



Size	Classes	Cost	Limit	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Large	Creature	30	2	3	5	16	12	8	12	13	15	3	5	14

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

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 becomes **Panicked** (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.

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

Skills

Backstab. During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, this model's Hits gain +3 PW for that attack, and one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits.

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Dash. When this model performs a Run Special Movement, it may declare an unmodified Strike 1 Melee Attack in its Action Step.

Hit and Retreat. During its Movement step, this model may cancel the **Engaged** state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

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.

Combat Arts

Berserk — this model is at Level II

Lvl	Effect
I	Grapple & Thrash — This model'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