

Melpha

Priestess

Body Points: 10

Height: 4

Luck Points: 12

Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	Bash	O	36	50	+4
	Smash	O	24	50	+3
Side Swing	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	58	+1
Entangle	High	R	32	56	-1
	Low	B	14	56	-1
Divine Power	Empower	P	22	54	*
	Dread	P	38	60	*
Protected Attack	Down Swing	O	44	56	+1
	Side Swing	R	48	56	0
	Thrust	B	6	56	-1
Special	Kick	B	34	56	0
	Wild Swing	Y	40	64	+2
	Dislodge Weapon	B	30	64	-3
	Retrieve Weapon	G	46	52	-6
Shield Block	High	G	26	56	0
	Low	G	4	56	0
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-6
	Duck	G	20	52	-6
	Away	Y	16	62	-6
Extended Range	Charge	W	50		+4
	Swing High	K	64		-2
	Swing Low	K	58		-2
	Divine Empower	A	54		*
	Divine Dread	A	60		*
	Block and Close	N	56		-4
	Dodge	N	52		-6
	Jump Back	N	62		-6

Colors: Orange, Red, Blue, Green, Yellow, Purple, White, black, brown, gray

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Restrictions

- 01 **Jumping Away:** "Add +1 if you score next turn."
- 03 **Side Swing:** "Add +2 if you are scoring against Undead. Do no Orange or Purple next turn."
- 05 **Holy Pose: Gospel:** "If on a score page, ignore the score; instead add +2 (cumulative) to your maximum Body Points. Do no Purple next turn."
- 07 **Dazed:** "Do only Jump next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Holy Pose: Entangle:** "If on a score page, ignore the score; instead direct me to do only Jumps until I get to Extended Range. Do no Shield Attacks next turn."
- 11 **Holy Pose: Purification:** "If on a score page, ignore the score; instead direct me to subtract -2 (cumulative) from my maximum Body Points. Do no Purple next turn."
- 13 **Leg Wound:** "Do no Red or Purple 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 or Purple next turn."
- 17 **Shield Block:** "Do no Purple next turn, but add +1 to any attack that scores next turn."
- 19 **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 no weapon attack until your weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +1 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red, Orange, or Purple next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Side Swing for the rest of the combat."
- 33 **Dodging:** "Add +2 if you score next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."

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- 37 **Jumping Up:** "Do no Blue next turn, but add +2 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green, Yellow, or Purple next turn."
- 41 **Knocked Down:** "Do only Jump next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Purple for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again. Do no Red, Orange, or Purple next turn."
- 45 **Parrying:** "No restrictions next turn."
- 47 **Shield Smashed:** "Do no Shield Blocks or Protected Attacks for the rest of the combat."
- 49 **Extended Range Swinging:** "Do only Extended Range (except Gray) next turn."
- 51 **Extended Range Holy Pose: Jubilance:** "If on a score page, ignore the score; instead add +2 (cumulative) to your maximum Body Points. Do only Extended Range (except Gray) next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 55 **Extended Range Jumping Back:** "Do only Extended Range (except Gray) next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Holy Pose: Hail Down:** "If on a score page, ignore the score; instead direct me to subtract -2 (cumulative) from my maximum Body Points. Do only Extended Range (except Gray) next turn."
- 61 **Extended Range Dodging and Healing:** "Regain 2 Body Points, up to your current maximum. Do only Extended Range next turn."
- 63 **Shielded Attack:** "No restrictions next turn."

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Gear: Flail, Buckler (shield)

*: These maneuvers do not do damage. See below.

Entangle Attacks: You must have your weapon to do an Entangle attack. If successful, your opponent will be required to retreat to Extended Range.

Maximum Body Point Changes: Your Purple (Pink?) and Gray maneuvers can [temporarily?] change a character's maximum Body Points. Raising this maximum does not change the character's current Body Points. Lowering the maximum does not change the character's current Body Points unless the new maximum is below the current; in that case lower the current to the new maximum. (Are these changes "until end of combat"?)

Character Design: Melpha is a new character.

Gear: The Gear list is from the translation.



Credits

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