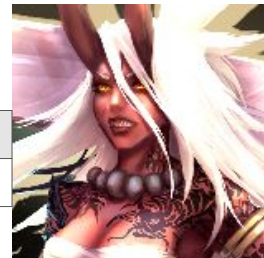


Renegade Rasetsu · Neutral · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	16	13	8	10	13	15	3	4	16

Classes

Berserker. Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a T roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

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.

Duelist. The target of this model's Attack Action cannot use its Combat Arts of level III or less.

Fearless. This model cannot become Panicked (State).

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

Skills

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.

Combat Arts

Berserk — this model is at Level III

Lvl	Effect
I	Grapple & Thrash — This model's Melee Attack gains Knockdown.
II	Onslaught: User's Melee Attack gains Sweep I .
III ←	Limb Fracture: User's Melee Attack gains Crippling.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Relic Weapon	1	Weapon	T+4	2	STA	3	Cleave, Two Handed

Special

Other models in the party suffer -4 Morale.

Glossary

Cleave. On a successful hit, the attack also hits all models in base contact with the target.

Crippling. On hit, the target gains the Crippled State.

Sweep I. The attack hits all models within reach in a 180° arc (Level I).

Two Handed. This weapon requires two hands. The model cannot use a shield or second weapon.