

Nanael

Angel of Light

Body Points: 16

Height: 4/6*

Luck Points: 4

Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	O				
	Smash	O	24	56	+4
Side Swing	Strong	O	28	64	+3
	High	R	10	64	+1
	Low	B	2	64	+1
Thrust	High	R	32	60	-1
	Low	B	14	60	-1
Flying*	Flying Attack	R	6	50	0
	Falling Star Kick	B	26	50	+4
	Holy Diving	B	22	58	+1
	Down Swing Smash	R	38	56	-1
	Down Swing Bash	O	44	56	+1
	Thrust Low	B	42	54	-1
	Thrust High	R	12	54	0
Special	Kick	B	34	56	0
	Wild Swing	Y	40	64	+2
	Dislodge Weapon	B	30	64	-4
	Retrieve Weapon	G	46	52	-6
		G			
Jump	Up	G	18	62	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Flying Attack*	W	50		+3
	Swing	K	64		-7
	Flying Swing*	K	58		-5
	Flying Thrust*	W	54		-4
	Thrust	W	60		-6
	Block and Close	N	56		0
	Dodge	N	52		0
Jump Back	N	62		-7	

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

Nanael

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 **Wing Wound:** "Do only Green or Yellow next turn.
If this is your second Wing Wound, do no Flying for the rest of the combat. If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Flying for the rest of the combat."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "You may start flying. No restrictions next turn."
- 25 **Kicking:** "Do no Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Kick, Yellow, or Green (except Wild Swing) until weapon has been retrieved; while flying, do no Thrust or Down Swing until retrieved."
- 29 **Landing:** "Add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Orange next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Blue 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 Specials (except 'Retrieve Weapon') for the rest of the combat."
- 37 **Flying:** "Do only Flying or Green next turn."

- 39 **Falling Star Kick:** “If on a score page go to page 41 with no restriction next turn. Otherwise, do only Flying (except Flying Bash) or Green next turn.”
- 41 **Knocked Down:** “Do only Jumps next turn.
Take 2 additional damage if you were flying.
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:** “No restrictions next turn.”
- 47 **Extended Range Leg Wound:** “Do only Brown next turn.”
- 49 **Flying Parry:** “Do only Flying or Green next turn.”
- 51 **Holy Diving:** “Do only Flying (except Blue) or Green next turn.”
- 53 **Body Wound:** “Do no Red or Orange next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Specials (except ‘Retrieve Weapon’) for the rest of the combat.”
- 55 **Extended Range Flying:** “Go to page 57. Do only Extended Flying next turn.”
- 57 **Extended Range Blocking:** “Do only Extended Range (except Flying) next turn.”
- 59 **Flying Down Swing:** “Do only Flying (except Red) or Green next turn.”
- 61 **Flying Thrust:** “Do only Flying (except Blue) or Green next turn.”
- 63 **Wounded While Flying:** *ERRATA: Score 3*
“If you have already taken damage during this flight, direct me to ignore this page’s result and turn to page 41. Do only Flying (except Flying Attack and Down Swing Bash) or Green next turn.”



Credits

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

Nanael

Angel of Light

Gear: Scimitar, 1 General Item

* The 6 applies while Flying.

* You may only perform these maneuvers while in flight.

Flying: Nanael may begin flying by Jumping Up (or Extended Jumping Back?). You must be flying in order to perform Flying maneuvers, regardless of other restrictions.

Character Design: Nanael is a near-duplicate of “Cob,” the *Winged Gargoyle with Scimitar*.

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