

# Echidna

## Veteran Mercenary

Body Points: 12      Height: 4  
 Luck Points: 8      Attacks: 1



	Move Name	Page	X	Mod	+
Throw	Dagger*	O	36	54	+3
Down Swing	Smash	O	24	50	+3/+1
Side Swing	Strong	O	28	64	+2/0
	High	R	10	64	+1/-1
	Low	B	2	58	+1/-1
Thrust	High	R	32	54	0/-2
	Lunge	B	14	50	+2/0
Fake	High	R	42	56	0/-2
	Low	B	12	56	+1/-1
Sword and Dagger	Swing**	B	38	58	0
	Thrust**	R	22	60	0
Protected Attack	Down Swing	O	44	56	+1/-1
	Side Swing	B	48	56	0/-2
	Thrust	R	6	56	0/-2
Special	Drop and Trip	B	34	56	+1
	Wild Swing	Y	40	58	+2/0
	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 and Draw	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Charge	W	50		+4/+2
	Swing High	K	64		-2/-4
	Swing Low	K	58		-2/-4
	Throw Dagger*	W	54		+5
	Thrust	W	60		0/-2
	Block and Close	N	56		0
	Dodge and Draw	N	52		-4
Jump Back	N	62		-4	

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

# Echidna

## Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn." (P)
- 03 **Swinging:** "Do no Thrusts or Throw next turn."
- 05 **Twin Blade Swinging:** "Do no Thrusts next turn. You have dropped your shield if you had it; do no Protected Attacks or Shield Blocks until it has been Retrieved."
- 07 **Dazed:** "Do only Green or Yellow next turn.  
If scoring 11 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting:** "No restrictions next turn."
- 11 **Lunging:** "Do no Side Swings, Orange, or 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:** "No restrictions next turn."
- 17 **Blocking:** "Do no Fakes 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 **Dropping and Tripping:** "Do only Jumps next turn. If on a Score page tell me to turn to page 41 and do only Jumps for the next two turns." (P)
- 27 **Weapon Dislodged:** "You drop a weapon of my choice. If you are wielding no weapons see Weapon Restrictions."
- 29 **Ducking:** "Do no Orange next turn, but add +2 to any Blue that scores next turn. You may retrieve a dagger if one is available." (P\*)
- 31 **Arm Wound:** "Do no Orange next turn.  
If scoring 5 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "Add +1 to any Side Swing that scores next turn. You may draw or change weapons."
- 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 Up:** “Do no Blue next turn, but add +2 to any Orange that scores next turn.”
- 39 **Charging:** “Do no Yellow or Throw next turn.”
- 41 **Knocked Down:** “Do only Green or Yellow next turn. If scoring 4 or more, then include Critical restriction. CRITICAL: Do no Red for the rest of the combat.”
- 43 **Retrieving Weapons:** “You may pick up one of your dropped items. Do no Throw next turn.”
- 45 **Parrying:** “Do no Throw next turn.”
- 47 **Extended Range Leg Wound:** “Do only Brown next turn.”
- 49 **Parrying and Stabbing:** “Do no Throw next turn. If on a score page add +3.”
- 51 **Thrusting and Stabbing:** “Do no Swings next turn. You have dropped your shield if you had it; do no Protected Attacks or Shield Blocks until it has been Retrieved.”
- 53 **Body Wound:** “Do no Red or Orange 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 **Shield Smashed:** “Do no Protected Attacks or Shield Blocks for the rest of the game.”
- 57 **Extended Range Blocking and Attacking:** “Do only Extended Range next turn.” (P)
- 59 **Throwing Dagger:** “Do only Jumps next turn. If holding no weapons see Weapon Restrictions.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn and add +1 to any Swing that scores. You may draw or change weapons.”
- 63 **Dagger Lodged in Shield** (if shieldless, go to page 59): “Do only Jumps next turn. If holding no weapons see Weapon Restrictions.”



#### Echidna Credits

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

# Echidna

## Veteran Mercenary

**Gear:** Sword, Buckler (shield), 3 Daggers, 3 General Items

\*You must have a dagger drawn to perform this maneuver.

\*\*You must drop your shield (if you still have it) to perform this maneuver. Announce the change to your opponent.

**Inventory Management:** Echidna carries a sword, a shield, and three daggers into combat. At any one time you may be wielding up to two weapons or one weapon and a shield. You start holding your sword and shield. You may draw a dagger and freely swap which items you're holding by Dodging, pick up a dagger by Ducking, and Retrieve Weapon to pick up one of your items that are still usable. Any time you are allowed to draw or retrieve a weapon you may drop an item that you are holding to make space for the new one.

**Weapon Restrictions:** If you are not wielding any weapons you may only do Green, Yellow (except Wild Swing) and Drop and Trip; at Extended Range do only Brown. If you have neither weapon nor shield, you may not do Block and Close.

**Shield Restrictions:** You must be holding a shield to perform Protected Attacks or Shield Blocks.

**Dagger Throws:** You must be holding a dagger to perform Dagger Throws. You may (with appropriate maneuvers) recover your dagger after a throw unless it lodged in an opponent's shield.

**Attack Mods:** Some of your moves have two damage modifiers. The first is used if you are attacking with your sword, the second if you have dropped your sword and are attacking with a dagger.

**Character Design:** Echidna is a near-duplicate of *Flaming Cherry*, *Barbarian Beauty*.

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