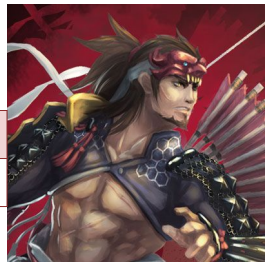
# Musha Blademaster *· Empire of Soga · Neutral · Eldfall Chronicles*



| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Medium | 2 | 5 | 14 | 12 | 12 | 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.

**Berserker.** Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a T roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

## Traits

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

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

## 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.** |

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

| Lvl | Effect |
|---|---|
| **I ←** | **Overdraw: The first RCH interval of the used Ranged Weapon is increased by 6 inches.** |

## Inventory

*Inventory space: 5*

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

**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.