

# Kasumi

Kunoichi

Body Points: 12      Height: 4  
Tactics Points: 10      Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	O				
	Smash	O	24	50	+2
Side Swing	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	58	+1
Thrust	High	R	32	54	0
	Low	B	14	60	0
Fake	High	R	42	58	0
	Low	B	12	64	0
	Swing	B	22	60	-1
	Thrust	R	38	58	0
Special	O				
	Backstab	B	26	52	-3
		R			
	Kick	B	34	56	+2
	Wild Swing	Y	40	58	+2
	Dislodge Weapon	B	30	58	-4
	Retrieve Weapon	G	46	52	-6
		G			
Jump	Spike Volleyball	G	36	54	0
	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
Extended Range	Away	Y	16	62	-4
	Charge	W	50		+3
	Swing High	K	64		-1
	Swing Low	K	58		-1
	Spike Volleyball	W	54		0
	Thrust	W	60		0
	Block and Close	N	56		0
	Dodge	N	52		-4
	Sakura Matoi	N	62		-4

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

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Kunoichi

Gear: Ninja-to, 3 General Items

**Character Design:** Kasumi is from the *Dead or Alive* series by Tecmo.

**Gear:** The Gear list comes from the translation.

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## 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 no Red, Orange, or Spike Volleyball 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 8 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "No restrictions next turn."
- 17 **Extended Range Spiking Volleyball:** "If unmodified Score is 0 or more, go to page 19, add +3 to that Score, and no restrictions next turn. Otherwise, do only Extended Range (except Spike Volleyball) next turn."
- 19 **Off Balance:** "Do only Green, Yellow, or Backstab next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "If you did Backstab (26) this turn, go to page 21 and add +2 if you score next turn. Otherwise, no restrictions next turn."
- 25 **Kicking:** "If on a Score page, go to page 41. Otherwise, do no Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Kick, Yellow (except Wild Swing), or Green until weapon has been retrieved. (At Extended Range do only Brown or Spike Volleyball.)"
- 29 **Ducking:** "Add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Orange or Spike Volleyball next turn.  
If scoring 7 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 9 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, but add +2 to any Orange that scores 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:** "No restrictions next turn."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Parrying Low:** "No restrictions next turn."
- 51 **Kicked off Balance:** "Do only Green or Yellow next turn."
- 53 **Body Wound:** "Do no Orange next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 55 **Extended Range Sakura Mato:** "Do only Extended Range next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Pushed Off Balance:** "Do only Green or Yellow next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn."
- 63 **Spiking Volleyball:** "If unmodified Score is 0 or more, go to page 19, add +3 to that Score, and no restrictions next turn. Otherwise, do no Spike Volleyball next turn."



### Kasumi Credits

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