

Blue Rasetsu · Oni Clans · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	3	6	13	16	13	15	13	15	3	4	16



Classes

Sentinel. In their Reactive role, Sentinels may gain +1 STK when performing an Attack.

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.

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

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

Skills

Charm II. 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.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
War Club	1	Weapo n	T+ 4	2	2	3	Armor-Piercing, Stagger
Cursed Grab	1	Weapo n	T	0	1	0	Advantage Medium, Armor-Piercing, Burn 3

Special

Can recruit models with Undead Trait.

Glossary

Advantage Medium. —

Armor-Piercing. Attacks with this trait ignore the target's ARM value.

Burn 3. State. At the start of this model's activation, it loses 3 HP. Removed if the model is hit by a Water Spell.

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

Stagger. On hit, the target loses 1 Activation Point (min 0).

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

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 gain Sweep I.

Stratagems

Mind Invasion (Subterfuge) — One enemy model within Awareness must perform an INT-3 roll. On a failure, it gains the **Confused** State until your next Strategic Phase.

Coordinated Assault (Authority) — Target ally gains **Chain Attack**.

Recall the Souls (Authority) — Select up to 2 Dead models. Each regains 1 HP and cancels **Dead** State. Models without the Undead trait require the caster to succeed on an INT roll first.

Painless Death (Authority) — All Undead gain **Berserker** class.

Cost: 37 Limit: 1