

# Seigen, of the Keshobarai · Empire of Soga · Eldfall Chronicles

| Size   | Classes           | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M |
|--------|-------------------|-----|-----|-----|-----|-----|-----|----|----|-----|----|---|
| Medium | Sentinel / Ranger | 2   | 5   | 14  | 16  | 12  | 13  | 11 | 13 | 6   | 3  | 1 |



## Classes

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

**Ranger.** In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

## Traits

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

**Resistance (Spells, Profane).** Power of a Hit dealt to this model by an Attack with the (Spells, Profane) Type or Trait is halved.

**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

**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.

**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.

**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.

## Combat Arts

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

| 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  | Second Wind: User's Melee Attack gains +1 STK.                                   |
| IV ← | <b>Grapple &amp; Thrash: User's Melee Attack gains Knockdown.</b>                |

## Inventory

Inventory space: 6

| Item             | Qty | Cat.       | PW  | RCH | STK | WGT | Effect                                                                                                                 |
|------------------|-----|------------|-----|-----|-----|-----|------------------------------------------------------------------------------------------------------------------------|
| Stonesplitter    | 1   | Weapon     | T+2 | 2   | STA | 3   | <b>Bleed, Sweep I, Two Handed</b>                                                                                      |
| Sealing Javelins | 2   | Consumable | T   | T   | QTY | 1   | If this item hits a model with Incorporeal or Undead Trait, it automatically suffers 2 Wounds (no DMG roll necessary). |

## Stratagems

**Hunter Tactics** (Authority) — Target model may perform Walk, during its End Phase.

**Stalward Defenders** (Authority) — Sentinels and Warriors receive +3 DEF and **Fearless**.

**Overcome Pain** (Authority) — Target Warrior not in **Incapacitated** State may regain 1 HP.