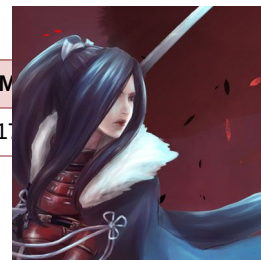


# Onitaoshi · Empire of Soga · Neutral · Eldfall Chronicles

| Size   | Classes              | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M |
|--------|----------------------|-----|-----|-----|-----|-----|-----|----|----|-----|----|---|
| Medium | Warrior / Armsmaster | 2   | 6   | 16  | 10  | 8   | 10  | 10 | 13 | 6   | 3  | 1 |



## 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.

**Armsmaster.** In the Active role, Armsmasters may gain +1 STK when performing a Melee Attack.

## Traits

**Fearless.** This model cannot become Panicked (State).

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

## 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.

**Taunt.** When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

## Combat Arts

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

| 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 ← | <b>Second Wind: User's Melee Attack gains +1 STK.</b>                            |

## Inventory

*Inventory space: 5*

| Item        | Qty | Cat.   | PW  | RCH | STK   | WGT | Effect                             |
|-------------|-----|--------|-----|-----|-------|-----|------------------------------------|
| Greatsword  | 1   | Weapon | T+2 | 2   | STA-1 | 3   | <b>Sweep I; Two-Handed; Bleed.</b> |
| Short Sword | 1   | Weapon | T   | 0   | STA   | 1   | —                                  |