

# Guildsworn Knight · Neutral · Eldfall Chronicles



| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 5   | 15  | 15  | 12  | 13  | 8  | 14 | 7   | 4  | 17 |

## Classes

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

**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.

## Traits

**Fearless.** This model cannot become Panicked (State).

**Resistance (Bleed, Knockback).** Power of a Hit dealt to this model by an Attack with the (Bleed, Knockback) Type or Trait is halved.

## 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.

**Follow Up.** If an enemy model disengages from this model, this model may move up to its halved SPD value towards the disengaged model.

**Protector.** This skill may only be used in the Reactive Role. When an allied model within 1/2 SPD distance is targeted in an Attack in this model's Reactive Role, this model can spend an Activation Point to move into Base Contact with the ally. (While moving, it cannot pass through objects taller than its Hitbox.) By doing this, the model becomes the new target of the Attack Action.

## Combat Arts

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

| 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.                                   |
| IV ← | <b>Grapple &amp; Thrash: User's Melee Attack gains Knockdown.</b>                |

## Inventory

Inventory space: 6

| Item               | Qty | Cat.   | PW  | RCH | STK | WGT | Effect                                                                                                                |
|--------------------|-----|--------|-----|-----|-----|-----|-----------------------------------------------------------------------------------------------------------------------|
| Poleaxe            | 1   | Weapon | T+3 | 1   | 1   | 3   | <b>Armor-Piercing, Cleave, Two Handed</b>                                                                             |
| Sword              | 1   | Weapon | T   | 1   | STA | 1   | —                                                                                                                     |
| Glyphscribe Dagger | 1   | Weapon | T-3 | 0   | STA | 0   | +1 STK when using against a model in <b>Crouched</b> .<br><b>Throwing:</b> The Weapon returns to the users Inventory. |
| Shield             | 1   | Shield | T   | 0   | 1   | 2   | -3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front.                                |

## Stratagems

**Defensive Formation** (Authority) — Each friendly model receives +1 ARM for every other friendly model in Base Contact.

**Unconventional Tactics** (Subterfuge) — Negate all enemy Stratagems currently in effect. At the start of the next Strategic Phase, the enemy Leader must perform an INT or M roll (their choice). On a fail, they cannot declare a Stratagem this turn.

## Glossary

**Armor-Piercing.** Attacks with this trait ignore the target's ARM value.

**Cleave.** On a successful hit, the attack also hits all models in base contact with the target.

**Crouched.** State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.

**Knockdown.** On hit, the target is knocked to the ground and gains the Crouched State.

**Throwing.** This weapon can be used as a Ranged Attack with RCH equal to its Melee RCH. After use it returns to the model's Inventory.

**Two Handed.** This weapon requires two hands. The model cannot use a shield or second weapon.