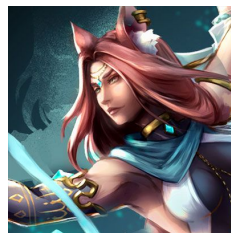


Spelldancer Aeroturge · Sand Kingdoms · Eldfall Chronicles



Size	Classes	Cost	Limit	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	Enchanter / Mage	15	2	2	6	8	8	8	12	14	8	0	1	12

Classes

Enchanter. Enchanters may cast Enchantment-Type Spells on allied models without performing a 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 Conjunction-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

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

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

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.

Spellcrafts — Art of Enchanting (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Arcane Shield	I	Elder	Spell, Enchantment / Ranged	—	16	1	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.
Burning Touch	I	Fire	Spell, Enchantment / Melee And Ranged	*	16	1	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.
Cutting Chill	I	Water	Spell, Enchantment / Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.
Formless Edge	I	Air	Spell, Enchantment / Ranged	*	16	1	The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.
Featherlight	II	Air	Spell, Enchantment / Ranged	—	16	1	Target gains +2 SPD.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Mirror Bubble	II	Water	Spell, Enchantment / Ranged	*	10	1	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.
Spectral Blade	II	Elder	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor and Stagger
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.
Hasten	III	Elder	Spell, Enchantment / Ranged	—	16	1	During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ice Shield	III	Water	Spell, Enchantment / Ranged	—	16	1	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.
Protective Currents	III	Air	Spell, Enchantment / Ranged	—	16	1	Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3 , but no damage.

*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.*

Spellcrafts — Electromancy (Level I)							
Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Electrification	I	Air	Spell, Sorcery / Melee And Ranged	Int	0	2	Ricochet IV, Stun, Ignore Armor.

Inventory

— no inventory. Relies on spells / class abilities.