# 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 | Weapon | T+3 | 1 | 1 | 3 | Armor-Piercing, Cleave, Two Handed |
| **Sword** | 1 | Weapon | T | 1 | STA | 1 | — |
| **Glyphscribe Dagger** | 1 | Weapon | 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. |

## Glossary

**Armor-Piercing.** When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

**Cleave.** If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

**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.

**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.

## 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 Strategems 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