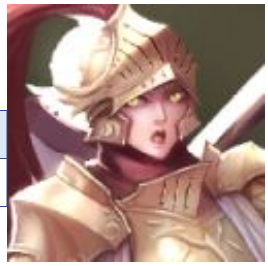
Paladin of the Order *· Helian League · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	10	12	10	12	6	2	15

Classes

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

Soldier. Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

Traits

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

Fearless. This model cannot become Panicked (State).

Spellcrafts — Hieromancy (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Purgation	I	Divine	Spell, Healing, Hieromancy, Melee/Ranged	-	16	1	- Removes theWeakened and Poisoned states from the target. - Removes any number of Enchantments from the target. - If the target of this spell has the Undead, Affinity (Profane), or Elemental Essence (Profane) trait, it automatically suffers a Wound when hit.
Curative Touch	I	Divine	Spell, Healing, Hieromancy, Melee	-	0	STA	The target model regains all HP. In addition, the Weakened, Bleeding, Crippled and Poisoned States are removed from the model.

Combat Arts

Fencing — this model is at Level **II**

Lvl	Effect
I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II ←	**Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).**

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Banner Lance	1	Weapon	T+2	2	STA	2	Two Handed
Sword	1	Weapon	T	1	STA	1	—
Empyrean Standard	1	Accessory	—	—	—	0	Models within the wearer's Awareness gain Fearless and ignore the effects of the Confused and Weakened States.

Stratagems

Sacred Vow (Authority) — Remove all enemy Enchantments from the target. The target cannot be affected by enemy Enchantments until your next Strategic Phase.

Solemn Presence (Authority) — Soldiers gain Vigilance.

Special

If this model is not the Leader and the Leader becomes Incapacitated, this model may become the new Leader until the original Leader is revived.

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.

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.

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

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

Cost: 22 Limit: 1