

Nyx

Mistress of Flames

Body Points: 10 Height: 4
 Luck Points: 15 Attacks: 1



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Gear: Magic Wand "Funicula"

	Move Name	Page	X	Mod	+
Down Swing	O				
	Smash	O	24	50	+2
Side Swing	Strong	O	28	64	+1
	High	R	10	64	0
	Low	B	2	58	0
Thrust	High	R	32	54	0
	Low	B	14	54	0
Fake	Magic	R	42	58	0
	Swing	B	12	64	0
Magic	Firebird	O	44	60	+5
	Bowling Ball	B	48	56	+3
	Armor Piercing	R	6	56	+2
	Rapid Shot	R	38	60	+2
	Y				
Special	Kick	B	34	56	0
	Wild Swing	Y	40	58	+2
	Dislodge Weapon	B	30	64	-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	-6
Extended Range	Charge With Wand	W	50		+3
	Swing High	K	64		-2
	Swing Low	K	58		-2
	Thrust	W	54		-1
	Magic	W	60		+5
	Block and Close	N	56		-4
	Dodge	N	52		-6
Jump Back	N	62		-6	

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

Character Design: Nyx is a near-duplicate of *Teflon Billy*.

Gear: The Gear list comes from the translation.

Nyx

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Side Swing:** "Do no Thrust next turn."
- 05 **Attacking with Feint:** "Do no Thrust or Magic next turn."
- 07 **Dazed:** "Do only Jump next turn.
If scoring 11 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting:** "Do no Side Swing next turn."
- 11 **Armor Piercing:** "If scoring on a character wearing metal body armor, add +3 to the score. Do no Magic 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 **Bowling Ball:** "Do no Magic 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 only Kick, Yellow, or Green (except Wild Swing) 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 7 or more, then include Critical restriction.
CRITICAL: Do no Fakes for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Magic 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 Magic for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +1 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jump 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:** "No restrictions next turn."
- 47 **Firebird:** "If scoring on a character wearing cloth body armor, add +3 to the score. Do no Magic next turn."
- 49 **Rapid Shot:** "Do no Magic next turn."
- 51 **Extended Range Thrusting:** "Do only White or Brown next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Magic for the rest of the combat."
- 55 **Extended Range Back and Take Medicine:**
"Regain 1 body point. Do only Extended Range next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Fireball:** "Do only Extended Range next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn, but add +2 to any Magic that scores next turn."
- 63 **Magic Fizzles:** *Note: Nyx is wounding herself, so do not apply your modifier.*
"Do only Green or Yellow next turn."



Credits

Character Design: ?
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