

Forgotten Hero, Tier II · Oni Clans · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	14	14	14	8	8	13	6	2	20



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.

Marksman. If a Marksman declares Idle during their Movement step, it gains +4 ACC until the end of the Activation Sequence.

Traits

Elemental Essence (Profane). This model cannot suffer Effects from (Profane) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Profane) Spell Damage.

Undead. This model cannot be affected by **Poisoned**, **Weakened**, **Bleeding**, or **Panicked** States. Spells with **Mindgame** cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

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.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Corroded War Bow	1	Weapon	T	0-20": 0 21-40": -6	1	2	Stun, Two Handed, Poison I
Corroded Sword	1	Weapon	T-2	1	2	1	Poison I
Corroded Piercing Dagger	1	Weapon	T-2	0	STA	0	+1 STK when used against a model in Crouched. Armor-Piercing Poison I

Glossary

- Armor-Piercing.** Attacks with this trait ignore the target's ARM value.
- Crouched.** State. The model gains +2 DEF against Ranged Attacks but cannot move or make Ranged Attacks.
- Knockdown.** On hit, the target is knocked to the ground and gains the Crouched State.
- Poison I.** State. At the start of this model's activation, it loses 1 HP unless it passes a STA roll.
- Stagger.** On hit, the target loses 1 Activation Point (min 0).
- Stun.** On hit, the target cannot take any Actions until the end of the current round.
- Two Handed.** This weapon requires two hands. The model cannot use a shield or second weapon.

Combat Arts

Fencing — this model is at Level I

Lvl	Effect
I ←	Masterful Parry: Target's Melee Attack suffers -3 Modifier.

Archery — this model is at Level I

Lvl	Effect
I ←	Overdraw: The first RCH interval of the used Ranged Weapon is increased by 6 inches.

Cost: 20 Limit: 2