

Orin

Overview

Role: Orin is a dedicated Support Character and priest of the Light who serves as the spiritual heart of a Mage Guild party. While other members of the Guild hold the frontline or unleash devastating attacks, Orin keeps his companions alive through healing, purification, and divine intervention. His connection to the Light even allows him to return fallen Characters to battle.

Orin is not built to withstand prolonged enemy pressure. Although he possesses enough protection to survive minor attacks and can rapidly heal himself in an emergency, he is most effective when protected by the party's Tank while supporting the rest of the team.

Core Information

Summon Points: 1 (*Character*)

Alignment: Light

Affiliation: Mage Guild

Keywords

- Character
- Mage Guild
- Support
- Priest
- Holy

Statistics

- **Health:** 4
- **Armor:** 1
- **Speed:** 5
- **Defense:** 6
- **Dodge:** 6
- **Willpower:** 8

Special Rules

Devoted to the Light

Orin is a priest devoted completely to the Light and refuses to willingly fight alongside those whose allegiance stands in direct opposition to it.

- Orin cannot be included on a team containing a unit with **Dark Alignment**.

Flash Heal

Orin has spent years channeling the Light into others. When his own life is threatened, that same training allows him to instinctively turn a burst of healing energy upon himself.

- **Type:** Free Action
- **Cost:** 1 Fate Token
- Orin immediately restores **2 Health**.
- Flash Heal may only target **Orin**.
- Flash Heal cannot increase Orin above his maximum Health.
- Flash Heal may be used **once per round**.

Abilities

Holy Bolt

- **Type:** Ranged (R)
- **Range:** 6"
- **Mechanic:** Fate vs. Willpower
- **Damage:** Light Damage

Orin channels the power of the Light into a radiant bolt of holy energy and sends it toward his enemy.

Special Rules

- If Holy Bolt targets an **Undead** unit, the attack **bypasses Armor**.
- If Holy Bolt deals damage, gain **1 Fate Token**.
- Orin may generate a maximum of **1 Fate Token each round** from Holy Bolt.

Healing

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** 6"
- **Mechanic:** Fate vs. 6
- **Healing:** Light Healing

Orin calls upon the sacred power of the Light to mend the wounds of an ally.

On a successful roll, choose one friendly unit within **6"**. Roll Fate and use the **lower die**. The target restores that much Health, up to its maximum Health.

Special Rules

- If Orin's Healing roll succeeds by **3 or more**, Healing does **not cost a Fate Token**.
- Healing cannot restore Health beyond the target's maximum Health.
- Healing follows all normal rules and restrictions for Healing.
- Healing cannot affect a unit that specifically states it cannot be healed by normal means.

Resurrection

- **Type:** Special Ability (SA)
- **Cost:** 3 Fate Tokens
- **Timing:** End of Round

Orin calls upon the Light to reach beyond death itself, returning a fallen hero to the battlefield.

At the **end of the round, after scoring has been completed but before the next round begins**, Orin may choose one friendly Character that was **Destroyed during that round**.

Pay **3 Fate Tokens**. The chosen Character is returned to the battlefield at **full Health** and is placed using the normal placement rules for the Mage Guild's **Summoning Totem**.

Special Rules

- Resurrection is **automatic** and requires no Fate roll.
- Orin may use Resurrection even if he **already activated during the round**.
- The target must have been **Destroyed during that round**.
- A Character may be resurrected by Orin **only once per game**.
- Resurrection may only be used **once per round**.
- **Companions cannot be resurrected** by Resurrection.
- The resurrected Character returns with its **natural Armor**.
- The Character returns with **no Fate Tokens**.
- Temporary bonuses and negative Status Effects affecting the Character before it was Destroyed do not return with it.
- Resurrection does **not** require additional Summon Points.
- The Character does not count as having been summoned again.
- Because Resurrection occurs after scoring, the returned Character cannot affect scoring for the round in which it was Destroyed.
- The resurrected Character may activate normally beginning with the **next round**.

Blessing of Light

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** 10"

Orin calls upon the full power of the Light, bathing his companions in radiant energy that restores their strength, purifies their bodies, and empowers them for the battle ahead.

All friendly **Mage Guild units within 10" of Orin** receive the following effects:

- Restore **3 Health**, up to the unit's maximum Health.
- Remove all negative **Status Effects** currently affecting the unit.
- Gain **+1 Armor** until the end of the round.
- Gain **+1 Defense** until the end of the round.
- Gain **+1 Dodge** until the end of the round.
- Gain **+1 Willpower** until the end of the round.
- Gain **+1 to all attack and Ability rolls** until the end of the round.

Special Rules

- Blessing of Light may affect **Orin himself**.
- Armor granted by Blessing of Light is temporary and **cannot be repaired**.
- Bonuses from multiple uses of Blessing of Light **do not stack**.
- Blessing of Light cannot restore a **Destroyed** unit.
- Blessing of Light follows normal Healing restrictions for units that cannot be healed by normal means.

Tactics and Strategies

Orin represents the pure **Support** role of the Mage Guild's Holy Trinity. His purpose is not to defeat the enemy himself but to keep the rest of the party functioning long enough for them to do so.

Holy Bolt gives Orin a reliable basic attack and Fate generator when healing is unnecessary. Its ability to bypass the Armor of Undead units also allows Orin to remain particularly threatening against those creatures without turning him into a dedicated DPS Character.

Healing should be Orin's most frequently used support ability. Its Light Healing can restore significant Health, while a particularly strong Healing roll removes its Fate cost and allows Orin to conserve resources for his more powerful abilities.

Orin's low Health and Armor make him vulnerable when enemies break through the Mage Guild frontline. **Flash Heal** gives him an emergency method of keeping himself alive, but every Fate Token spent saving Orin is a Fate Token unavailable for supporting the rest of the party.

Resurrection is Orin's defining divine ability. Destroying a Mage Guild Character does not necessarily mean that Character is gone for the remainder of the battle while Orin remains alive and the Guild has enough Fate available. However, Resurrection occurs only after scoring, returns the Character at the Summoning Totem, and can only return each Character once.

Blessing of Light represents Orin at the height of his power. Used at the right moment, it can restore a wounded party, remove debilitating effects, reinforce their defenses, and prepare them for a major offensive push.

Orin embodies the Mage Guild's Holy Trinity philosophy particularly well.

The Tank keeps the enemy away from Orin.

Orin keeps the party standing.

And as long as the healer is still standing, **the fight may not be over yet.**