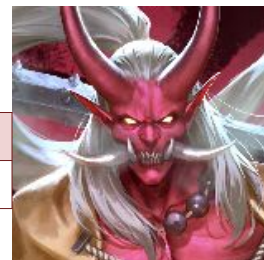


# Red Yaksha · Oni Clans · Eldfall Chronicles



| Size  | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|-------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Large | 3   | 5   | 16  | 12  | 8   | 12  | 13 | 15 | 3   | 5  | 14 |

## 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

**Affinity (Profane).** A model with this Trait can cast (Profane) Spells. (For example: Profane = fire, water, profane, etc.)

**Demon.** When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomes **Panicked** (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes **Panicked** (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.

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

**Menacing.** Models with LoS to this model suffer a -2 M modifier for every level of this ability.

## Skills

**Backstab.** During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, this model's Hits gain +3 PW for that attack, and one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits.

**Leap.** This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

**Dash.** When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

**Hit and Retreat.** During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

**Stealth.** When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

## Combat Arts

**Berserk** — this model is at Level II

| Lvl  | Effect                                                        |
|------|---------------------------------------------------------------|
| I    | Grapple & Thrash — This model's Melee Attack gains Knockdown. |
| II ← | Onslaught: User's Melee Attack gains Sweep I.                 |

## Inventory

Inventory space: 5

| Item     | Qty | Cat.   | PW  | RCH | STK | WGT | Effect                  |
|----------|-----|--------|-----|-----|-----|-----|-------------------------|
| War Club | 1   | Weapon | T+4 | 2   | 2   | 3   | Armor-Piercing, Stagger |