

MAVKA



SUMMON SLOTS:
1
ALIGNMENT: DARK
CHARACTER

DEFENSE: 5 DODGE: 7 WILLPOWER: 8

SPECIAL: ICE MAGIC, POWER TRIP

ICE SHARD:

2 vs DOD 10

1 BLIZZARD:

2 vs WILL 3

3 FROST ARMOR:

2 vs 6 FA

5 ICEBERG:

2 vs WILL 10



V0.2.7

MAVKA:

CRUEL, HEARTLESS, COLD THAT ALL DESCRIBES MAVKA AND WHO SHE IS. DO LET HER CURE CHARM DECEIVE YOU, SHE IS A VICIOUS AS THEY COME.

QUOTE:

"YOU WILL FALL TO MY POWER..."



ABILITY DESCRIPTION

SPECIAL:

ICE MAGIC: MAVKA HAS A MASTERY OVER ICE AND COLD. IF HER ABILITIES DEAL DAMAGE HER TARGET LOSES **1 POINT** OF SPEED THE NEXT ROUND DUE TO THE COLD. THIS ABILITY IS COUNTERED BY ANY FIRE BASED DEFENSES.
POWER TRIP: SHE BELIEVES HERSELF TO BE ABOVE OTHERS, SHE CANNOT TEAM UP WITH LIGHT ALIGNMENTS..

ICE SHARD:

WITH HER CONTROL OVER ICE, MAVKA SUMMONS A NEEDLE-SHARP SHARD OF ICE THAT SHE HURLS AT HER TARGET. THIS SHARD IS VERY SHARP AND IS CONSIDERED ARMOR-PIERCING. THE ATTACK **BYPASSES 2 POINT OF ARMOR**. IF SHE DEALS DAMAGE SHE GAIN A **FATE TOKEN**.

BLIZZARD:

MAVKA SURROUNDS HERSELF WITH A VIOLENT WINTER STORM. ROLL AGAINST EACH OPPONENT WITHIN RANGE. IF THE ATTACK ROLL BEATS THE TARGET'S WILLPOWER BY **3 OR MORE**, THE TARGET IS ALSO FROZEN IN PLACE AND CANNOT ACT FOR THE REST OF THE TURN, AND THEY DO NOT COUNT AS A SCORING UNIT.

FROST ARMOR:

MAVKA ENCASES HERSELF IN A PROTECTIVE ARMOR OF ICE WITH ITS ONLY WEAKNESS, FIRE. THE ABILITY GRANTS MAVKA **5 POINTS** OF ARMOR THAT CANNOT BE REPAIRED OR STACKED WITH ANY OTHER ABILITY AND SLOWS HER DOWN DUE TO ITS WEIGHT. FROST ARMOR STAYS ACTIVE TILL CANCELED. WHILE FROST ARMOR IS ACTIVE MAVKA SPEED IS **REDUCED TO 3** AND SHE CANNOT RUN. FROST ARMOR CAN BE CANCELED AT ANY TIME AS A FA NO MATTER HOW MANY ARMOR POINTS ARE LEFT. THE ARMOR IS NEGATED IF ATTACKED BY A FIRE ABILITY

ICEBERG:

MAVKA CHOOSES A TARGET AND FREEZES THE AIR AROUND HER TARGET SUDDENLY, TRAPPING THE TARGET IN ICE. IF THE TARGET SURVIVES THE ATTACK THEY ARE ENCASED IN ICE, TAKING LIGHT DAMAGE EACH ROUND TILL THEY BREAK FREE. TO BREAK FREE THEY MUST MAKE A **(FATE V 7)** CHECK ON THEIR ACTIVATION. IF THE TARGET SUCCEEDS THEY ACT AS NORMAL, OTHERWISE THEY TAKE NO FURTHER ACTIONS THAT ROUND AND **DO NOT COUNT AS A SCORING UNIT**. THIS POWER CAN ALSO BE CANCELLED BY USING OTHER ABILITIES THAT REMOVE EFFECTS.

MINIATURE INFO:

LINE: MAGIC GIRL ASSAULT

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

