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 becomesPanicked (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: User'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. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Crippling. If a model suffers at least one Wound with this trait, it must perform a T roll. A failed roll causes the model to become Crippled (State).

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.