Thenrin Swashbuckler *· Coalition of Thenion · Neutral · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	15	10	10	11	13	12	3	2	10

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.

Rogue. Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

Traits

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

Skills

Dash. When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

Dual-Wield. Dual Wield reword to: A model with this skill can equip a 2nd (Melee) Weapon in place of a Shield. Both weapons must have a RCH of 1 or less and must not have the Two-Handed trait. This skill allows the model to re-roll a single Melee Attack roll. This model must decide which weapon's PW and Strike values to apply during an Attack action. The model may apply effects of both Weapons if applicable.

Combat Arts

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

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).**

Inventory

Inventory space: 4

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Sword	2	Weapon	T	0	STA	1	—

Glossary

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.

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.