

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Prophetess with Long Knife	4	9	8*	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	60	-1	
	THRUST	38	58	-1	
MAGIC SPELL	MAJOR	36	54	S	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELL	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	MAJOR MAGIC	54		S	
	THRUST LOW	60		-6	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

*A given Prophetess may begin with 8 Red, Green, Grey or White Magic Points, or with 4 Magic Points in any two of these colours, except both Grey and White. She is unable to cast Great Magic. She may use one spell of a given colour for every 3 Magic Points in that colour. She has knowledge of one spell for every 2 Magic Points in that colour (or knowledge of all White spells).

The Prophetess has the ability to foresee her opponent's next move. An opponent must usually inform the Prophetess of the COLOUR of the chosen manoeuvre before exchanging PG numbers. The Prophetess cannot distinguish Green/Yellow, or Black/White. She cannot foresee in any turn immediately after losing Body Points.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13	19	49	57	37	31	49	13		13	49	13	41	13	13	49	49		27	13
4	5			33	3	3	11	55	37	59	11	15		3	15	9	59	17	3	5	59		43	17
6	19			33	3	3	49	19	19	29	11	15		45	5	45	19	17	19	19	19		19	17
8	5			33	3	3	23	55	37	29	21	15		3	5	9	19	17	3	5	5		43	17
10	31			19	45	3	7	57	13	23	7	45		31	3	53	25	17	45	53	19		43	17
12	19			19	19	45	11	57	13	29	11	45		19	3	45	25	53	45	19	49		43	17
14	49			23	13	3	13	19	37	53	11	13		13	5	13	13	13	13	49	49		53	13
16	57			57	57	57	11	55	57	57	11	15		21	57	9	41	17	57	21	57		43	61
18	5			33	3	3	11	55	37	29	11	15		5	3	9	41	17	3	21	5		43	17
20	5			33	23	3	11	55	37	29	11	15		21	3	9	25	17	3	5	5		43	17
22	49			23	13	19	13	19	37	53	19	15		3	5	31	25	13	3	49	49		43	17
24	53			33	45	45	11	1	53	7	11	7		3	3	45	53	53	45	21	5		41	17
26	5			33	3	3	11	55	59	29	11	15		5	3	9	25	17	3	5	5		43	17
28	7			19	3	19	11	23	37	23	11	53		19	31	9	25	17	27	41	5		43	17
30	49			33	3	3	11	57	37	29	27	15		3	27	27	25	17	27	5	27		27	17
32	53			33	3	45	53	19	13	29	53	45		53	3	31	25	53	45	31	53		43	53
34	5			33	51	3	11	1	37	29	51	15		51	51	51	25	17	3	41	5		27	19
36	5			33	3	3	11	1	7	7	11	15		7	27	9	7	17	3	7	5		7	17
38	31			19	45	45	7	57	13	29	9	45		5	5	45	25	17	45	5	19		43	17
40	49			33	3	41	49	23	23	53	13	23		3	5	9	25	17	3	5	49		43	17
42	49			19	19	49	49	57	37	31	49	19		19	5	9	41	13	19	49	49		27	19
44	5			33	45	3	19	57	7	19	19	15		19	19	45	19	17	45	19	5		27	17
46	5			33	3	3	11	1	37	29	11	15		3	15	9	25	17	3	5	5		43	17
48	5			19	45	45	49	57	19	29	49	19		19	19	9	25	17	45	19	49		19	17

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	63	17	57	5	11	55	57
54	53	33	17	45	35	11	35	3
56	39	63	17	45	57	57	55	3
58	39	33	61	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	63	61	57	57	57	55	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Add +2 if you Score next turn. You may begin to foresee again immediately."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. Do not foresee for 4 turns."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn. Do not foresee for 2 turns."

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 1

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. Do not foresee next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange or Magic next turn. Do not foresee for 2 turns."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 6

Tell Opponent: "Do only Brown next turn. Do not foresee for 3 turns."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +2 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN SCORE 1

Tell Opponent: "Do only Green or Yellow next turn. Do not foresee next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Magic next turn."

45 PARRYING HIGH SCORE -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do only Brown next turn. Do not foresee for 2 turns."

49 PARRYING LOW SCORE -3

Tell Opponent: "No restrictions next turn."

51 KICKED OFF BALANCE SCORE 1

Tell Opponent: "Do only Green or Yellow next turn. Do not foresee next turn."

53 BODY WOUND SCORE 6

Tell Opponent: "Do no Red or Orange next turn. Do not foresee for 3 turns."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 PUSHED OFF BALANCE SCORE 1

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. Do not foresee next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score Page, reveal Magic Card."

63 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn."