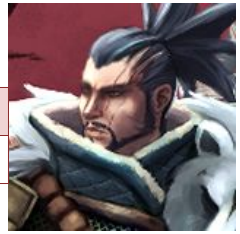
Seigen, of the Keshobarai *· Empire of Soga · Eldfall Chronicles*

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).

Glossary

Bleed. If a model suffers at least one Wound with this Trait, it enters the Bleeding State.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

Incapacitated. When a model's HP reaches 0, it becomes Incapacitated and immediately enters the Crouched State. The model retains all other States. An Incapacitated model cannot receive Activation Points and cannot perform Activations nor Reactions. (Note: If it had remaining Activation Points at the time when it became Incapacitated, it keeps them until the End Phase of that turn). This State is canceled if the model regains at least 1 HP. If a model enters the Incapacitated State due to an effect but has more than 0 HP, the State is canceled during the model's next Strategic Phase. When canceled, the model may voluntarily cancel Crouched. An incapacitated Leader cannot use Stratagems. An already Incapacitated model that would suffer another Wound automatically becomes Dead. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items, etc., and is ignored for all impacts such as scoring in Quests and Ranged Friendly Fire. They are still hit by Attacks, like AoEs or Sweep Attacks.

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.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

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

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