Helrin Expatriate

· Helian League · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	13	13	8	10	10	12	6	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.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

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

Survival (Difficult, Forest Environment). This model is not affected by the Difficult, Forest Environment.

Resourceful II. A model with this trait may receive another 1 additional Upgrade.

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.

Impede. When this model declares an Attack of Opportunity with a Melee Attack against a non-Engaged model, that model's Movement ends at the point where the Attack of Opportunity is performed. If Attack of Opportunity was a Melee Attack, the target also becomes Engaged immediately.

Spellcrafts — Art of Enchanting (Level II)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Burning Touch	I	Fire	Spell, Enchantment, Art of Enchanting, Melee/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.
Melting Touch	II	Fire	Spell, Enchantment, Art of Enchanting, Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.

Inventory

Inventory space: 7

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Sword	1	Weapon	T	1	STA	1	—
Dagger	1	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

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.

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.

Crouched. The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.

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.

Ignore Armor. A Hit with this Trait reduces the hit model's ARM to 0 for the duration of the Damage roll.

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.

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.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

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.