

Airi

Infernal Temptress

Body Points: 8 Height: 4
 Luck Points: 8 Attacks: 2
 Undead



	Move Name		Page	X	Mod	+
Down Swing	Bash	O	36	50	+3	
	Smash	O	24	50	+2	
Side Swing	Strong	O	28	64	+2	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Thrust	Hook Shield	R	32	64	-4	
	Hook Leg	B	14	58	-5	
		R				
		B				
		B				
		R				
		O				
		B				
		R				
Special		B				
	Wild Swing	Y	40	58	+2	
	Dislodge Weapon	B	30	58	-4	
	Retrieve Weapon	G	46	52	-6	
	Touch	G	6	56	*	
Jump		G				
	Up	G	18	52	-6	
	Dodge	Y	8	52	-6	
	Duck	G	20	52	-5	
	Away	Y	16	62	-4	
Extended Range	Charge	W	50		+4	
	Swing High	K	64		-6	
	Swing Low	K	58		-6	
	Summon Minor Spirit	W	54		-5	
	Dematerialize	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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Gear: Sickle, 2 General Items

* See Draining Body Points.

Losing Life Force: It is difficult for Airi to remain on this plane of existence. Occasionally you will be instructed to “Spend one Body Point or Escape”. If you do not or cannot spend the Body Point, you immediately and automatically Escape; the game is over and your opponent, if conscious, wins. If you spend the Body Point, subtract it from your current total just as if you had been Scored against. You may attempt to restore Body Points by Dematerializing or Draining Body Points.

Dematerialize: If successful, start again on page 57 with the full total Body Points with which you started the game. Dematerializing is not Escaping.

Draining Body Points: Airi can survive longer on this plane of existence by absorbing the life energy of beings with which she comes in contact. Whenever she touches, or is touched by, an opponent with anything except a weapon or shield, her opponent must immediately subtract 2 Body Points from his or her current total and Airi adds them to hers. This occurs regardless of whether or not any Score was made. Body Points gained this way are not permanent, and disappear as soon as the game is over. (Remember that in multi-player battles the game isn't over until an entire side is defeated or escapes.)

Character Design: Airi is a near-duplicate of the being called “Craven”, a cry for mercy: the *Wraith with Sickle*.

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

Airi

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts, Red, or Touch next turn."
- 05 **Swinging Low:** "Do no Thrusts, Blue, or Touch next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting High:** "Do no Blue next turn. If you are on page 53 and I am using a shield, go to page 55."
- 11 **Thrusting Low:** "Do no Orange or Red next turn. If you are on page 13 go to page 41."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 6 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 **Extended Range Dematerializing:** "If you are on a Score page, you successfully Dematerialize. Recover any lost body points and restart the game from page 57. (See Dematerializing in Airi's special rules.) Otherwise, no restrictions next turn."
- 19 **Off Balance:** "Do only Green or Yellow (except Touch) next turn."
- 21 **Turned Around:** "Spend one Body Point or Escape. (See Losing Life Force in Airi's special rules.) Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Summoning Minor Spirits:** "If on a Score page turn to page 19. No restrictions next turn."
- 27 **Weapon Dislodged:** "Do only Yellow or Green (except Wild Swing) until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn. Add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red, Orange, or Touch next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Wild Swing for the rest of the combat."
- 33 **Dodging:** "Add +1 to any Down or Side Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 37 **Jumping:** "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 4 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. If modified score is greater than or equal to zero, add 3 to that score."
- 51 **Kicked Off Balance:** "I am drained for 2 body points. (See Draining Body Points in Airi's special rules.) Do only Green or Yellow next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 55 **Weapon Broken:** "Subtract -5 from all weapon Scores for the rest of the game. Do no Thrusts next turn."
- 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:** "Spend one Body Point or Escape. (See Losing Life Force in Airi's special rules.) Do only Extended Range next turn."
- 63 **Draining Touch:** "If your Score before modifications is greater than or equal to zero, go to page 19. I am drained for 2 body points. (See Draining Body Points in Airi's special rules.) Do no Yellow next turn."



Credits

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