Chiyohime *· Oni Clans · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	3	5	12	12	10	17	13	15	3	4	16

Classes

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!

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

Traits

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

Demon. When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomesPanicked (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes Panicked (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.

Resistance (Spell). Power of a Hit dealt to this model by an Attack with the (Spell) Type or Trait is halved.

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

Menacing. Models with LoS to this model suffer a -2 M modifier for every level of this ability.

Skills

Charm. When an enemy model declares Reaction against this model, it must first perform an Intellect roll. If it fails the roll, it may not declare any Normal Action other than Nothing until the end of the Activation Sequence.

Chain Attack. Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

Spellcrafts — Necromancy (Level V)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Command the Undead	I	Profane	Spell, Sorcery / 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 / Melee/Ranged	—	16	1	The enchanted model gains Advantage Undead.
Curse of Decay	I	Profane	Spell, Enchantment / Ranged	—	16	1	Continuous. The target becomes Poisoned State.
Necrotic Wound	II	Profane	Spell, Enchantment / Ranged	*	16	1	Target gains Cleave and Poison II
Soul Leech	II	Profane	Spell, Enchantment / 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 / 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 / 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).
Corroding Embrace	IV	Profane	Spell, Sorcery / Melee/Ranged	14	3	1	Armor-Piercing, Poison II, Sweep II
Leeching Bolt	IV	Profane	Spell, Sorcery / Ranged	INT	16	1	The caster regains 1 HP for each Wound dealt to an enemy model without the Undead or Construct Trait.
Raise the Undead	V	Profane	Spell, Conjuration / Ranged	—	Casting Aura	1	[Mana Cost: 2] Select a Dead model within Awareness. Summon up to 2 Tier I Undead or 1 Tier II Undead in Base Contact with the Dead model, then remove the Dead model.
Reanimation	V	Profane	Spell, Healing / Ranged	—	Casting Aura	1	[Mana Cost: 1] Each Undead model within RCH regains full HP and may cancel Dead State.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Deathweaving Fan	1	Accessory	—	—	—	1	Once per Activation, reroll a failed Profane Spell roll. To summon a Tier III or higher Undead via Ritual, spend Mana equal to the model's Tier +1 and remove 2 Dead models within Awareness.

Stratagems

Eternal Vigil (Authority) — Target Undead model gains Watchful.

Final Gambit (Authority) — All Undead gain Unstoppable (may ignore size requirement). All Undead become Dead at the end of the turn. When an allied Undead becomes Dead, place AOE: Circular S centered in it. All models Withing the AOE suffer a Hit with PW 12 and Poison II. After resolving the AOE, remove the Undead.

Profane Mend (Authority) — Select up to 2 models. Each may regain 1 HP (including Dead models).

Soul Harvest (Subterfuge) — Remove up to 2 Dead models within Awareness. Gain 2 Mana for each removed Dead model.

Special

Can recruit models with Undead Trait.

After deploying, place a Dead token 14" or more away. It is considered as a model in Dead State.

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.).

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

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.

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.

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.

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.

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.

Sweep. On a successful Attack roll, this model's Front arc becomes 360° for the remainder of the Activation Sequence. All models within this model's Melee RCH and LoS suffer a Hit.

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.

Unstoppable. If the target of an Attack Action is smaller than this model, Confrontation among these models does not occur for that Attack Action. Successful Attack Rolls from one model do not block the other's.

Watchful. This model receives a double amount of Activation Points in its Reactive role.