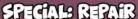


TENAGO:

ARMOR! WEAPONS! BATTLE! FRIENDS! THOSE ARE ALL THAT MATTER TO TENAGO. LIKE MOST DWARFS, TENAGO LONGS FOR BATTLE BUT UNLIKE MOST, HE LONGS FOR IT AT EVERY CHANCE HE GETS AND SOME BE-LIEVE THAT'S BECAUSE OF THE RED DRAGON BLOOD THAT FLOWS THROUGH HIS VEINS TENAGO IS RARE AND BY MOST AN OUTCAST AS HIS FATHER WAS A RED DRAGON. NO ONE knows who his father is EXCEPT FOR HIS MOTHER AND SHE WILL NOT SPEAK HIS NAME BUT, ONE THINGS IS FOR SURE...HE'S GOT HIS FATHER'S TEMPER.





EMIDKNIGHTHERDES



DUALFATES

ABILITY DESCRIPTION

DOAL ATTACKS

TENAGO CHARGES INTO BATTLE CHOPPING WITH HIS FIERCE AXE, FOLLOWED BY A BLOW OF HIS DEADLY HAMMER. IF TENAGO BEATS HIS OPPONENT BY 3 OR MORE, HE GAINS A SECOND ATTACK AT 61. IF TENAGOS ATTACK IS SUCCESSFUL THEN GAIN A FATE TOKEN.

(PEN)

TENAGO SWINGS HIS AXE IN AN ARC HITTING ALL OPPONENTS IN MELEE COMBAT. USE ONE ROLL FOR ALL OPPONENTS. IF ANY ATTACK IS SUCCESSFUL AND DEALS DAMAGE, TENAGO NEGATES ALL BONUSES FOR MULTIPLE OPPONENTS FOR THE REST OF THE ROUND. IF TENAGO DEALS DAMAGE TO 2 OR MORE OPPONENTS, THIS ABILITY DOES NOT REQUIRE A FATE TOKEN.

BLINDING RAGE:

TENAGO'S TEMPER GETS THE BETTER OF HIM AND HE LETS LOSE. FOR THIS ROUND, TENAGO DOES ONE EXTRA POINT OF DAMAGE WITH EVERY SUCCESSFUL ATTACK. HE IS ALSO IMMUNE TO ANY PENALTIES VS MELEE ATTACKS AND CANNOT BE STUNNED. IF TENAGO IS WITHIN GIVENES OF AN OPPONENT WHO IS NOT BEHIND COVER, HE CAN CHARGE THEM, DEALING A BRUTAL ATTACK EVEN IF HE HAS ALREADY MOVED. MOVE TENAGO INTO MELEE COMBAT AND RESOLVE THE ATTACK. THIS ABILITY CAN BE USED IN MELEE COMBAT BUT IF LOCKED IN MELEE COMBAT, TENAGO IS NOT ALLOWED HIS FREE MOVMENT.

WAR CRYB

ALL OPPONENTS WITHIN INCIDES OF TENAGO ARE INSULTED AND ENRAGED BY TENAGO'S TAUNTING WAR CRY. THEY ARE IMMEDIATELY PULLED INTO MELEE COMBAT WITH TENAGO. OPPONENTS CAN BE PULLED OUT OF MELEE COMBAT WITH ANOTHER CHARACTER BY THIS ABILITY. TENAGO MUST IMMEDIATELY ACTIVATE ONE OF HIS MELEE ABILITIES.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

Skin: DEFAULT

