Blue Rasetsu *· Oni Clans · Eldfall Chronicles*



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

Classes

Sentinel. In their Reactive role, Sentinels may gain +1 STK when performing an Attack.

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.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

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

Skills

Charm II. 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.

Combat Arts

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

Lvl	Effect
I	Grapple & Thrash: User'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
Cursed Grab	1	Weapon	T	0	1	0	Advantage Medium, Armor-Piercing, Burn 3

Stratagems

Mind Invasion (Subterfuge) — One enemy model within Awareness must perform an INT-3 roll. On a failure, it gains the Confused State until your next Strategic Phase.

Coordinated Assault (Authority) — Target ally gains Chain Attack.

Recall the Souls (Authority) — Select up to 2 Dead models. Each regains 1 HP and cancles Dead State. Models without the Undead trait require the caster to succeed on an INT roll first.

Painless Death (Authority) — All Undead gain Berserker class.

Special

Can recruit models with Undead Trait.

Glossary

Advantage (X). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (X) characteristic (Size, Class, Trait, etc.).

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

BURN (X). When a model suffers at least one Wound with this Trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound causes a model to become Dead (State), the model is removed from the field.

Chain Attack. Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

Confused. A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.

Dead. A Dead model's Hitbox becomes the size and volume of its base. A Dead model cannot receive Activation Points and cannot perform Activations nor Reactions. Unless Stated otherwise, it cannot use or benefit from any Skills, Traits, Upgrades, Items etc. Unless stated otherwise it is ignored for all impacts like scoring in Quests, (Ranged) Friendly Fire, etc. and does not obstruct Movement, but a model may not end their Movement on top of a Dead model. When a model enters Dead State, it retains its other States. Unless specified otherwise, a Dead model cannot regain HP.

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.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

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