

Eric

Overview

Role: Eric is the Dwarven Forge's battlefield engineer, specializing in repairing damaged Armor and reinforcing friendly units before the enemy can break through the Dwarven line. While capable of defending himself with his trusty wrench, Eric is most valuable when supporting heavily armored allies and establishing fortified positions around important objectives. His engineering expertise allows him to turn even a Pillar of Fate into a temporary field armory, making an established Dwarven position significantly more difficult to overcome.

Core Information

Summon Points: 1 (*Character*)

Alignment: Grey

Affiliation: Dwarven Forge

Keywords

- Character
- Dwarf
- Engineer

Statistics

- **Health:** 5
- **Armor:** 2
- **Speed:** 4
- **Defense:** 7
- **Dodge:** 5
- **Willpower:** 7

Abilities

Trusty Wrench

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Defense
- **Damage:** Light Damage

Eric's wrench is primarily a tool, but years spent working around heavy machinery have taught him that it works perfectly well as a weapon when necessary.

Special Rules

- If this attack deals damage, gain **1 Fate Token**.

Repair

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** 2"
- **Mechanic:** Fate vs. 6
- **Effect:** Repair 2 Armor

Eric uses his engineering expertise to quickly repair damaged armor in the middle of battle.

Special Rules

- Choose one friendly unit with Armor within 2".
- On a successful roll, restore **2 Armor** to the target.
- Repair cannot increase a unit's Armor above its **natural maximum Armor**.
- Repair cannot restore **Temporary Armor** unless the rule that granted that Armor specifically states otherwise.

Armor Up!

- **Type:** Special Ability (SA)
- **Cost:** 3 Fate Tokens
- **Range:** 6"
- **Effect:** +3 Temporary Armor

Eric hurls one of his specially designed Armor Packs toward a friendly unit. Upon reaching its target, the pack rapidly deploys and surrounds the recipient with an additional layer of protection.

Special Rules

- Choose one friendly unit within 6".
- The target gains **3 Temporary Armor**.
- This Temporary Armor is added to the target's current Armor.
- Damage is removed from the Armor Pack's Temporary Armor before the target's natural Armor.
- Armor granted by Armor Up! **cannot be repaired**.
- A unit with Armor remaining from Armor Up! cannot gain additional Armor from another Armor Pack or other Armor-adding effects.
- Armor Up! remains on the target until all of its Temporary Armor has been depleted.

I Can Use That!

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** 2"
- **Mechanic:** Fate vs. 6
- **Target:** Pillar of Fate

Eric sees a Pillar of Fate not merely as an ancient source of power, but as an opportunity. With a few rapid modifications, some questionable engineering, and his trusty wrench, Eric converts the Pillar into a temporary Dwarven field armory and rally point.

Choose one **Pillar of Fate within 2" of Eric.**

On a successful roll, every friendly **Dwarven Forge unit within 6" of the chosen Pillar** receives the following benefits:

- Restore **2 Health.**
- Gain **+1 to all rolls until the end of that unit's next activation.**
- Gain **3 Temporary Armor.**

Special Rules

- Health restored by I Can Use That! cannot increase a unit above its natural maximum Health.
- The Temporary Armor follows all restrictions of Eric's **Armor Up!** Ability.
- A unit that already has Temporary Armor from Armor Up! does not gain an additional 3 Temporary Armor.
- I Can Use That! does not repair existing natural Armor.
- The effects are applied when the Ultimate successfully resolves. The Pillar does not continue granting these benefits afterward.

Tactics and Strategies

Eric is a support Character who becomes increasingly valuable as the Dwarven Forge establishes control of an area. His low Speed means he should be positioned with the units and objectives the Dwarven player intends to defend rather than attempting to move between distant parts of the battlefield.

Trusty Wrench gives Eric a reliable method of generating Fate when forced into Melee Combat, but fighting should rarely be his primary objective.

Repair allows Eric to restore the natural Armor of damaged friendly units, making him particularly effective alongside heavily armored Dwarven Characters. Because Repair cannot restore Temporary Armor, players must decide when to repair a unit's natural protection and when additional reinforcement is necessary.

Armor Up! provides a substantial layer of Temporary Armor to an important friendly unit. It can be used to reinforce a Character preparing to enter combat or make a unit already holding an important position considerably more difficult to remove.

I Can Use That! is most effective when several Dwarven Forge units have gathered around the same Pillar of Fate. The combination of restored Health, Temporary Armor, and improved rolls can dramatically reinforce an established Dwarven position.

Eric is particularly valuable when supporting the Dwarven Forge's attempts to capture and hold important territory. The longer the Dwarves remain in one location, the more opportunities Eric has to repair damage and reinforce the units defending it.

Eric may not be the strongest warrior in the Dwarven Forge.

Give him enough time with a wrench, however, and he'll make everyone around him considerably harder to kill.