

# Golem, Tier II

· Neutral · Eldfall Chronicles

| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Huge | 2   | 3   | 10  | 13  | 8   | 8   | 6  | 15 | 8   | 3  | 20 |

## Classes

**Creature.** Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

## Traits

**Construct.** This model cannot be affected by the following Traits: Surprise Attack, Stagger, Vampirism, Mindgame and Burn. It cannot be affected by the Charm Skill or Toxic Environment. It cannot enter Panicked, Bleeding, Poisoned, Weakened and Confused States. Spells or Abilities that allow the attacker to regain HP when it deals a Wound to a model cannot affect this model. It cannot regain HP from Spells or Skills without the Earth Element. If the model's HP reaches 0, it is removed from the field.

**Survival (Scorching Environment).** This model is not affected by the Scorching Environment.

## Skills

**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: 2

| Item           | Qty | Cat.   | PW | RCH | STK | WGT | Effect  |
|----------------|-----|--------|----|-----|-----|-----|---------|
| Fists of Stone | 1   | Weapon | T  | 0   | STA | —   | Stagger |

## Glossary

**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.

**Confused.** A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.

**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.

**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.

**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.

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