

YASHAHIME



SUMMON SLOTS:
1
ALIGNMENT: LIGHT
CHARACTER

DEFENSE: 5 DODGE: 6 WILLPOWER: 7

SPECIAL: TWINS, MIRROR MAGIC

REFLECTED RAY: "BLIND"

2 vs WILL 10

1 MIRROR SHIFT:

2 vs 5 6

3 REFRACTION: 'DAZZLE'

2 vs WILL 6

5 DOUBLE TROUBLE!:

2 vs 6 FA



V0.2.7

YASHAHIME:

TWIN SISTER TO YOUKIHIME, MIKO PRIESTESSES AND PROTECTOR OF THE GATES OF JAPAN.

QUOTE:

"YOUR TRUE SELF WILL BE SEEN IN YOUR REFLECTION..."



ABILITY DESCRIPTION

SPECIAL:

TWINS: YASHAHIME MUST BE SUMMONED WITH YOUKIHIME, SHE CANNOT BE SUMMONED ALONE. THE TWINS MUST STAY WITHIN **10 INCHES** OF EACH OTHER AND CANNOT TAKE AN ACTION IF MORE THAN **10 INCHES** APART. THE TWINS CAN BOTH ACTIVATE ON THE SAME ACTIVATION EACH ROUND..

REFLECTED RAY: 'BLIND'

MIRROR MAGIC IS YASHAHIME SPECIALTY AND EVERYTHING SHE DOES FLOWS THROUGH HER MIRROR. WHILE NOT PROFICIENT WITH PHYSICAL ATTACKS SHE CAN REFLECT A RAY OF LIGHT WITH HER MIRROR MAGIC TO **BLIND** AN OPPONENT. IF HER ATTACK IS SUCCESSFUL HER TARGET IS **BLINDED** AND CANNOT TAKE AN ACTION FOR THE REST OF THIS ROUND. YASHAHIME WILL ALSO GAIN A **FATE TOKEN** IF THE ATTACK IS SUCCESSFUL. ADD BLIND EFFECT TO TARGET.

MIRROR SHIFT:

YASHAHIME USES THE MAGIC OF HER MIRROR TO TRICK AND CONFUSE HER OPPONENTS AND MAKE THEM LOSE THEIR PLACE. YASHAHIME SELECTS ONE TARGET WITHIN **6 INCHES** OF HER OR YOUKIHIME. IF THE TARGET IS AN OPPONENT ROLL AGAINST THE TARGETS WILLPOWER. IF THE FATE ROLL IS SUCCESSFUL, MOVE THE TARGET **4 INCHES** IN ANY DIRECTION.

REFRACTION:

SPINNING HER MAGIC MIRROR AROUND HERSELF, YASHAHIME CREATES A DAZZLING WHIRLWIND OF LIGHT AND COLOR. ROLL SEPARATELY AGAINST EACH UNIT WITHIN **6 INCHES**. IF SUCCESSFUL, THE UNIT IS **DAZZLED** AND MOVES **3 INCHES** IN A RANDOM DIRECTION AND CAN TAKE NO OTHER ACTIONS THIS ROUND. ANY AFFECTED UNITS DO NOT COUNT AS SCORING THIS ROUND. THIS ABILITY CAN AFFECT ALLIES AS WELL AS OPPONENTS.

DOUBLE TROUBLE!:

USING HER MIRROR MAGIC, YASHAHIME CREATES A DUPLICATE OF HER OPPONENT THAT BECOMES PART OF HER TEAM. THIS DUPLICATE MATCHES ALL OF THE OPPONENT'S CURRENT STATUS, INCLUDING ABILITIES, HEALTH, ARMOR, AND BUFFS. THIS DUPLICATE GETS AN IMMEDIATE ACTION AND CAN MOVE AND ACT ON THE NEXT ROUND LIKE A NORMAL NORMAL UNIT. THIS DUPLICATE LASTS UNTIL YASHAHIME'S NEXT ACTIVATION. THIS DUPLICATE COUNTS AS A SCORING UNIT.

MINIATURE INFO:

LINE: MAGIC GIRL ASSAULT

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

