




# ISTARIEL

## ELF FIRE MAGE

MOV	AGI	RES	MEL	MAG	RNG
<b>3</b>	<b>5</b>	<b>0</b>	<b>-</b>	<b>7</b>	<b>-</b>

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
<b>13</b>	<b>14</b>	<b>15</b>

SOUL HARVEST **3**

	Cost	Reach	Glance	Solid	Crit
 Burning Arrow	<b>1AP</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>4</b>

### COMMON INNATE ABILITIES

Armour Piercing (*Burning Arrow*); Dash; Immunity (*burn*)

Incendiary (2👤) - [*Manoeuvre*] Enemy damaged by *Burning Arrow* Attack suffers *burn*.

Blaze (1AP) - [*Active*] Place Istarriel up to 3 hexes from her current location.

Conflagration (1F) - [*Active*] Enemies within 5 hexes, which are currently suffering *burn*, take D3+2 True Damage immediately. Roll separately for each model.

**LEVEL 2** Gain 1 Health **LEVEL 3** Gain 1 Health

Lvl 2: **Wildfire** - [*Innate*] *Burn* conditions on enemies within 5 hexes do not expire at the end of their activation.

Lvl 3: **Intensify** - [*Innate*] Istariel's Burning Arrow Attack receives a +1 damage modifier against enemies suffering burn.

GODS



CLASS

