

TENAGO

Overview

Role: Tenago is a brutal Dwarven warrior who believes that once a battle begins, there is little reason to approach it cautiously.

Armed with a weapon in each hand and protected by heavy Dwarven armor, Tenago advances steadily toward the enemy before throwing himself directly into the thickest part of the fighting. He does not possess the speed or agility of many warriors found throughout Ashura, but Tenago has little interest in avoiding an attack when his armor can absorb the blow and allow him to return one of his own.

On the battlefield, Tenago is a powerful close-combat Character designed to become increasingly dangerous as more enemies surround him. His attacks hit exceptionally hard, and several of his abilities allow him to punish opponents who attempt to overwhelm him through superior numbers.

Tenago is slow and has limited options at range. Positioning him correctly is therefore essential. Once he reaches Melee Combat, however, he can become extremely difficult to contain.

Core Information

Summoning Points: 1 (Character)

Alignment: Dark

Affiliation: Dwarven Forge

Statistics

- Health: 4
- Armor: 4
- Speed: 4
- Defense: 8
- Dodge: 5
- Willpower: 6

Abilities

Dual Wield

Type: Melee

Mechanic: Fate vs. Defense

Damage: Medium

Tenago attacks with one of his weapons before immediately preparing to follow with the other.

If the attack is successful, the target suffers **Medium Damage** and Tenago gains **1 Fate Token**.

If Tenago's attack roll exceeds the target's Defense by **3 or more**, he may immediately make a second attack against the same target.

The second attack:

- Uses **Fate vs. Defense**.
- Deals **Light Damage**.
- Does not cost an Action.
- Does not generate an additional Fate Token.

The second attack is resolved separately from the first.

Cleave

Type: Melee

Cost: 1 Fate

Mechanic: Fate vs. Defense

Damage: Light

Tenago swings his weapons around himself in a brutal arc, striking at every enemy foolish enough to surround him.

Make **one attack roll** and compare the result separately against the Defense of every enemy unit currently in Melee Combat with Tenago.

Each enemy successfully hit suffers **Light Damage**.

If Cleave successfully damages **2 or more enemy units**, immediately regain the **1 Fate Token** spent to use Cleave.

Blinding Rage

Type: Free Action

Cost: 3 Fate

Tenago abandons restraint and gives himself completely to the fury of battle.

When Blinding Rage is activated:

- Immediately remove all negative **Status Effects** currently affecting Tenago.
- Tenago cannot gain new negative Status Effects for the remainder of the round.
- Tenago's successful **Melee attacks deal +1 damage** for the remainder of the round.
- Enemy units do not receive bonuses against Tenago for having multiple friendly units engaged with him in Melee Combat.

Blinding Rage lasts until the **end of the round**.

War Cry

Type: Ultimate

Cost: 5 Fate

Range: 4"

Tenago unleashes a thunderous battle cry, challenging every nearby enemy to face him directly.

Every enemy unit within **4 inches** of Tenago is immediately moved directly toward him until it enters **Melee Combat** with Tenago or cannot move any closer.

This movement cannot move an enemy through other models, Impassable Terrain, or any other area it could not normally occupy.

After all eligible enemy units have been moved, Tenago may immediately perform either:

- **Dual Wield**, or
- **Cleave**

This Ability does not require an additional Action, but all other requirements and effects of the selected Ability apply normally.

Tactics and Strategies

Tenago represents one of the defining principles of Dwarven Forge warfare: **getting into position may take time, but reaching that position should matter.**

With **Speed 4**, Tenago cannot easily chase fast opponents or rapidly reposition across the Vortex. Players should therefore consider where the battle is likely to develop and begin moving Tenago toward that location early.

Once he reaches Melee Combat, his weaknesses become much less important.

Dual Wield gives Tenago an unusually dangerous basic attack. Medium Damage makes even his standard attack threatening, while an exceptional attack roll rewards him with a second Light Damage strike.

Cleave becomes increasingly effective as opponents surround him. Against a single enemy, it provides little advantage over Dual Wield. Against multiple enemies, however, Tenago can damage several targets simultaneously and potentially recover the Fate spent to activate the Ability.

Blinding Rage transforms Tenago into a temporary offensive powerhouse. Its ability to cleanse negative Status Effects and prevent new ones makes controlling him significantly more difficult, while the additional damage dramatically increases the threat of his Melee attacks.

Finally, **War Cry** allows Tenago to turn enemy positioning against them. Rather than pursuing several nearby opponents individually, Tenago can force them into Melee Combat and immediately follow with an attack.

War Cry combined with Cleave can be particularly devastating against groups of enemies, while War Cry followed by Dual Wield allows Tenago to concentrate on a particularly important target.

Tenago's greatest weakness remains his mobility. He has no Ranged attack and no Ability designed to compensate for his low Speed.

The opponent has an opportunity to avoid him.

They should use it.