

Mirim

Ultra-Vibration Valkyrie

Body Points: 12 Height: 4
Tactics Points: 8 Attacks: 1



	Move Name		Page	X	Mod	+
Down Swing	Smash	O	24	50	+3	
Side Swing	Strong	O	28	64	+2	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Thrust	High	R	32	54	0	
	Low	B	14	60	0	
Fake	High	R	42	58	0	
	Low	B	12	64	0	
	Side Swing	B	22	54	-1	
	Thrust	R	38	58	0	
Protected Attack	Down Swing	O	44	56	+2	
	Side Swing	B	48	56	0	
	Thrust	R	6	56	-1	
Special	Ultra-Vibration Arrow	O	36	50	-3	
	Wild Swing	Y	40	58	+2	
	Dislodge Weapon	B	30	58	-4	
	Retrieve Weapon	G	46	52	-6	
Shield Block	High	G	26	56	+2	
	Low	G	4	56	+2	
Jump	Up	G	18	52	-6	
	Dodge	Y	8	52	-4	
	Duck	G	20	52	-5	
	Away	Y	16	62	-4	
Extended Range	Charge	W	50		+5	
	Swing High	K	64		-6	
	Swing Low	K	58		-6	
	Thrust High	W	54		-5	
	Thrust Low	W	60		-5	
	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

Mirim

Ultra-Vibration Valkyrie

Gear: Ultra-Vibration Sword, Ultra-Vibration Shield, Ultra-Vibration Crystal, 3 General Items

Blank Maneuver Entry: Mirim's character card is missing one of the standard maneuver lines. Ignore the blank line if you are using the older character advancement rules.

Ultra-Vibration Arrow: Mirim's Ultra-Vibration Arrow maneuver can be done without a weapon.

Sword Maneuvers: All Down Swings, Side Swings, Thrusts, Fakes, Protected Attacks, Special Wild Swing, Whites, and Blacks are Sword Maneuvers.

Shield Maneuvers: All Protected Attacks, Shield Blocks, and Extended Range Block and Close are Sword Maneuvers.

Character Design: Mirim is a new character.

Gear: The Gear list comes from the translation.

Mirim

Restrictions

- 01 **Jumping Away:** "No restrictions, but add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts or Red next turn."
- 05 **Swinging Low:** "Do no Thrusts or Blue next turn."
- 07 **Dazed:** "Do only Green next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting High:** "Do no Side Swings next turn."
- 11 **Thrusting Low:** "Do no Side Swings or Red next turn."
- 13 **Leg Wound:** "Do no Orange or Red next turn.
If scoring 5 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Red or Blue next turn."
- 17 **Shield Attack:** "Do no Orange or Red 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."
- 25 **Ultra-Vibration Arrow:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Sword maneuvers until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange or Red, but add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do only Green or Yellow next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "Do no Thrusts, but add +2 to any Down Swing or Side Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps for the next two turns.
(Ignore the normal restrictions on your next maneuver.)
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."

- 43 **Retrieving Weapons:** "May use weapon again.
No restrictions next turn."
- 45 **Parrying High:** "No restrictions next turn."
- 47 **Extended Range Leg Wound:** "Do only Brown next turn."
- 49 **Parrying Low:** "No restrictions next turn."
- 51 **Knees Buckled by Vibration:** "Do only Blue, Green, or Yellow next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 55 **Shield Smashed:** "Do no Shield maneuvers for the rest of the game. No restrictions next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Pushed Off Balance:** "Do only Green or Yellow next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn."
- 63 **Momentarily Dazzled:** "Do only Green or Yellow next turn."



Mirim Credits

Artist:

Publisher: HobbyJAPAN Co., Ltd.

Lost Worlds Series Creator: Alfred Leonardi

Lost Worlds Publisher: Flying Buffalo Inc.

Translation: Haruka Tomose

PDF Editing and Layout: Michael Miller

<http://queensblade.net/>

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

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

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

Mirim is ©2009 HobbyJAPAN Co., Ltd. Lost Worlds is a trademark of Flying Buffalo Inc.

This document is ©2010 Michael Miller. Permission is granted to download, store locally, and print copies for use with the Mirim book. Redistribution is not permitted without prior consent.

For updates visit ESGLabs.com.

Version 1.0.0