

NAME	HEIGHT	BODY POINTS	ATTACKS
Acrobat Warrior with Sword	4	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+3	
SIDE SWING	SPIN	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	54	0	
	LOW	14	60	0	
ACROBATIC ATTACK	STRIKE BEHIND	(6)	56	-1	
	ROLL & SWING	42	58	-1	
	ROLL & THRUST	22	60	0	
	LEAP & CHOP	44	54	-1	
	LEAP & SMASH	36	50	+4	
	DODGE & SWING	38	64	0	
	LEAP & SWING	12	64	0	
	LEAPING KICK	34	56	+2	
SPECIAL	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
JUMP	MOVE BEHIND	26	52	-3	
	LEAP OVER	18	52	-6	
	ROLL AT FEET	20	52	0	
	ROLLING DODGE	46	52	-4	
	DODGE	8	52	-4	
	FLIP AWAY	4	62	-2	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	LEAPING STRIKE	50		+4	
	SWING HIGH	64		-5	
	SWING LOW	58		-5	
	THRUST HIGH	54		-5	
	THRUST LOW	60		-5	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

Manoeuvre 6 (Strike Behind) may only be performed when Turned Around.
Special Rule: If the Acrobat Warrior catches an opponent's one-handed weapon, she throws it out of combat range. Her opponent must reach Extended Range or perform two successive jumps before trying to retrieve it. If her opponent uses a one-handed sword, she may choose to throw away her own sword instead. Two-handed weapons may not be caught.

	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	61	13	19	13	39	49	57	23	19	19	13	53	13	5	13	25	39	13	49	19	39	53	
4	5	61	55	33	3	39	11	57	23	41	41	15	19	19	15	9	41	39	3	5	51	39	43	
6	19	19	55	33	3	39	49	19	19	29	53	15	23	45	5	45	53	53	33	19	51	45	43	
8	5	61	59	33	3	39	23	57	37	43	21	15	33	63	3	9	43	43	3	5	51	39	43	
10	31	21	53	19	45	39	7	57	19	23	51	45	23	31	3	53	25	31	45	53	51	45	23	
12	19	61	19	19	19	45	11	57	19	19	51	45	23	63	3	45	25	31	45	19	19	53	19	
14	49	61	49	23	13	39	13	19	23	53	53	13	53	13	5	13	13	39	3	49	19	39	23	
16	57	61	59	57	57	57	11	57	57	57	51	15	57	21	57	9	43	43	57	21	57	57	57	
18	5	61	59	33	3	39	11	57	37	43	51	15	23	63	3	9	43	39	3	21	51	39	43	
20	5	61	59	33	21	39	11	57	23	43	51	15	33	21	3	9	25	39	3	5	51	39	43	
22	49	61	55	23	13	39	13	19	37	53	19	15	19	63	27	31	25	39	33	49	19	39	43	
24	53	21	53	33	45	45	11	1	19	41	41	7	7	53	3	45	53	7	45	21	41	7	43	
26	5	41	55	33	3	19	11	57	23	19	41	15	33	63	3	9	25	19	3	5	51	19	43	
28	7	61	31	19	3	53	11	23	23	23	51	53	23	41	31	9	25	31	27	41	51	39	23	
30	49	61	27	33	3	39	11	57	23	29	51	15	33	63	27	27	25	39	27	5	27	39	43	
32	53	13	45	33	3	45	53	19	19	29	51	45	23	53	27	31	25	13	45	31	51	45	43	
34	5	61	59	33	3	39	11	1	37	29	41	15	17	17	3	9	25	41	3	41	51	39	43	
36	5	61	7	33	3	19	11	1	7	41	7	15	23	7	27	9	7	39	3	7	7	7	43	
38	31	61	55	19	45	45	7	57	19	29	19	45	23	63	27	45	25	31	45	5	51	45	43	
40	49	61	31	33	3	39	49	23	23	53	53	23	23	63	5	9	25	39	33	5	19	39	53	
42	49	21	55	19	19	49	49	57	37	31	19	19	23	19	27	9	41	39	19	49	19	39	31	
44	5	61	45	33	45	39	19	57	19	19	51	15	23	19	19	45	19	19	45	19	51	45	43	
46	5	43	59	33	3	39	11	1	37	43	51	15	33	63	15	9	25	39	3	5	51	39	43	
48	5	21	19	19	45	45	49	57	19	19	19	19	23	19	19	9	25	19	45	19	19	45	19	

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	57	9	57	5	11	57	57
54	53	33	45	45	35	11	35	3
56	39	57	9	45	57	57	57	3
58	39	33	57	47	5	13	57	57
60	39	33	13	57	5	11	57	47
62	39	57	57	57	57	57	57	57
64	53	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Add +3 if you Score next turn."

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 Green or Yellow next turn."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 KICKED OFF BALANCE

SCORE -1

Tell Opponent: "Do only Green or Yellow next turn."

19 STRUCK OFF BALANCE

SCORE -1

Tell Opponent: "Do only Green or Yellow next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow, Spin or Strike Behind next turn. If you tried to Flip Away, turn to p. 23."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. If you performed a Rolling Dodge, turn to p. 21. If you tried to Leap Over or Move Behind, turn to p. 21 and add +1 if you Score."

25 LEAPING KICK

Tell Opponent: "If on a Score page, turn to p. 41. Do no Green, Yellow or Blue next turn."

27 CATCHING DISLODGED WEAPON

Tell Opponent: "You have caught a just dislodged weapon. If this is your sword, do only Yellow next turn, but continue using your weapon thereafter. If you performed manoeuvre 30, and you see me on p. 27, you have caught my dislodged one-handed weapon. See Special Rule. If you are not on p. 27, I will now turn to p. 5."

29 ROLLING AT FEET

Tell Opponent: "You have knocked me down - turn to p. 41. Do no Red or Orange, but add +2 if you Score next turn."

31 ARM WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "Add +2 to any Down or Side Swing that Scores."

35 EXTENDED RANGE BODY WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

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

39 LEAPING STRIKE

Tell Opponent: "Do no Green or Blue next turn."

41 KNOCKED DOWN

SCORE -1

Tell Opponent: "Do only Green or Yellow next turn."

43 ROLLING TO FEET

Tell Opponent: "Do no Orange next turn."

45 PARRYING HIGH

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -4

Tell Opponent: "No restrictions next turn."

51 ROLL AND STRIKE

Tell Opponent: "Do only Green, Yellow or Blue next turn."

53 BODY WOUND

SCORE 5

Tell Opponent: "Do no Red or Orange next turn."

55 STRIKING BEHIND

Tell Opponent: "Do only Green, Yellow, Spin or Strike Behind next turn."

57 EXTENDED RANGE ATTACKING

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

59 STRIKING BEHIND AND TURNING

Tell Opponent: "No restrictions next turn."

61 FLIPPING AWAY

Tell Opponent: "Ignore current page and turn instead to p. 57. Do only Extended Range except Charge next turn."

63 SPINNING & SLASHING

Tell Opponent: "Do only Green, Yellow or Spin next turn."