



| Size  | Classes  | Cost | Limit | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|-------|----------|------|-------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Large | Creature | 30   | 2     | 3   | 5   | 15  | 13  | 10  | 12  | 14 | 15 | 3   | 4  | 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

**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.

**Flicker.** When declaring Movement, this model may ignore obstacles and other models. It can move in any direction, even vertically. The total distance is measured in a straight line between start and end positions. The model cannot end its Movement on top of another model or in an obstacle. If Movement ends mid-air, place the model underneath and test for Fall Damage. Enemies can react to this model only if they can draw LoS to the starting or the end positions of this model, or if this model moves into their Awareness.

**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.

Inventory

Inventory space: 5

| Item    | Qty | Cat.   | PW  | RCH | STK | WGT | Effect         |
|---------|-----|--------|-----|-----|-----|-----|----------------|
| Bisento | 1   | Weapon | T+3 | 2   | 3   | 3   | Bleed, Sweep I |