

Melona

Shapeshifter

Body Points: 7

Height: 4

Luck Points: 6

Attacks: 1



	Move Name	Page	X	Mod	+
Trample	Dragon Kick	O	36	50	+4
Hammer	Hammer Bash	O	24	50	+3
Swing Axe	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	64	+1
Thrust Spear	High	R	32	56	+1
	Low	B	14	56	+1
Swing Sword	High	B	42	56	+1
	Low	R	12	56	+1
Cast Slime	Squirt Slime ↓BP	O	22	60	+2
	Throw Object ↓BP	B	38	54	+1
Shield and Weapon	Hammer Smash	R	44	56	+2
	Swing Axe	R	48	64	0
	Thrust Spear	B	6	56	0
Special (Trample)	Hip Attack	B	34	58	+2
	Wild Hip	Y	40	64	+1
Special	Dislodge Weapon	B	30	56	-3
	Gather Up ↑BP	G	46	52	-6
Shield Block	High ↓BP	G	26	56	0
	Low ↓BP	G	4	56	0
Jump	Up	G	18	52	-6
	Dodge ↑BP	Y	8	52	-6
	Duck	G	20	52	-6
	Away ↑BP	Y	16	62	-6
Extended Range	Charge	W	50		+4
	Swing Pole Axe	K	64		+2
	Throw Object ↓BP	K	58		+3
	Thrust	W	54		+2
	Squirt Slime ↓BP	W	60		+1
	Block and Close	N	56		-4
	Dodge ↑BP	N	52		-6
Jump Back ↑BP	N	62		-6	

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

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Restrictions

- 01 **Jumping Away:** "You may either gain 1 Body Point or add +2 if you score next turn."
- 03 **Swinging Axe:** "Do no Thrust next turn."
- 05 **Throwing Dagger:** "Reduce your Body Points by 2. Do no Orange next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 12 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting Spear:** "Do no Swing next turn."
- 11 **Squirting Slime:** "Reduce your Body Points by 2. If on a Score page cause 1 damage in addition to normal damage. Do no Orange next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Trample for the rest of the combat."
- 15 **Hammer Bash:** "Do no Blue or Trample next turn."
- 17 **Shield Block:** "Reduce your Body Points by 1. Instruct me to reduce all MODs that use my current weapon by 1 (non-cumulative) for the rest of the combat."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Hip Attack or Yellow next turn, but add +5 if you score next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Hip Attack:** "Do no Blue or Yellow next turn."
- 27 **Weapon Unharmed:** "Reduce your Body Points by 1."
- 29 **Ducking:** "You may either gain 2 Body Points or add +2 to any Blue that scores next turn. Do no Orange next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Swing for the rest of the combat."
- 33 **Dodging:** "You may either gain 1 Body Point or add +2 to any attack that scores next turn." (P*)
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."

- 37 **Jumping Up:** “Do no Blue next turn, but add +3 to any Orange that scores next turn.”
- 39 **Charging:** “Do only Trample next turn.”
- 41 **Knocked Down:** “Do only Jumps next turn.
If scoring 5 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat.”
- 43 **Gathering Up:** “Gain 4 Body Points. Do only Jumps next turn.”
- 45 **Parrying:** “No restrictions next turn.”
- 47 **Swinging Sword:** “Do no Thrust next turn, but add +1 if you score next turn.”
- 49 **Extended Range Throwing Cards:** “Reduce your Body Points by 2. Do only Extended Range except Throw Object or Squirt Slime next turn.”
- 51 **Extended Range Thrusting Spear:** “Do only Extended Range Thrust Spear or Brown next turn.”
- 53 **Body Wound:** “Do only Green or Yellow next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat.”
- 55 **Extended Range Back:** “Gain 1 Body Point. Do only Extended Range next turn.”
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.”
- 59 **Extended Range Squirting Slime:** “Reduce your Body Points by 2. If on a Score page cause 1 damage in addition to normal damage. Do only Extended Range next turn.”
- 61 **Extended Range Dodging:** “Gain 2 Body Points. Do only Extended Range next turn.”
- 63 **Dragon Kick:** “Do only Green or Yellow next turn.”

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Gear: None.

↑_{BP} If successful, this maneuver may increase your Body Points. This increase can go beyond your original maximum. Any BP above your maximum are lost at the end of the combat.

↓_{BP} If successful, this maneuver may cost you Body Points.

Slime Loss: You can use your body’s slime to create weapons, shields, and to attack. Whenever you squirt slime or throw a weapon at your opponent, the slime used is subtracted from your Body Points. This can kill you if you are not careful.

Slime Recovery: Slime does not instantly disappear from the combat area. You can collect your slime by performing the indicated dodging or gathering maneuvers. This recovery can bring you above your starting total, but any extra points only last until the end of the combat.

Squirt Slime: The extra point of damage from a successful Squirt Slime attack is not affected by mods or the base Score. For example, if you end a Squirt Slime (+2) on a Shield Block (Score -5), you do 1 point of damage for a successful sliming and 0 damage (-5+2=-3) from the hit.

Character Design: Melona is a new character.

Gear: The Gear list comes from the translation.



Credits

Character Design: ?
Artist: F.S
Publisher: Hobby JAPAN CO., Ltd.
Series Creator: Alfred Leonardi
Translation: Haruka Tomose
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