

# Stat Blocks

Squire Qoroth	Level 1 Harrier Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 20	
Speed 7	Size 1M / Stability 1
Free Strike 2	
Might 0	Agility 2
Reason 0	Intuition 1
Presence 0	
Thorned Fist (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Charge, Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
✦ ≤11	3 damage
★ 12-16	5 damage
* 17+	7 damage; grow a thornskin
Masking Glamour	
Qoroth immediately hides at the end of his turn while in cover or concealment, even if he is observed.	
Veil of Thorns	
While Qoroth has a thornskin, whenever he takes damage from a melee ability, he can lose his thornskin to shift 2 and cause the attacker to bleed (save ends).	