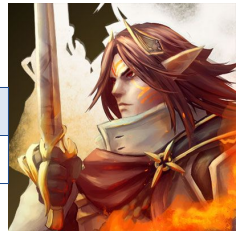
Flameweaver Errant

· Helian League · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	8	13	12	12	3	2	16



Classes

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.

Soldier. Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

Traits

Tactician. The Deployment Zone of the party in which this model is present is extended for 5 inches (towards the middle of the field).

Resourceful. A model with this Trait may receive 1 additional Upgrade.

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
Mastercrafted Helrin Sword	1	Weapon	T	1	STA	1	+1 STK in the Active Role.
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

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.

Crouched. The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.

Ignore Armor. A Hit with this Trait reduces the hit model's ARM to 0 for the duration of the Damage roll.

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.

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.

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

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.

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 Enchanting (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
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.
Melting Touch	II	Fire	Spell, Enchantment, Art of Enchanting, Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Flameskin	III	Fire	Spell, Enchantment, Art of Enchanting, 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.

Spellcrafts — Art of Sorcery (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ignite	I	Fire	Spell, Sorcery, Art of Sorcery, Ranged	INT	16	STA	Burn 1

Combat Arts

Fencing — this model is at Level **I**

Lvl	Effect
I ←	**Masterful Parry: Target's Melee Attack suffers -3 Modifier.**

Stratagems

March! (Authority) — Soldiers gain +1 SPD.

Rally Troops (Helian) (Authority) — Soldiers cannot become Panicked.

Expeditionary Paragon (Authority) — Target party member gains Soldier class.

Striking Momentum (Authority) — When a Soldier declares an Attack in Reaction, it may immediately move directly towards the target activated model for a halved SPD.

Cost: 21 Limit: 2