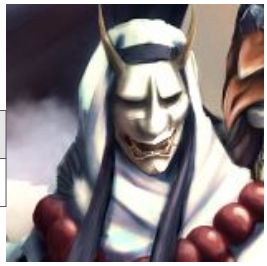
# Kogetsu, Cursed Monk *· Neutral · Eldfall Chronicles*



| 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 ←** | **Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).** |

## Inventory

*Inventory space: 5*

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

**Ignore Armor.** A Hit with this Trait reduces the target's ARM to 0 for the duration of the Damage roll.

**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.

**Stagger.** A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). 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.