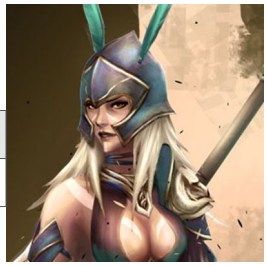
Amazon Gladiatrix *· Neutral · Eldfall Chronicles*



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.

Combat Arts

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

Lvl	Effect
I	Grapple & Thrash: User's Melee Attack gains Knockdown.
II	Onslaught: User's Melee Attack gains Sweep I.
III ←	**Limb Fracture: User's Melee Attack gains Crippling.**

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Heavy Polarm	1	Weapon	T+3	2	1	3	Two-Handed, Cleave.

Glossary

Cleave. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Crippling. If a model suffers at least one Wound with this trait, it must perform a T roll. A failed roll causes the model to become Crippled (State).

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.

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

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.