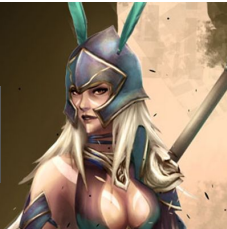


Amazon Gladiatrix · Neutral · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 3   | 5   | 16  | 12  | 8   | 8   | 12 | 14 | 2   | 3  | 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

**Survival (Scorching Environment).** This model is not affected by the Scorching Environment.

**Fearless.** This model cannot become Panicked (State).

**Brute.** A model with this trait gains +1 STK when using Equipment with the Two-Handed Trait. It ignores the restrictions of the **Two-Handed** trait.

**Duelist.** The target of this model's Attack Action cannot use its Combat Arts of level III or less.

Skills

**Finishing Strike.** When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Inventory

Inventory space: 3

| Item         | Qty | Cat.       | PW      | RCH | STK | WGT | Effect              |
|--------------|-----|------------|---------|-----|-----|-----|---------------------|
| Heavy Polarm | 1   | Weapo<br>n | T+<br>3 | 2   | 1   | 3   | Two-Handed, Cleave. |

Glossary

**Cleave.** On a successful hit, the attack also hits all models in base contact with the target.

**Crippling.** On hit, the target gains the Crippled State (SPD halved until it regains HP).

**Sweep I.** The attack hits all models within reach in a 180° arc (Level I).

**Two-Handed.** This weapon requires two hands. The model cannot use a shield or second weapon.

Combat Arts

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

| Lvl   | Effect                                                        |
|-------|---------------------------------------------------------------|
| I     | Grapple & Thrash — This model's Melee Attack gains Knockdown. |
| II    | Onslaught: User's Melee Attack gains <b>Sweep I</b> .         |
| III ← | <b>Limb Fracture: User's Melee Attack gains Crippling.</b>    |

Cost: 32 Limit: 2