

Claudette

Lord of Thunder

Body Points: 11 Height: 4
Tactics Points: 16 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	64	+1	
Thrust	High	R	32	54	0	
	Low	B	14	54	0	
Helm		R				
	Head Butt	O	12	50	+3	
Storm Cloud	Lightning Strike	R	22	58	+6	
	Thunder Clap	B	38	60	*	
Hilt Attacks	Hammer	O	44	50	+1	
	Spin and Grip to Gut	R	48	64	-1	
	Back Grip Thrust	B	6	54	-1	
Special	Kick	B	34	56	+2	
	Wild Swing	Y	40	64	+1	
	Dislodge Weapon	B	30	56	-3	
	Retrieve Weapon	G	46	52	-6	
Sword Block	Shocking High Block	G	26	56	+2	
	Shocking Low Block	G	4	56	+2	
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		+5	
	Swing	K	64		+3	
	Lightning Strike	K	58		+6	
	Thrust	W	54		+2	
	Thunder Clap	W	60		*	
	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: Two-handed Magic Sword (“Thunder Clap”), Electric Helm, 3 General Items

* These maneuvers do not cause damage. Instead, your opponent will be forced to perform only Jumps and/or Brown for a few turns.

Character Design: Claudette is an original character.

Gear: The Gear list comes from the translation.

Claudette

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging:** "Do no Thrust or Red next turn."
- 05 **Lightning Strike:** "Do no Orange or Red next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting:** "Do no Swing next turn."
- 11 **Thunder Clap:** "If on a Score page direct me to do only Jumps (at Extended Range do only Brown) for the next 2 turns.
Do no Orange next turn."
- 13 **Leg Wound:** "Do no Red or 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 **Sword Block:** "Add +1 if you score 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 attacks until 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 or Orange next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Blocks or Hilts for the rest of the combat."
- 33 **Dodging:** "Add +1 to any Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 9 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 +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 5 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again.
No restrictions next turn."
- 45 **Parrying High:** "No restrictions next turn. If scoring and my weapon is made of metal, add +2 to the score."
- 47 **Head Butting:** "If on a score page, take 1 damage. No restrictions next turn."
- 49 **Parrying Low:** "No restrictions next turn."
- 51 **Extended Range Attacking:** "Do only Extended Range (except Charge) next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 55 **Extended Range Back and use Elixir:** "Recover 1 body point. Do only Extended Range next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Thunder Clap:** "If on a Score page direct me to do only Jumps (at Extended Range do only Brown) for the next 2 turns. Do only Extended Range next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn, and add +1 if you score next turn."
- 63 **Hilt Attack:** "No restrictions next turn."



Credits

Character Design: ?
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