Blue Yaksha *· Oni Clans · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Large	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 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.

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, moving in any direction, even vertically. Distance is measured as a straight line between start and end positions. This model cannot end Movement on another model or in scenery. If ending mid-air, place it underneath and test for Fall Damage. Enemies can react if they have LoS to the start or end positions 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

Glossary

Bleed. If a model suffers at least one Wound with this Trait, it enters the Bleeding State.

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.

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.