

Nona

Overview

Role: Nona is a mobile DPS Character who combines the supernatural manipulation of mist with the **Mystic Arts** of her Uni heritage. Unlike the Mage Guild's more traditional ranged spellcasters, Nona relies upon mobility, precision, and battlefield control to create opportunities for herself and her allies.

As a member of the **Uni**, one of the native peoples of Dichu, Nona maintains strong ties to her homeland despite her association with the Mage Guild. This allows her to fight alongside either faction.

Nona wears no conventional Armor. Instead, she relies upon her training, agility, and supernatural mist to avoid attacks altogether. She can disappear from dangerous engagements, block important sections of the battlefield with walls of mist, and unleash a devastating beam of condensed mist when enemies make the mistake of lining up in front of her.

Core Information

Summon Points: 1 (*Character*)

Alignment: Grey

Affiliation: Mage Guild / Dichu

Keywords

- Character
- Mage Guild
- Dichu
- Uni
- DPS
- Mystic Arts

Statistics

- **Health:** 5
- **Armor:** 0
- **Speed:** 5
- **Defense:** 5
- **Dodge:** 7
- **Willpower:** 7

Universal Rules

This unit gains the following Universal Rules:

- **Mystic Arts**

(See Universal Rules.)

Special Rules

Uni Heritage

Nona is a member of the **Uni**, one of the native peoples of Dichu. Although she has joined the Mage Guild, her heritage and training allow her to fight alongside the warriors of her homeland.

Special Rules

- Nona may be included on either a **Mage Guild or Dichu team**.
- When included on a Mage Guild team, Nona is considered a **Mage Guild Character** for team-building purposes.
- When included on a Dichu team, Nona is considered a **Dichu Character** for team-building purposes.
- Nona does not automatically gain additional faction Universal Rules simply because she is included on that faction's team. She only possesses the Universal Rules specifically listed on her unit sheet.

Mist Armor

Nona surrounds herself with a thin veil of supernatural mist that shifts and swirls with her movements, making it difficult for enemies to accurately track her position.

Once per round, when Nona is targeted by an attack, she may activate **Mist Armor before the attack roll is made**.

Special Rules

- Nona gains **+1 Dodge against that attack**.
- If the attack targets Defense or Willpower, Nona may still use **Mystic Arts** normally.
- Mist Armor provides **no Armor** and does not reduce damage.
- Mist Armor costs **no Fate Tokens**.
- The bonus ends immediately after the attack has been completely resolved.
- Mist Armor may only be used **once per round**.

Abilities

Mist Bolt

- **Type:** Ranged (R)
- **Range:** 10"
- **Mechanic:** Fate vs. Dodge
- **Damage:** Light Damage

Nona gathers the mist surrounding her into a concentrated projectile and sends it streaking toward her enemy. The supernatural vapor twists through openings and around battlefield obstructions, making conventional protection far less effective.

Special Rules

- Mist Bolt **ignores Cover**.
- If Mist Bolt deals damage, gain **1 Fate Token**.
- Nona may generate a maximum of **1 Fate Token each round** from Mist Bolt.

Shifting Mist

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** Self
- **Movement:** Up to 5"

Nona's body dissolves into swirling mist before reforming somewhere nearby, allowing her to escape danger or rapidly reposition herself.

Nona may immediately **teleport up to 5"** to a legal position she can occupy.

Special Rules

- Shifting Mist is a **teleport** and does not count as normal movement.
- Nona may pass through units and terrain while teleporting.
- Nona may not end the teleport inside another unit or impassable terrain.
- Shifting Mist may be used to leave **Melee Combat** without being prevented by Melee Lock.
- Using Shifting Mist does not trigger effects caused by leaving Melee Combat.
- Nona cannot **Run during the same activation** in which she uses Shifting Mist.
- Shifting Mist does not generate Fate Tokens.

Wall of Shifting Mist

- **Type:** Special Ability (SA)
- **Cost:** 3 Fate Tokens
- **Range:** 6"
- **Size:** 2" wide × 2" high

Nona summons a dense wall of supernatural mist, obscuring everything behind it and forcing enemies to find another path through the battlefield.

Place a **2" wide × 2" high Wall of Shifting Mist** completely within **6" of Nona**.

The wall remains in play until the **start of Nona's next activation**.

Special Rules

- Wall of Shifting Mist **blocks Line of Sight**.
- Units cannot move through the wall.
- The wall is treated as **impassable terrain**.
- Nona may only have **one Wall of Shifting Mist** in play at a time.
- If Nona creates another Wall of Shifting Mist, the previous wall is immediately removed.
- The wall cannot be placed overlapping a unit, Pillar, Summoning Totem, or other impassable terrain.
- Wall of Shifting Mist does not generate Fate Tokens.

Condensed Mist Beam

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Area:** 10" Line, 2" Wide
- **Mechanic:** Fate vs. Dodge
- **Damage:** Medium Damage

Nona draws the mist surrounding the battlefield into an increasingly dense concentration of supernatural energy. With a sudden release, the compressed mist erupts forward in a devastating beam capable of tearing through multiple enemies.

Draw a **10" long and 2" wide line** extending from Nona.

Every enemy unit touched by the line is targeted by Condensed Mist Beam.

Special Rules

- Make a separate **Fate vs. Dodge** attack roll against each affected enemy.
- Each successful attack deals **Medium Damage**.
- If Nona's attack roll exceeds the target's Dodge by **3 or more**, that attack **bypasses Armor**.
- Any unit that suffers damage from Condensed Mist Beam becomes **Staggered**.
- Friendly units are **not affected** by Condensed Mist Beam.
- A unit may only be targeted once per use, regardless of how much of its base is within the beam.
- Condensed Mist Beam does not generate Fate Tokens.

Tactics and Strategies

Nona serves as a mobile and highly adaptable **DPS Character**. Unlike Essa, whose offensive strength comes primarily from overwhelming magical firepower, Nona combines damage with mobility and battlefield control.

With **Armor 0**, Nona does not want to absorb enemy attacks. Her **Dodge 7**, **Mystic Arts**, and **Mist Armor** instead encourage her to avoid attacks and use positioning to remain difficult to engage.

Mist Bolt provides Nona with a reliable ranged attack and Fate generator. Because the attack ignores Cover, enemy units cannot easily protect themselves from Nona simply by hiding behind battlefield terrain.

Shifting Mist provides exceptional repositioning and an important escape tool. If an opponent manages to reach Nona in Melee Combat, she can dissolve into mist and reform elsewhere rather than attempting to survive a prolonged engagement.

Wall of Shifting Mist allows Nona to contribute to the entire party without directly dealing damage. Blocking Line of Sight or closing an important route can protect vulnerable DPS and Support Characters, interfere with enemy movement, or help a Tank control where opponents can engage the Mage Guild.

Condensed Mist Beam is Nona's greatest offensive technique. Its long, wide line can strike multiple enemies for Medium Damage, while exceptionally accurate attacks can bypass Armor entirely. Enemies that survive the attack are left **Staggered**, giving the rest of the party an opportunity to capitalize on the disruption.

Nona is particularly effective when constantly repositioning and forcing the opponent to respond to her rather than allowing herself to become trapped.

She doesn't stand behind the Tank and simply throw spells.

She makes the battlefield itself difficult for the enemy to navigate.