

Renegade Rasetsu · Neutral · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 6   | 16  | 13  | 8   | 10  | 13 | 15 | 3   | 4  | 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

**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.

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

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

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

Skills

**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.

Inventory

Inventory space: 5

| Item         | Qty | Cat.       | PW      | RCH | STK | WGT | Effect             |
|--------------|-----|------------|---------|-----|-----|-----|--------------------|
| Relic Weapon | 1   | Weapo<br>n | T+<br>4 | 2   | STA | 3   | Cleave, Two Handed |

Special

Other models in the party suffer -4 Morale.

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.

**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: 27 Limit: 1