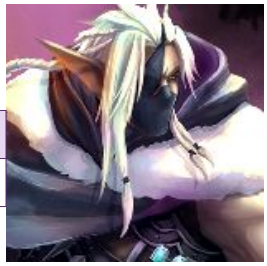
# Tharos, One-Eyed Wolf *· Coalition of Thenion · Eldfall Chronicles*



| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Medium | 2 | 6 | 13 | 10 | 14 | 13 | 13 | 12 | 3 | 2 | 12 |

## Classes

**Alchemist.** Consumables of Alchemists replenish during their Strategic phase. When casting a Transmutation-Type Spell, an Alchemist may reroll up to 1 failed roll.

**Rogue.** Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

## Traits

**Survival (Difficult, Hazy Environment).** This model is not affected by the Difficult, Hazy Environment.

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

## 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.

**Climbing.** This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

**Stealth II.** You may deploy this model in the Shrouded state. If no enemy model has LoS towards the User, this model may re-enter the Shrouded state during its Strategic phase.

**Snipe.** STK of an Attack using this ability is 1, unmodifiable. This model ignores Cover and "(Ranged) Friendly Fire".

## Combat Arts

**Assassination** — this model is at Level **III**

| Lvl | Effect |
|---|---|
| I | Aiming for the Vitals: User's Attack gains +6 PW. |
| II | Cunning Precaution: User's Attack gains Poison I Trait. |
| **III ←** | **Overwhelming Assault: User's Attack gains +1 STK.** |

## Inventory

*Inventory space: 8*

| Item | Qty | Cat. | PW | RCH | STK | WGT | Effect |
|---|---|---|---|---|---|---|---|
| **Crossbow** | 1 | Weapon | 13 | 0-24: +3<br>25-48: -3 | 1 | 2 | Two-Handed |
| **Short Sword** | 1 | Weapon | T | 0 | STA | 1 | — |
| **Firecracker** | 1 | Consumable | 0 | T, AOE: Circular S | 1 | 1 | Stagger, Targetless |
| **Grapeshot** | 1 | Consumable | 13 | T, AOE: Circular S | 1 | 1 | Targetless |

## Stratagems

**Mastery of Poisons** (Authority) — Attacks of Assassins and Rogues gain the Poison I Trait. Affected models that already have these, receive the Poison II Trait instead.

**Guerrilla Tactics** (Authority) — Assassins and Rogues gain the Hit and Retreat and Backstab skills.

**Piercing Perception** (Subterfuge) — Cancel enemy Taunt Skills. Remove Shrouded State of one target.

## Glossary

**Backstab.** During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, this model's Hits gain +3 PW for that attack, and one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits.

**Hit and Retreat.** During its Movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

**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.

**Poison.** WEAK POISON; If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic phase.

**Shrouded.** While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

**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.

**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.

**Two-Handed.** A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.