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.)

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.
Stone Skin	II	Earth	Spell, Enchantment / Ranged	—	16	1	Target gains +3 ARM.
Natural Fortitude	II	Earth	Spell, Enchantment / Ranged	—	16	1	Target gains Resistance I Spells
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.

Inventory

Inventory space: 5

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

Glossary

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Blinded. A model in this state has no LoS (other than to itself) and cannot perform any actions other than Assist, Dodge or Nothing.

Confused. A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.

Crippled. A model in this state has halved Speed and Agility.

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.

Regeneration. During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled States.

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

Slowed. A model in this state has halved SPD.

Targetless. When in the Active role, an Attack with this Trait does not require a model as a target. Instead, the target can be any surface on the field. If the Spell has both Casting Aura and AoE Reach, and the target is a flat surface/ground, then the template must be placed wholly within the Casting Aura.

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.

Weakened. A model in this state has halved Toughness, and -1 Stamina.