# Hired Blade *· Coalition of Thenion · Neutral · Eldfall Chronicles*



| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Medium | 2 | 6 | 15 | 8 | 10 | 10 | 14 | 10 | 1 | 1 | 8 |

## Classes

**Assassin.** Assassins score a Critical Hit on roll results of 1, 2, 3.

**Rogue.** Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

## Skills

**Stealth II.** You may deploy this model in the Shrouded state. If no enemy model has LoS towards the User, this model may re-enter the Shrouded state during its Strategic phase.

**Infiltration II.** You may deploy this model anywhere outside of the opponent's Deployment Zone.

**Dual-Wield.** Dual Wield reword to: A model with this skill can equip a 2nd (Melee) Weapon in place of a Shield. Both weapons must have a RCH of 1 or less and must not have the Two-Handed trait. This skill allows the model to re-roll a single Melee Attack roll. This model must decide which weapon's PW and Strike values to apply during an Attack action. The model may apply effects of both Weapons if applicable.

## Combat Arts

**Assassination** — this model is at Level **I**

| Lvl | Effect |
|---|---|
| **I ←** | **Aiming for the Vitals: User's Attack gains +6 PW.** |

## Inventory

*Inventory space: 5*

| Item | Qty | Cat. | PW | RCH | STK | WGT | Effect |
|---|---|---|---|---|---|---|---|
| **Short Sword** | 1 | Weapon | T | 0 | STA | 1 | — |
| **Dagger** | 2 | Weapon | T-3 | 0 | STA | 0 | Throwing. +1 STK when used against a model in Crouched State. |

## Glossary

**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.

**Knockdown.** A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

**Shrouded.** While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

**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.

**Two-Handed.** A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.