

# Leina (3D)

Exalted Warrior

Body Points: 10      Height: 4  
 Luck Points: 7      Attacks: 1



	Move Name	Page	X	Mod	+
Down Swing	O				
	Smash	O	24	50	+3
Side Swing	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	58	+1
Thrust	High	R	32	54	0
	Low	B	14	60	0
Fake	High	R	42	58	0
	Low	B	12	64	0
	Side Swing	B	22	54	-1
	Thrust	R	38	58	0
Protected Attack	Down Swing	O	44	56	+2
	Side Swing	B	48	56	0
	Thrust	R	6	56	-1
Special	Kick	B	34	56	0
	Wild Swing	Y	40	58	-2
	Dislodge Weapon	B	30	58	-4
	Retrieve Weapon	G	46	52	-6
Shield Block	High	G	26	56	+1
	Low	G	4	56	+1
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Charge	W	50		+3
	Swing High	K	64		-6
	Swing Low	K	58		-6
	Thrust High	W	54		-5
	Thrust Low	W	60		-5
	Block and Close	N	56		0
	Dodge	N	52		-6
Jump Back	N	62		-6	

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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## Restrictions

- 01 Jumping Away: "Add +2 if you score next turn."
- 03 Swinging High: "Do no Red next turn."
- 05 Swinging Low: "Do no Blue next turn."
- 07 Dazed: "Do only Green or Yellow next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 09 Thrusting High: "No restrictions next turn."
- 11 Thrusting Low: "Do no Red next turn."
- 13 Leg Wound: "Do no Orange next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 Swinging Down: "Do no Blue next turn."
- 17 Blocking High: "Do no Blue next turn."
- 19 Struck Off Balance: "Do only Green or Yellow next turn."
- 21 Turned Around: "Do only Yellow next turn."
- 23 Behind You: "No restrictions next turn."
- 25 Kicking: "Do no Blue or Yellow next turn."
- 27 Weapon Dislodged: "Do only Kick, Yellow, or Green (except Wild Swing) until weapon has been retrieved."
- 29 Ducking: "Do no Orange next turn, but add +2 to any Blue that scores next turn."
- 31 Arm Wound: "Do no Red or Orange next turn.  
If scoring 10 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 33 Dodging: "Add +2 to any Down or Side Swing that scores next turn."
- 35 Extended Range Body Wound: "Do only Brown next turn.  
If scoring 8 or more, then include Critical restriction.  
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 37 Jumping Up: "Do no Blue next turn, but add +2 to any Orange that scores next turn."
- 39 Charging: "Do no Green or Yellow next turn."
- 41 Knocked Down: "Do only Jumps next turn.  
If scoring 5 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat."

- 43 **Retrieving Weapons:** “May use weapon again.  
No restrictions next turn.”
- 45 **Parrying High:** “No restrictions next turn.”
- 47 **Extended Range Leg Wound:** “Do only Brown next turn.”
- 49 **Parrying Low:** “No restrictions next turn.”
- 51 **Kicked Off Balance:** “Do only Green or Yellow next turn.”
- 53 **Body Wound:** “Do no Red or Orange next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Specials (except ‘Retrieve Weapon’) for the rest  
of the combat.”
- 55 **Shield Smashed:** “Do no Blocks or Protected Attacks for the rest of  
the combat.”
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.”
- 59 **Pushed Off Balance:** “Do only Green or Yellow next turn.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn.”
- 63 **Blocking Low:** “Do no Orange next turn.”

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### Exalted Warrior

**Gear:** Sword, Shield, Breastplate (equivalent to chainmail),  
Circlet, 3 General Items



#### Credits

Character Design: ?  
Artist: M-RS  
Publisher: Hobby JAPAN CO., Ltd.  
Series Creator: Alfred Leonardi  
Translation: Haruka Tomose  
PDF Editing and Layout: Michael Miller

**Character Design:** This Leina is a near-duplicate of Grace of Val Tor, the *Woman in Scale with Sword and Shield*.

**Gear:** The Gear list is unofficial. It's drawn from her counterpart's, with changes (if any) based on the differences in art.