Chanra, Goblin Shaman, Tier III *· Goblin Wartribes · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	10	10	13	12	12	0	3	15

Classes

Mystic. Mystics must use the M value instead of the INT value when casting Spells.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

Affinity (Air, Divine, Earth, Elder, Fire, Profane, Water). A model with this Trait can cast (Air, Divine, Earth, Elder, Fire, Profane, Water) Spells. (For example: Air, Divine, Earth, Elder, Fire, Profane, Water = fire, water, profane, etc.)

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

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

Skills

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

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.

Spellcrafts — Shamanism (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Primal Claw	I	Elder	Spell, Sorcery / Melee	13	1	3	May choose any Element.
Fire Breath	I	Fire	Spell, Sorcery / Ranged	12	AOE: Spray S	2	Burn 1
Fortified Recovery	II	Earth	Spell, Healing / Ranged	—	16	1	Choose one: •Remove 1 State except Crouched, Flying, Shrouded, Incapacitated, or Dead. •Regain 1 HP. •Another model may regain 1 AP.
Misfortune	II	Divine	Spell, Enchantment / Ranged	—	16	1	The enchanted model must reroll any successful roll once.
Searing Blood	III	Fire	Spell, Enchantment / Ranged	—	16	1	The Enchanted model must perform an M roll when activated. On a failure, it loses 1 HP and 1 AP; remove the Enchantment.

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Staff of Chaos	1	Accessory	—	1	—	3	When performing an Attack with a Spell in the Active Role, the wearer may reroll 1 die. When equipped, an enemy model can become Engaged if within RCH of this Item.

Stratagems

Call of Bravery (Authority) — Other Goblin models in this model's Awareness cannot be Panicked.

Earthspeaker (Authority) — Allied models (including self) in Awareness have Light Cover.

Hexcaller (Subterfuge) — 1 enemy model in Awareness can become enchanted with a Spell available to this model.

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.

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.

Dead. A Dead model's Hitbox becomes the size and volume of its base. A Dead model cannot receive Activation Points and cannot perform Activations nor Reactions. Unless Stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items etc. Unless stated otherwise it is ignored for all impacts like scoring in Quests, (Ranged) Friendly Fire, etc. and does not obstruct Movement, but a model may not end their Movement on top of a Dead model. When a model enters Dead State, it retains its other States. Unless specified otherwise, a Dead model cannot regain HP.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Flying. While in this state, the model: - Has doubled Speed. - Has Melee Attack Strike value of 1. - May move over scenery, obstacles and models, or end its movement above them (unless the scenery is of an infinite height). - Cannot benefit from Cover. - Always has LoS to all models, and all models have LoS to the Flying model. - Cannot become Engaged (state) or cause Engaged (state). - Cannot voluntarily become Crouched (state). - Cannot be targeted by Melee Attacks, except by models that are also in the Flying state. However, if a model in this state declares a Melee Attack against a model that is not in the Flying state, the attacked model can declare a Melee Attack, targeting the Flying model. - Always has LoS to all models, and all models have LoS to the Flying model. The Flying state is automatically canceled if a model in this state becomes Incapacitated, Dead, Immobilized, Petrified or Crouched (states). Attack and movement Distances are measured as if the figure were placed on the field.

Incapacitated. When a model's HP reaches 0, it becomes Incapacitated and immediately enters the Crouched State. The model retains all other States. An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions. (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End Phase of that turn). This State is canceled if the model regains at least 1 HP. If a model enters the Incapacitated State due to an effect but has more than 0 HP, the State is canceled during the model's next Strategic Phase. When canceled, the model may voluntarily cancel Crouched. An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items, etc., and is ignored for all impacts such as scoring in Quests and Ranged Friendly Fire. They are still hit by Attacks, like AoEs or Sweep Attacks.

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.

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).