

Ink Nijihara

Witch Girl

Body Points: 14 Height: 3
Luck Points: 5 Attacks: 1



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Witch Girl

Gear: Magical Staff, (3 General Items?)

	Move Name		Page	X	Mod	+
Senior Lesson	Bash	O	36	50	+6	
	Smash	O	24	50	+3	
Middle Lesson	High (in a Strong tone)	O	28	64	+3	
	High	R	10	64	+2	
	Low	B	2	58	+2	
Beginner's Lesson	Thrust (severely)	R	32	60	0	
	Thrust (gently)	B	14	60	0	
		R				
		B				
Applied Lesson	Transformation	O	44	56	+4	
	Cosplay	B	48	56	+3	
	Bathe	R	6	60	+8	
		R				
		B				
Special Lesson	Kick	B	34	56	+2	
	High (in a flurry)	Y	40	58	+4	
	Dislodge Weapon	B	30	64	-1	
	Retrieve	G	46	56	-4	
		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	W	50		+5	
	Swing (severely)	K	64		+2	
	Swing (gently)	K	58		+2	
	Change Clothes	W	54		+8	
	Thrust	W	60		0	
	Block and Close	N	56		0	
	Dodge	N	52		-5	
Jump Back	N	62		-6		

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

Character Design: Ink Nijihara is a new character.

Gear: The Gear list comes from the translation.

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Restrictions

- 01 **Jump Back:** "Add +1 if you score next turn." (P)
- 03 **High:** "Do no Beginner's Lesson or Red next turn."
- 05 **Low:** "Do no Beginner's Lesson or Blue next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrust:** "Do no Applied Lesson next turn."
- 11 **Extended Range Swing:** "Do only Extended Range next turn."
- 13 **Leg:** "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 **Smash:** "Do no Red or Orange next turn."
- 17 **Bash:** "Do no Red or Orange next turn."
- 19 **Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind:** "No restrictions next turn." (P*)
- 25 **Kick:** "Do no Blue or Yellow next turn."
- 27 **Dislodge:** "Do only Kick, Green, or Yellow [except High (in a flurry)] until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +3 to any Blue that scores next turn." (P*)
- 31 **Arm:** "Do no Red or Orange next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Applied Lesson for the rest of the combat."
- 33 **Dodge:** "No restrictions next turn." (P)
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Special Lesson (except 'Retrieve Weapon') for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +3 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 5 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 43 **Retrieve:** "May use weapon again. No restrictions next turn."
- 45 **Parry:** "No restrictions next turn."
- 47 **Transformation:** "Do no Orange next turn."
- 49 **Bathe:** "Do only Kick, Green, or Yellow [except High (in a flurry)] until weapon has been retrieved." (?)
- 51 **Extended Range Change Clothes:** "Do only Brown next turn. Do only Kick, Green, or Yellow [except High (in a flurry)] until weapon has been retrieved." (?)
- 53 **Body:** "Do only Green or Yellow next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Special Lesson (except 'Retrieve') for the rest of the combat."
- 55 **Extended Range Escape:** "Do only Extended Range next turn.
Regain 1 Body Point."
- 57 **Extended Range Block:** "Do only Extended Range next turn." (P)
- 59 **Extended Range Thrust:** "Do only Extended Range next turn."
- 61 **Extended Range Dodge:** "Do only Extended Range next turn, but add +1 if you Score next turn." (P*)
- 63 **Cosplay:** "Do no Orange next turn."

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Ink Nijihara Credits

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