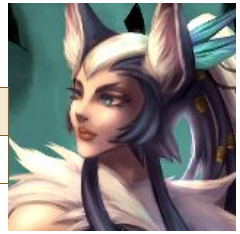
Na'ra, Veil Watcher

· Sand Kingdoms · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	7	15	12	8	13	13	12	0	2	14



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.

Traits

Acute Senses. A model with this trait may perform the Perceive and Uncover Actions with its AG instead of INT. The model's Awareness is increased by 3 inches. When performing a Dodge without LoS, its AG is not halved.

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

Survival (Scorching, Dark Environment). This model is not affected by the Scorching, Dark Environment.

Skills

Stealth. When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

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.

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Dash. When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

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.

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Chimera Claws	1	Weapon	T	0	STA	—	Gain +1 STK when attacking a target without AP.

Glossary

Advantage (X). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (X) characteristic (Size, Class, Trait, etc.).

Bleed. If a model suffers at least one Wound with this Trait, it enters the Bleeding State.

Cleave. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Construct. This model cannot be affected by the following Traits: Surprise Attack, Stagger, Vampirism, Mindgame and Burn. It cannot be affected by the Charm Skill or Toxic Environment. It cannot enter Panicked, Bleeding, Poisoned, Weakened and Confused States. Spells or Abilities that allow the attacker to regain HP when it deals a Wound to a model cannot affect this model. It cannot regain HP from Spells or Skills without the Earth Element. If the model's HP reaches 0, it is removed from the field.

Elemental Essence (Element). This model cannot suffer Effects from (Element) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Element) Spell Damage.

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.

Fatigued. A model in this State cannot regain AP during the Upkeep Phase. This state is canceled at the beginning of this model's next Strategic Phase.

Poison. STRONG POISON; If a model suffers a Wound with this Trait, it becomes Weakened and Poisoned (States).

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.

Undead. This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked States. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

Spellcrafts — Necromancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Command the Undead	I	Profane	Spell, Sorcery, Necromancy, Ranged	—	Casting Aura	x	Continuous. This Spell cannot be negated by Elemental Essence and does not cause Confrontation. To succeed, the caster must perform a number of INT rolls equal to the target's Tier. The caster may spend any amount of Mana, with each one guaranteeing a successful INT roll. Spending at least 1 Mana allows control of a Level II Undead. If successful, the target's Attack rolls are negated, and a target with Undead I becomes allied to the caster. The converted Hostile retains its remaining AP.
Spectral Sight	I	Profane	Spell, Enchantment, Necromancy, Melee/Ranged	—	16	1	The enchanted model gains Advantage Undead.
Curse of Decay	I	Profane	Spell, Enchantment, Necromancy, Ranged	—	16	1	Continuous. The target becomes Poisoned State.
Necrotic Wound	II	Profane	Spell, Enchantment, Necromancy, Ranged	*	16	1	Target gains Cleave and Poison II
Soul Leech	II	Profane	Spell, Enchantment, Necromancy, Melee/Ranged	*	16	1	The caster gains 1 Mana Counter whenever the enchanted model successfully deals a Wound.
A Second Chance	III	Profane	Spell, Healing, Necromancy, Ranged	—	16	2	The target model regains 1 HP. If the target model was Incapacitated, it also regains 1 AP.
Life Leech	III	Profane	Spell, Enchantment, Necromancy, Melee/Ranged	*	10	1	The enchanted model gains 1 HP for each Wound dealt to an enemy model without the Undead or Construct Trait (up to double its default HP).

Stratagems

Adrenaline Rush (Authority) — Target self. In the Active Role, gain 1 additional AP but become Fatigued until your next Strategic Phase.

Ironhide (Authority) — Target self. Gain +3 ARM

Reinforced Claws (Authority) — Target self. Gain Bleed. Melee Attacks gain +2 PW.

Cost: 28 Limit: 1