

Irma

Fanged Assassin

Body Points: 12 Height: 4
Tactics Points: 7 Attacks: 1



| Move Name | | Page | X | Mod | + |
|----------------|-----------------|------|----|-----|-------|
| Down Swing | O | | | | |
| | Smash | O | 24 | 50 | +3/+1 |
| Side Swing | Strong | O | 28 | 64 | +2/+1 |
| | High | R | 10 | 64 | +1/0 |
| | Low | B | 2 | 58 | +1/0 |
| Thrust | High | R | 32 | 60 | 0/-1 |
| | Low | B | 14 | 60 | 0/-1 |
| Fake | High | R | 42 | 58 | 0 |
| | Low | B | 12 | 64 | 0 |
| | Side Swing | B | 22 | 60 | -1 |
| | Thrust | R | 38 | 58 | 0 |
| Dagger | Throw | O | 36 | 54 | 0 |
| | | B | | | |
| | | R | | | |
| Special | Kick | B | 34 | 56 | 0 |
| | Wild Swing | Y | 40 | 58 | +2/0 |
| | Dislodge Weapon | B | 30 | 58 | -4 |
| | Retrieve Weapon | G | 46 | 52 | -6 |
| | G | | | | |
| | G | | | | |
| Jump | Up | G | 18 | 52 | -6 |
| | Dodge | Y | 8 | 52 | -4 |
| | Duck | G | 20 | 52 | -5 |
| | Away | Y | 16 | 62 | -4 |
| Extended Range | Charge | W | 50 | | +3/+2 |
| | Swing High | K | 64 | | -6 |
| | Swing Low | K | 58 | | -6 |
| | Throw Dagger | W | 54 | | 0 |
| | Thrust | W | 60 | | -5 |
| | 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

Irma

Fanged Assassin

Gear: Sword, Dagger, 3 General Items

Attack Mods: Some of your moves have two mods. The first is used if you are attacking with your sword, the second if you have dropped your sword and are attacking with your dagger. (The dagger numbers are also used if you parry and stab with both weapons.)

Weapon Restrictions: If you are not wielding any weapons you may only do Green, Yellow (except Wild Swing) and Kick; at Extended Range do only Dodge or Jump Back.

Character Design: Irma is a near-duplicate of Rashni Gil Janus, the *Man with Short Sword and Dagger*.

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

Irma

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 11 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 9 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "No restrictions next turn."
- 17 **Kicked Off Balance:** "Do only Green or Yellow 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 **Kicking:** "Do no Yellow next turn."
- 27 **Weapon Dislodged:** "The weapon you just used is dislodged.
If you are unarmed do only Kick, Yellow, or Green
(except Wild Swing) until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +2 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 Blue for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Down or Side Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 10 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."
- 39 **Charging:** "Do no Yellow next turn."
- 41 **Knocked Down:** "Do only Green or Yellow next turn.
If scoring 5 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 High and Stabbing:** "No restrictions next turn. If you have both sword and dagger go to page 13 and stab me with Thrust Low Dagger (14)."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Parrying Low and Stabbing:** "No restrictions next turn. If you have both sword and dagger go to page 53 and stab me with Thrust High Dagger (32)."
- 51 **Parrying Low:** "No restrictions next turn"
- 53 **Body Wound:** "Do only Green or Yellow 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 **Parrying High:** "No restrictions next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Throwing Dagger:** "Do no Orange next turn. If on a score page, go to page 13. You have thrown your only dagger."
- 61 **Extended Range Throwing Dagger:** "Do no White next turn. If on a score page, go to page 47. You have thrown your only dagger."
- 63 **Knife Lodged in Shield** (if shieldless, go to page 59):
"Do no Orange next turn. You have thrown your only dagger into my shield. Ignore any score you did to me this turn."

Parrying Scores: Irma's parrying pages have two numbers: -3 if she is parrying with her sword, -2 if she has dropped her sword and is parrying with her dagger.



Credits

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