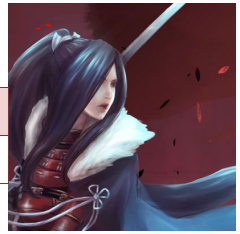
Onitaoshi

· Empire of Soga · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	16	10	8	10	10	13	6	3	17

Classes

Warrior. During their Strategic phase, a Warrior may shift to a Defensive Stance; the player indicates this by placing a Defensive Stance token next to the model. A Warrior in Defensive Stance has STK of 1 in its Active role and retains the default STK in its Reactive role (the same as if in Active role). The Defensive Stance lasts until the Warrior's next Strategic phase unless specified otherwise.

Armsmaster. In the Active role, Armsmasters may gain +1 STK when performing a Melee Attack.

Traits

Fearless. This model cannot become Panicked (State).

Advantage (Size: Large, Huge). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Size: Large, Huge) characteristic (Size, Class, Trait, etc.).

Skills

Finishing Strike. When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Taunt. When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Greatsword	1	Weapon	T+2	2	STA -1	3	Sweep I; Two-Handed; Bleed.
Short Sword	1	Weapon	T	0	STA	1	—

Glossary

Bleed. If a model suffers at least one Wound with this Trait, it enters the Bleeding State.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

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

Combat Arts

Fencing — this model is at Level **III**

Lvl	Effect
I	Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II	Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).
III ←	**Second Wind: User's Melee Attack gains +1 STK.**

Cost: 21 Limit: 2