

Gargoyle, Tier I

· Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Small	2	5	12	8	8	8	8	12	5	1	20

Classes

Creature. Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

Traits

Construct. This model cannot be affected by the following Traits: Surprise Attack, Stagger, Vampirism, Mindgame and Burn. It cannot be affected by the Charm Skill or Toxic Environment. It cannot enter Panicked, Bleeding, Poisoned, Weakened and Confused States. Spells or Abilities that allow the attacker to regain HP when it deals a Wound to a model cannot affect this model. It cannot regain HP from Spells or Skills without the Earth Element. If the model's HP reaches 0, it is removed from the field.

Survival (Scorching Environment). This model is not affected by the Scorching Environment.

Skills

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Climbing. This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Gargoyle's Claws	1	Weapon	T	0	STA	—	The first time each turn this model deals a Wound, this model gains an Activation Point and the wounded model loses an Activation Point, if it has any.

Glossary

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.

Confused. A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Weakened. A model in this state has halved Toughness, and -1 Stamina.