

# Sigui

## Inquisitor

Body Points: 11      Height: 4  
Luck Points: 3      Attacks: 1



	Move Name		Page	X	Mod	+
Stake	Hellfire	O	36	50	+4	
	Holy Fire	O	24	50	+3	
Swing Mace	Strong	O	28	64	+2	
	High	R	10	64	+1	
	Low	B	2	64	+1	
Bind With Chain	Body	R	12	64	+1	
	Leg	B	42	58	+1	
Protected Attack	Stake	O	44	56	+1	
	Swing Mace	B	48	56	0	
	Chain	R	6	56	+1	
Divine Power	Fear	G	38	54	*	
	Judgement	B	22	60	-2	
Special	Kick	B	34	56	0	
	Wild Swing	Y	40	64	+1	
	Dislodge Weapon	B	30	64	-3	
	Retrieve Weapon	G	46	52	-6	
Chain Block	High	G	26	56	+1	
	Low	G	4	56	+1	
Jump	Up	G	18	52	-6	
	Dodge	Y	8	52	-4	
	Duck	G	20	52	-5	
	Away	Y	16	62	-6	
Extended Range	Charge	W	50		+4	
	Swing Mace High	K	64		-1	
	Swing Mace Low	K	58		-1	
	Divine Power Fear	W	54		*	
	Divine Power Repentance	W	60		-2	
	Block and Close	N	56		-4	
	Dodge	N	52		-6	
	Jump Back	N	62		-6	

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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## Restrictions

- 01 **Jumping Away:** "Add +1 if you score next turn." (P)
- 03 **Swinging Mace:** "Do no Orange or Blue next turn."
- 05 **Holy Pose: Fear:** "If on a score page, direct me to drop all my equipped weapons. No restrictions next turn."
- 07 **Dazed:** "Do only Jumps next turn.  
If scoring 11 or more, then include Critical restriction.  
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Binding with Chain:** "If on a score page, direct me to do only Jumps until I get to Extended Range. No restrictions next turn."
- 11 **Holy Pose: Service:** "If on a score page, ignore the page you are on and turn to page 41. Do no Protected Attack next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.  
If scoring 8 or more, then include Critical restriction.  
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Staking:** "Do no Blue or Bind with Chain next turn."
- 17 **Chain Block:** "Add +1 to any Orange that scores next turn."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn." (P\*)
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Mace Maneuvers until it has been retrieved."
- 29 **Ducking:** "Do no Orange or Red next turn, but add +1 to any Blue that scores next turn." (P\*)
- 31 **Arm Wound:** "Do no Red or Orange next turn.  
If scoring 8 or more, then include Critical restriction.  
CRITICAL: Do no Green for the rest of the combat."
- 33 **Dodging:** "Add +1 to any Stake or Swing Mace that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do only Protected Attacks, Chain Blocks, or Jumps for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +3 to any Orange that scores next turn."
- 39 **Charging:** "Do only Green or Yellow next turn."

- 41 **Knocked Down:** “Do only Jumps next turn.  
If scoring 6 or more, then include Critical restriction.  
CRITICAL: Do no Red for the rest of the combat.”
- 43 **Retrieving Weapons:** “You may use your weapon again.  
No restrictions next turn.”
- 45 **Parrying:** “No restrictions next turn.”
- 47 **Chain Broken:** “Do no Chain Maneuvers for the rest of the game.”
- 49 **Holy Pose: Judgement:** “If on a score page, ignore the page you are on and turn to page 21. Otherwise, no restrictions next turn.”
- 51 **Extended Range Holy Pose: Fear:** “If on a score page, direct me to drop all my equipped weapons. Do only White or Brown next turn.”
- 53 **Body Wound:** “Do only Green or Yellow next turn.  
If scoring 9 or more, then include Critical restriction.  
CRITICAL: Do only Protected Attacks, Chain Blocks, or Jumps for the rest of the combat.”
- 55 **Extended Range Holy Pose: Recovery:** “Regain 1 Body Point if you have lost any. Do only Extended Range next turn.” (P)
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.” (P)
- 59 **Extended Range Holy Pose: Repentance:** “If on a score page, direct me to do only Brown or Jumps for the next two turns. Do only Extended Range next turn.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn, but add +2 to any Black that scores next turn.” (P\*)
- 63 **Chain Attack:** “Do no Orange next turn, but add +2 to any Protected Attack that scores next turn.”



Sigui Credits

Artist:

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Lost Worlds Publisher: Flying Buffalo Inc.

Translation: Haruka Tomose

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<http://queensblade.net/>

<http://www.lostworlds.com/>

<http://www2s.biglobe.ne.jp/~tomose/>

<http://www.esglabs.com/othergames/>

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## Inquisitor

**Gear:** Mace of Holy Flame, Chain Sword, 3 General Items

\* **(Divine Power Fear):** This move does no damage. Instead, on a Score your opponent will be forced to drop all equipped weapons.

**Blank Move Entries:** Sigui's character card is missing two of the standard move lines. Ignore the two blank lines if you are using the older character advancement rules.

**Chain Sword:** Sigui uses her Chain Sword as a shield. It cannot be Dislodged, but may be permanently broken by maneuvers that normally break shields.

**Chain Sword Maneuvers:** All Bind With Chains, Protected Attacks, and Chain Blocks are Chain Sword maneuvers.

**Mace Maneuvers:** All Stakes and Swing Maces (including Protected Attack and Extended Range versions), Wild Swing, Dislodge Weapon, Extended Range Charge, and Extended Range Block and Close (?) are Mace maneuvers.

**Character Design:** Sigui is a new character.

**Gear:** The Gear list comes from the translation.