

BRIN



SUMMON SLOTS:

1

ALIGNMENT: GREY

CHARACTER

DEFENSE: 9 DODGE: 5 WILLPOWER: 5

SPECIAL: HOLY, SHIELD

HEADACHE:



1 BLESSING OF FAITH:



3 SHIELD CHARGE:



5 SHIELD WALL:



QUEST  
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V0.27

BRIN:

AT A YOUNG AGE BRIN (SHORT FOR BRUNHILDA. SHE'S NOT FOND OF THAT NAME SO DON'T CALL HER THAT) WAS FOUND TO HAVE A KNACK FOR HEALING. SHE WAS QUICKLY TAUGHT TO HONE HER SKILLS WITH THE DIVINE MAGICS BUT COULD NOT TAME HER DESIRE FOR A FIGHT. LIKE HER MUCH OLDER COUSIN TENAGO, SHE TO LOVED TO BATTLE, ALTHOUGH SHE DID NOT SHARE HIS USUAL GRUMPY TEMPERAMENT, SHE DID ENJOY THE GOOD FIGHT. BECAUSE OF THIS, SHE WAS TURNED INTO A BATTLE CLERIC...ONE WHO COULD ENJOY THE FRUITS OF BATTLE BUT YET STILL UTILIZE HER DIVINE ABILITY ON THE BATTLEFIELD. SHE NOW CAN BE SEEN ON THE BATTLEFIELD ANYWHERE HER COUSIN TENDS TO GO AS SHE IS NOW A MORE PERMANENT FIXTURE AT HIS SIDE...SOMETHING TENAGO IS NOT TOO PLEASED WITH BUT, HE WILL MAKE DUE.



**ABILITY DESCRIPTION**

**SPECIAL:**

**HOLY:** ALL DAMAGE DONE TO UNDEAD IS INCREASED BY A **+1**.

**SHIELD:** MAY USE A FREE ACTION TO BLOCK ATTACK. (FATE V ATTACK ROLL) IF MEET OR BEAT ATTACK IS BLOCKED.

**HEADACHE:**

BRIN TAKES HER TRUSTY MACE AND DELIVERS JUSTICE TO HER TARGET WITH A MASSIVE HIT TO THEIR HEAD. IF BRIN BEATS HER OPPONENT BY **3** OR MORE, THE OPPONENT IS SHAKEN WITH A **-1** TO ALL ROLLS FOR THEIR FOLLOWING ACTIVATION. IF OPPONENT IS DAMAGED GAIN A **FATE TOKEN**.

**BLESSING OF FAITH:**

BRIN WITH HER FAITH CALLS ON HER DIVINE POWERS TO HEAL AND BLESS AN ALLY. IF SUCCESSFUL, BRIN HEALS HER ALLY FOR **2** AND GIVES THE ALLY A **+1** TO DEFENSE AND ARMOR IN THEIR NEXT ACTIVATION. IF OPPONENT WAS DOWNED THIS ROUND, THEY ARE RETURNED TO THE TABLE WHERE THEY FELL, BUT DO NOT GET A TURN THIS ROUND.

**SHIELD CHARGE:**

BRIN CHARGES HER TARGET WITH UNCANNY SPEED SHOVING HER SHIELD RIGHT INTO THEIR FACE CAUSING DAMAGE AND ENGAGING THEM IN MELEE COMBAT. BRIN CAN USE THIS ABILITY TO INTERRUPT ANOTHER UNIT'S ACTIVATION AND FORCE THEM INTO MELEE COMBAT IF THE UNIT IS NOT DEFEATED WITH SHIELD CHARGE. BRIN STILL GETS A MELEE COMBAT IF SHE USES THIS ABILITY AND THE TARGET WAS NOT DEFEATED.

**SHIELD WALL:**

BRIN CALLS UPON THE POWER OF THE GODS TO PROTECT HER ALLIES. SHE FIRMLY PLACES HER SHIELD TO THE GROUND AND ENCHANTS IT WITH DIVINE POWER AND EXPANDING IT REACH. NOW BRIN AND **2 INCHES** TO EACH SIDE AND **2 INCHES** TALL OF HER ARE PROTECTED BY A **10 ARMOR SHIELD**. THIS SHIELD DOES NOT BLOCK **LOS** BUT ANY ATTACKS THAT WOULD GO THROUGH THIS SHIELD TO A TARGET MUST DEplete THE SHIELDS ARMOR BEFORE IT CAN PASS. NO ATTACKS FROM ALLIES CAN PASS THROUGH THE SHIELD UNLESS THEY SAY OTHERWISE. BRIN CAN RESTORE THE SHIELD UP TO **5 ARMOR** AND KEEP IT ACTIVE FOR **2 FT PER ROUND** AT NO MORE THAN **5 ARMOR** IF IT WAS NOT DESTROYED IN THE PREVIOUS ACTIVATION. BRIN CANNOT MOVE WHEN THE SHIELD IS ACTIVE. BRIN MAY USE BLESSING OF FAITH WHILE IN THIS MODE BUT CANNOT ATTACK. BRIN CAN BE ATTACKED IN MELEE COMBAT IN THIS MODE BUT CANNOT BE ATTACKED BY MORE THAN ONE OPPONENT WHILE IN THIS MODE. SHE CANNOT USE THIS ABILITY WHILE IN MELEE COMBAT.

**MINIATURE INFO:**

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

