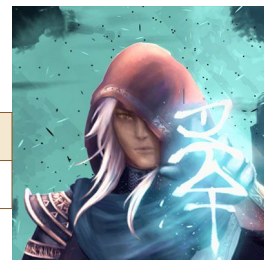


Academy Expeditioner · Sand Kingdoms · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	10	8	8	14	10	10	4	2	12

Classes

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

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!

Traits

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

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

Spellcrafts — Art of Sorcery (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Bolt	I	Elder	Spell, Sorcery / Ranged	Int	16	STA	Critical: Knockdown
Ignite	I	Fire	Spell, Sorcery / Ranged	INT	16	STA	Burn 1
Flare	II	Fire	Spell, Sorcery / Melee And Ranged	INT	3	1	Sweep II; Burn 2.
Telekinetic Blast	II	Elder	Spell, Sorcery / Ranged	Int -3	AOE: Spray L	1	Knockback 3; Knockdown.
Fireball	III	Fire	Spell, Sorcery / Ranged	INT	16, AoE: Circular L	1	Targetless; Burn 1.
Soul Crush	III	Elder	Spell, Sorcery / Ranged	Int	16	1	Stun, Ignore Armor. If wounded, the target becomes Panicked State until caster's next End phase.

Sand Kingdoms Scholars have access to spells across all elements. Rows in black are castable; grey rows are out-of-affinity. PW ★ = uses target's own value. PW — = no DMG roll.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

Burn 1. State. At the start of this model's activation, it loses 1 HP. Removed if the model is hit by a Water Spell.

Burn 2. State. At the start of this model's activation, it loses 2 HP. Removed if the model is hit by a Water Spell.

Crouched. State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

Ignore Armor. Attacks with this trait ignore the target's ARM value.

Knockback 3. On hit, the target is pushed directly away from the attacker by 3 inches.

Knockdown. On hit, the target is knocked to the ground and gains the Crouched State.

Panicked. State. The model must move directly away from the nearest enemy at full SPD during its activation and cannot declare Attacks.

Stun. On hit, the target cannot take any Actions until the end of the current round.

Sweep II. The attack hits all models within reach in a 360° arc (Level II).

Targetless. This Spell does not require a target model — it affects an area or all models in range.

Throwing. This weapon can be used as a Ranged Attack with RCH equal to its Melee RCH. After use it returns to the model's Inventory.