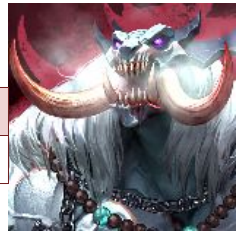
# Oni Pariah *· Oni Clans · Eldfall Chronicles*



| Size | STA | SPD | OFF | DEF | ACC | INT | AG | T | ARM | HP | M |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Gigantic | 3 | 5 | 16 | 10 | 8 | 8 | 8 | 17 | 4 | 8 | 18 |

## 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.

**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

**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.

**Unstoppable.** If the target of an Attack Action is smaller than this model, Confrontation among these models does not occur for that Attack Action. Successful Attack Rolls from one model do not block the other's.

## Skills

**Regeneration II.** During its Strategic phase, this model may regain 2 HP and cancel the Bleeding, Weakened and Crippled States.

## Inventory

*Inventory space: 5*

| Item | Qty | Cat. | PW | RCH | STK | WGT | Effect |
|---|---|---|---|---|---|---|---|
| **Smash and Trash** | 1 | Weapon | T | 2 | 2 | — | Sweep I, Advantage Medium, Large |
| **Chrushing Maw** | 1 | Weapon | T | 0 | 1 | — | Cleave, Crippling |
| **Quaking Smash** | 1 | Weapon | T | 2 | 1 | — | Knockback 1, Knockdown, Sweep II |

## 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.).

**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).

**Knockback (X).** A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

**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.

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