

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.

Inventory

Inventory space: 6

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Poleaxe	1	Weapo n	T+ 3	1	1	3	Armor-Piercing, Cleave, Two Handed
Sword	1	Weapo n	T	1	STA	1	—
Glyphscribe Dagger	1	Weapo n	T-3	0	STA	0	+1 STK when using against a model in Crouched . Throwing: 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.

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 ←	Grapple & Thrash: User's Melee Attack gains Knockdown.

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 Strategem this turn.

Cost: 30 Limit: 1