

Ymir

Iron Princess

Body Points: 14 Height: 3
Luck Points: 7 Attacks: 1



	Move Name		Page	X	Mod	+
Down Swing	Bash	O	36	50	+5	
	Smash	O	24	50	+3	
Side Swing	Strong	O	28	64	+3	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Thrust	Hook Shield	R	32	54	0	
	Hook Leg	B	14	60	-2	
		R				
		B				
		B				
		R				
		O				
		B				
		R				
Special	Kick	B	34	56	0	
	Wild Swing	Y	40	58	+3	
	Dislodge Weapon	B	30	58	-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	-4	
Extended Range	Charge	W	50		+5	
	Swing High	K	64		+3	
	Swing Low	K	58		+3	
		W				
	Hook Leg	W	60		0	
	Block and Close	N	56		0	
	Dodge	N	52		-4	
	Jump Back	N	62		-4	

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

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Restrictions

- 01 **Jumping Away:** "No restrictions, but add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts or Red next turn."
- 05 **Swinging Low:** "Do no Thrusts 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 **Hooking Shield:** "Do no Blue next turn. If on page 53 and I am using a shield, turn to page 55."
- 11 **Hooking Leg:** "Do no Orange or Red next turn. If on page 13, turn to page 41."
- 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 **Kicked Off Balance:** "Do only Green or Yellow 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 Green or Yellow (except Wild Swing) until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "No restrictions next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 37 **Jumping:** "Do no Blue next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."

- 43 **Retrieving Weapon:** “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 **Extended Range Swinging:** “Do only Black or Brown next turn.”
- 53 **Body Wound:** “Do only Green or Yellow next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except ‘Retrieve Weapon’) for the rest of the combat.”
- 55 **Extended Range Hooking Leg:** “Do only White or Brown next turn.
If on page 47, go to page 41 and no restrictions next turn.”
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.”
- 59 **Extended Range Arm Wound:** “Do only Brown next turn.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn, but add +2 to any Swing or Charge that scores next turn.”
- 63 **Weapon Broken:** “Do no Thrusts and subtract -5 from all scores (except ‘Kick’) for the rest of the game.”

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Gear: Battle Axe, Dwarven Dress, Circlet, 3 General Items

My Axe is My Life: Ymir loses the game immediately if her axe is broken. (Optional Rule)



Ymir Credits

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<http://queensblade.net/>

<http://www.lostworlds.com/>

<http://www2s.biglobe.ne.jp/~tomose/>

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Character Design: Ymir is an original character.

Gear: The Gear list comes from the translation.

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