



OTONASHI

VYDAR

TRICKY SPEED 4

If Otonashi starts her turn adjacent to any figure you control who has a tricky personality, she may move 4 additional spaces.

HUMAN

UNIQUE HERO

NINJA

TRICKY

MEDIUM 4

PHANTOM WALK

Otonashi can move through all figures and is never attacked when leaving an engagement.

ATTACK THE WILD 2

When attacking a figure who has a wild personality, Otonashi rolls 2 additional attack dice.



1

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

3

DICE

10

POINTS



OTONASHI



Earth
Defenders of Kinsland
17/19

MOVE 8
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 3
DICE

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