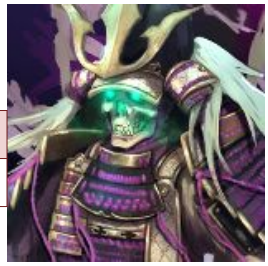
Forgotten Hero, Tier II *· Oni Clans · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	14	8	8	13	6	2	20

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

Elemental Essence (Profane). This model cannot suffer Effects from (Profane) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Profane) Spell Damage.

Undead. This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked States. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

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.

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 **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
Corroded War Bow	1	Weapon	T	0-20'': 0 21-40'': -6	1	2	Stun, Two Handed, Poison I
Corroded Sword	1	Weapon	T-2	1	2	1	Poison I
Corroded Piercing Dagger	1	Weapon	T-2	0	STA	0	+1 STK when used against a model in Crouched. Armor-Piercing Poison I

Glossary

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

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.

Mindgame. A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

Poison. WEAK POISON; If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic phase.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Stun. A model that suffers at least one Wound with this Trait must perform a Toughness roll. If failed, the model loses all Activation Points (until the end of the turn).

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

Weakened. A model in this state has halved Toughness, and -1 Stamina.