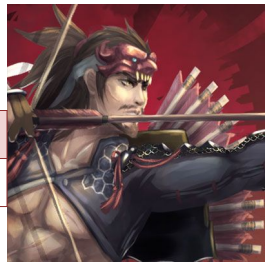
Musha Bowmaster *· Empire of Soga · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	12	12	14	10	11	13	2	2	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.

Marksman. If a Marksman declares Idle during their Movement step, it gains +4 ACC until the end of the Activation Sequence.

Traits

Duelist. The target of this model's Attack Action cannot use its Combat Arts of level III or less.

Resourceful. A model with this Trait may receive 1 additional Upgrade.

Combat Arts

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

Lvl	Effect
I ←	**Masterful Parry: Target's Melee Attack suffers -3 Modifier.**

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

Lvl	Effect
I	Overdraw: The first RCH interval of the used Ranged Weapon is increased by 6 inches.
II	Impeding Momentum: If hit, the target becomes Slowed (State) until the end of the turn.
III ←	**Staggering Precision: User's Ranged Attack gains Stagger.**

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Bow	1	Weapon	T+3	0-24: 0 25-48: -6	STA-1	2	Two-Handed
Sword	1	Weapon	T	1	STA	1	—
Dagger	1	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.

Slowed. A model in this state has halved SPD.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). 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.