

Scholar of the True Word · Empire of Soga · Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	12	8	13	10	13	1	2	16



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.

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

Traits

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

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Monk’s Staff	1	Weapo n	T-2	1	STA	1	—
Short Sword	1	Weapo n	T	0	STA	1	—

Glossary

Bleeding. State. At the start of this model's activation, it loses 1 HP. Removed when the model regains any HP.

Blinded. State. The model suffers –4 to all Attack modifiers and cannot use Ranged Attacks.

Confused. State. The model cannot declare Actions voluntarily.

Crippled. State. The model's SPD is halved (round up). Removed when the model regains any HP.

Poisoned. State. At the start of this model's activation, it loses 1 HP unless it passes a STA roll.

Regeneration I. —

Resistance I Spells. —

Slowed. State. The model's SPD is reduced by 2 (min 1) until the end of the round.

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

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.

Undead I. This model cannot be affected by Poisoned, Weakened, Bleeding, Panicked, Confused, Blinded, Fatigued, Immobilized, Slowed States. It cannot Regenerate HP naturally.

Weakened. State. The model suffers –2 to all Attack modifiers.

Spellcrafts — Invocation (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Overgrowth	I	Earth	Spell, Enchantment / Ranged	—	16	2	Target gains +3 T.
Regrowth	I	Earth	Spell, Enchantment / Ranged	—	10	1	Target gains Regeneration I. Whenever a model regains 1 HP with this spell, the spell ends.
Natural Fortitude	II	Earth	Spell, Enchantment / Ranged	—	16	1	Target gains Resistance I Spells
Stone Skin	II	Earth	Spell, Enchantment / Ranged	—	16	1	Target gains +3 ARM.
Greater Cure	III	Earth	Spell, Healing / Ranged	—	16, Circular L	2	Removes Bleeding, Blinded, Confused, Crippled, Petrified, Poisoned, Slowed, Weakened, States from allied models within the AoE.
Primordial Word	III	Earth	Spell, Transmutation / Melee	—	0, Circular L	1	Targetless. During the Resolution Step (after all movements are performed) Summoned, Undead, and models with the Profane or Divine Element affected by the AoE suffer 1 Wound and must be moved into base contact with the outer edge of the AoE (caster's choice). When a model with the Profane or Divine Element enters the AoE or spends an AP within it, that model suffers 1 Wound during the resolution Step. Undead I and Summoned models cannot enter the AoE. Only one Primordial Word AoE may be on the field per caster. If the caster moves outside the AoE, this spell is removed from the field.

Cost: 19 Limit: 1