

Seigen, of the Keshobarai · Empire of Soga · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	16	12	13	11	13	6	3	17



Classes

Sentinel. In their Reactive role, Sentinels may gain +1 STK when performing an Attack.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

Fearless. This model cannot become Panicked (State).

Resistance (Spells, Profane). Power of a Hit dealt to this model by an Attack with the (Spells, Profane) Type or Trait is halved.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

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.

Impede. When this model declares an Attack of Opportunity with a Melee Attack against a non-**Engaged** model, that model's Movement ends at the point where the Attack of Opportunity is performed. If Attack of Opportunity was a Melee Attack, the target also becomes **Engaged** immediately.

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
Stonesplitter	1	Weapon	T+2	2	STA	3	Bleed, Sweep I, Two Handed
Sealing Javelins	2	Consumable	T	T	QTY	1	If this item hits a model with Incorporeal or Undead Trait, it automatically suffers 2 Wounds (no DMG roll necessary).

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

Hunter Tactics (Authority) — Target model may perform Walk, during its End Phase.

Stalward Defenders (Authority) — Sentinels and Warriors recieve +3 DEF and **Fearless**.

Overcome Pain (Authority) — Target Warrior not in **Incapacitated** State may regain 1 HP.

Cost: 28 Limit: 1