

NONA



SUMMON SLOTS:

1

ALIGNMENT: LIGHT

CHARACTER

DEFENSE: 5 DODGE: 6 WILLPOWER: 8

SPECIAL: MIST ARMOR

MIST BOLT:

2 vs DOD 10

1 SHIFTING MIST:

2 vs 7 FA

3 WALL OF SHIFTING MISTS: "WALL"

2 vs 6 10

5 FOCUSED MIST:

2 vs DOD 10

NONA:

AS A UNI, THEY COME INTO THEIR POWERS ONCE THEY REACH ADULTHOOD. AS A YOUNGLING SHE SHOWED GREAT POTENTIAL WITH MIST MAGIC AND AFTER THE DEATH OF HER FAMILY THIS POTENTIAL WAS FOCUSED AND SHAPED BY HER NAMESAKE, NONA. ONE HER DYEING BED NONA GAVE HER NAME TO THE YOUNGLING SHE TRAINED, WITH THE HOPE SHE WOULD MAKE HER MARK ON THE WORLD.

QUOTE:

NOW YOU SEE ME...NOW YOU DON'T!



ABILITY DESCRIPTION

SPECIAL:

MIST ARMOR: NONA HAS AN INVISIBLE MIST ARMOR THAT SURROUNDS HER AT ALL TIMES. THIS MIST PROVIDES HER WITH **1 ARMOR** AT ALL TIMES. IT WILL AUTO-REGENERATE EVERY ROUND. THIS DOES NOT COUNT AS AUGMENTED ARMOR, SHE CAN STILL BE GIVEN ARMOR WITH OTHER CHARACTER ABILITIES.

MIST BOLT:

NONA SUMMONS A BOLT OF CONDENSED MIST, THE SHEER AMOUNT OF POWER CAUSES THE MIST TO HAVE A SLIGHT GLOW, AND SHE HURLS THE MIST AT HER OPPONENT. ANY BONUSES PROVIDED BY COVER ARE IGNORED AS THE MIST MOVES AROUND IT. IF SUCCESSFUL, SHE GAINS A **FATE TOKEN**.

SHIFTING MIST:

NONA'S FORM SHIFTS AND CHANGES MAKING HER DIFFICULT TO HIT. IF NONA HAS NOT YET MOVED, SHE CAN STEP THROUGH THE MISTS AND TELEPORT UP TO 10 INCHES. NONA ALSO ADDS **+2** TO HER **DEFENSE AND DODGE**. THESE BONUSES LAST TILL HER NEXT ACTIVATION. NONA CAN STILL MAKE A MOVE ACTION AFTER SHIFTING MIST IS USED, SHE CANNOT RUN.

WALL OF SHIFTING MISTS:

NONA DRAWS UPON ARCAINE MISTS AND ILLUSIONS TO FORM A **2-INCH WIDE 2-INCH TALL** WALL THAT PROVIDES FULL COVER AGAINST ALL ATTACKS UNTIL THE END OF THIS ROUND. OPPONENTS CANNOT CROSS THE WALL ON THE GROUND OR BY AIR. **SHIFTING MIST WALL** BLOCKS **LOS** AND CANNOT BE SHOT THROUGH. IF THE WALL IS PLACED ON A CHARACTER, THAT CHARACTER'S SUMMONER CHOOSES WHICH SIDE OF THE WALL THE PLAYER IS ON. THE WALL LASTS TILL NONA'S NEXT ACTIVATION.

FOCUSED MIST:

NONA FOCUSES THE MIST INTO A MASSIVE BEAM. THE BEAM FORMS A STRAIGHT LINE THAT IS **2 INCHES** WIDE AND **10 INCHES** LONG FROM NONA. ANY OPPONENTS WHO ARE CAUGHT IN THE BEAM SUFFER **MEDIUM DAMAGE** AND LOSE THEIR NEXT ACTIVATION. IF NONA'S FATE ROLL BEATS HER OPPONENT'S DODGE BY 3 OR MORE, SHE BYPASSES HER OPPONENT'S ARMOR.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

