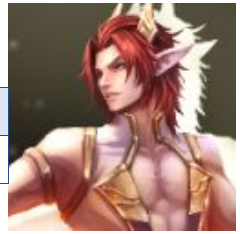
Flameshaper *· Helian League · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	8	8	8	12	12	8	1	1	12

Classes

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.

Sorcerer. In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

Traits

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

Skills

Chain Attack. Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

Inventory

— no inventory. Relies on spells / class abilities.

Glossary

BURN (X). When a model suffers at least one Wound with this Trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound causes a model to become Dead (State), the model is removed from the field.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Sweep. On a successful Attack roll, this model's Front arc becomes 360° for the remainder of the Activation Sequence. All models within this model's Melee RCH and LoS suffer a Hit.

Spellcrafts — Art of Sorcery (Level II)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Ignite	I	Fire	Spell, Sorcery, Art of Sorcery, Ranged	INT	16	STA	Burn 1
Flare	II	Fire	Spell, Sorcery, Art of Sorcery, Melee/Ranged	INT	3	1	Sweep II; Burn 2.

Cost: 15 Limit: 3