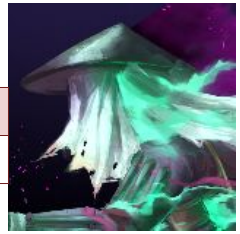
Vengeful Spirit, Tier I *· Oni Clans · Eldfall Chronicles*

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	10	8	8	6	8	10	0	1	20



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

Elemental Essence (Profane). This model cannot suffer Effects from (Profane) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Profane) Spell Damage.

Undead. This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked States. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

Incorporeal. The PW of a Hit lacking the Spell Type or Burn against this model is halved. This model ignores Environment rules and Movement penalties, allowing it to move through obstacles and vertically. It cannot end within an obstacle and cannot become Engaged.

Skills

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

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.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Spectral Weapon	1	Weapon	T	0	1	—	Ignore Armor

Glossary

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Ignore Armor. A Hit with this Trait reduces the hit model's ARM to 0 for the duration of the Damage roll.

Mindgame. A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

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.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Weakened. A model in this state has halved Toughness, and -1 Stamina.