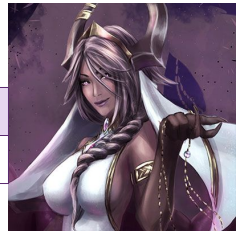
Night-Temple Priestess

· Coalition of Thenion · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Large	2	5	13	8	8	14	14	12	2	1	8

Classes

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!

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

Traits

Demon. When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomesPanicked (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes Panicked (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.

Inspiring. Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

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

Skills

Charm II. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence.

Foresight. When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.

Flight. The user may enter or cancel the Flying state during its Movement step. In addition, it cannot be affected by Fall Damage. A model cannot enter Flying State if it is Engaged State.

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Spear	1	Weapon	T	2	STA	2	Throwing
Succumbing Embrace	1	Weapon	T	0	STA	—	Spellbound (Life Leech).

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.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Fatigued. A model in this State cannot regain AP during the Upkeep Phase. This state is canceled at the beginning of this model's next Strategic Phase.

Flying. While in this state, the model: - Has doubled Speed. - Has Melee Attack Strike value of 1. - May move over scenery, obstacles and models, or end its movement above them (unless the scenery is of an infinite height). - Cannot benefit from Cover. - Always has LoS to all models, and all models have LoS to the Flying model. - Cannot become Engaged (state) or cause Engaged (state). - Cannot voluntarily become Crouched (state). - Cannot be targeted by Melee Attacks, except by models that are also in the Flying state. However, if a model in this state declares a Melee Attack against a model that is not in the Flying state, the attacked model can declare a Melee Attack, targeting the Flying model. - Always has LoS to all models, and all models have LoS to the Flying model. The Flying state is automatically canceled if a model in this state becomes Incapacitated, Dead, Immobilized, Petrified or Crouched (states). Attack and movement Distances are measured as if the figure were placed on the field.

Immobilized. A model in this state cannot perform any Movement,Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

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.

Spellbound (X). A model or an Item with this Trait is enchanted by the Enchantment Spell listed in the brackets. In addition, the Enchantment Spell does not wear off and lasts throughout the game.

Throwing. An Item with this trait enables a Ranged Attack with RCH equal to the user's T. The STK value can be up to the Quantity of the Item. Upon use, remove QTY of the item equal to the STK, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target model, you can recover the Item by making Base Contact with the target.

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

Spellcrafts — Succubi Magic (Level I)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Fiery Fervor	I	Fire	Spell, Enchantment, Succubi Magic, Ranged	-	16	1	Remove Weakened, Bleeding, Poisoned, Confused, Crippled, Blinded, Immobilized, Panicked, Petrified, Fatigued (States) from the model. It also gains +2 OFF, DEF.
Unrelenting Zeal	I	Fire	Spell, Enchantment, Succubi Magic, Ranged	-	16	2	When the enchanted model suffers a Wound, it may perform a M roll. If successful, that Wound is prevented and this Spell ends.
Draining Impulse	I	Profane	Spell, Enchantment, Succubi Magic, Ranged	-	10	1	[Mana Cost (2)]; The enchanted model receives additional 2 Activation Points in the Active and Reactive role. After this Enchantment is removed, the model becomes Fatigued (State).
Agony	I	Profane	Spell, Enchantment, Succubi Magic, Ranged	-	Casting Aura	1	The enchanted model must perform an INT roll at the beginning of each Activation or Reaction. On a failed roll, it loses 1 HP, and its Activation or Reaction ends. If a friendly model comes in Base Contact with the Enchanted model, this Enchantment ends.

Cost: 21 Limit: 1