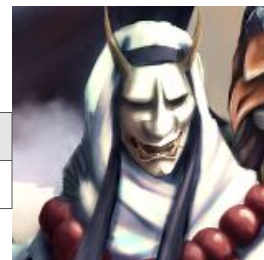


# Kogetsu, Cursed Monk

· Neutral · Eldfall Chronicles



| Size  | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|-------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Large | 2   | 5   | 14  | 16  | 10  | 10  | 10 | 13 | 3   | 3  | 14 |

## 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.

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

## Traits

**Advantage (Demon).** Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Demon) characteristic (Size, Class, Trait, etc.).

**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

**Leap.** This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

**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.

## Combat Arts

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

| Lvl  | Effect                                                                                  |
|------|-----------------------------------------------------------------------------------------|
| I    | Masterful Parry: Target's Melee Attack suffers -3 Modifier.                             |
| II ← | <b>Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).</b> |

## Inventory

Inventory space: 5

| Item          | Qty | Cat.   | PW  | RCH | STK   | WGT | Effect                                                                                          |
|---------------|-----|--------|-----|-----|-------|-----|-------------------------------------------------------------------------------------------------|
| Naginata      | 1   | Weapon | T+3 | 2   | STA-1 | 3   | <b>Bleed, Sweep I</b>                                                                           |
| Tengu Screech | 1   | Weapon | 8   | 4   | 1     | —   | <b>Ignore Armor, Mindgame, Stagger, Sweep II</b> This Weapon cannot cause <b>Engaged</b> state. |

## Special

**Protective Currents:** Apply -4 to incoming Attacks. If Hit, all enemy models within 3" suffer a Hit with Knockback (3) and this effect is canceled until the next Strategic Phase.

## Glossary

**Bleed.** State. At the start of this model's activation, it loses 1 HP. Removed when the model regains any HP.

**Engaged.** State. The model is in base contact with an enemy.

**Ignore Armor.** Attacks with this trait ignore the target's ARM value.

**Knockdown.** On hit, the target is knocked to the ground and gains the Crouched State.

**Mindgame.** The attack targets the INT stat instead of DEF.

**Stagger.** On hit, the target loses 1 Activation Point (min 0).

**Sweep I.** The attack hits all models within reach in a 180° arc (Level I).

**Sweep II.** The attack hits all models within reach in a 360° arc (Level II).