

Goblin Cult

[ T1 • S3 • Inhuman Goblin Squad ]			
♣1	♠3	✚ 4	🛡 0
♥1	♦1	✂10	👤 3
Skills			
+2: Stealth • Perception			
+1: Fight • Aim • Survival			
Traits			
Darkvision	See 6m in Darkness		
Clamber	Ignore most Difficult Terrain		
Squad	1 Vital/Member		
Weak to Burst / Sweep attacks			
Can't be Flanked			
3+ Members: All attacks Flurry			
6+ Members: +1 Damage; +1 Reaction			
Weapons			
CheapSwd	+3 • ✂2(3) • 🗡0-1		
Sling	+3 • ✂2(3) • 🗡1-3		
Techniques			
◆Nimble	Hide, Escape, or Move 2m+Take Cover		
◆Suprise	Make an Ambush Attack with Keen (Crits on 5/6)		

Wolf Advancement

T1 Wolf			
Natural Armor 🛡2. Choose 1 Technique:			
🔄Coordinate			
As soon as you Flank an enemy, Attack			
◊Focus			
Extra Reaction			
◊Mauling			
Bite vs Grabbed or Knocked Down			
T2 Wolf			
Natural Armor 🛡4. Choose 1 Technique:			
◊Overbear			
Grab+KnockDown (Brawl) after landing a Melee Attack			
◊Coordinate			
👤Move. Up to ◊ Allies may move half as far.			
🔄Ruthless			
When you Injure an enemy, Attack with Advantage			

Gorbik the Prophet

[ T0 • S2 • Inhuman Goblin ]			
♣1	♠2	♣+ 5	♠0
♥2	♦1	♣x10	♠3
Skills			
+2: Stealth			
+1: Fight • Aim • *Benediction			
Traits			
Darkvision	See 6m in Darkness		
Clamber	Ignore most Difficult Terrain		
Weapons			
CheapSwd	+3 • ♠2(3) • ♠0-1		
Sling	+3 • ♠2(3) • ♠1-3		
Techniques			
◇Nimble	Hide, Escape, or Move 2m+Take Cover		
◆Suprise	Make an Ambush Attack with Keen (Crits on 5/6)		
Spells			
● Goblinfaith [T0 Benediction]			
Inspire [3xBEN] goblins with your faith			
• Goblins behave and pay attention			
• Goblins remember and follow (if not understand) complex instructions			
• Goblins resist Intimidation and up to [1+BEN] Mental Damage each round.			

T1 Firebeast			
Fire Mana +1. Choose 1 Spell:			
◊ Scorch [T1 Fire]			
Melee: ⚔Td6(2) • 0-0m • Ignite on Crit			
🔄FireFang [T1 Fire]			
On Bite, deal +[Td6(T)] damage & Ignite			
T2 Firebeast			
Fire Mana +2. Choose 1 Spell:			
◆◊Spitfire [T0 Fire]			
Ranged Attack: ⚔3(1d6) • 0-3m • Ignite on Crit			
◊Firestarter [T1 Fire]			
Create Td6 Embers or half that many Fires anywhere within 6m			
◆◊Emberform [T2 Fire]			
Your space is treated as T1 Haz.Terrain			
Leave Embers behind when you Move			
Recover 1 Fire Mana on Crit or '6'			
T3 Fire Beast			
Fire Immunity.			
While standing in Fire,			
• Gain +1 Reaction			
• Gain +2(Braced) Armor.			
Choose 1 Spell. Gain Basic Fire Magic.			
◆◊FireEater [T2 Fire]			
Extinguish any number of fires within 12m. Recover 2 Health and 1 Mana per Tier of fire eaten (embers count as 1/2)			

Kaji (Emberwolf)

[ T0 • S2 • Elemental(Fire) Beast ]			
♠1	♠2	✚ 5	♠ 0
♥2	♦1	✖10	♣ 4
Skills			
+3: *Beast			
+2: Presence • Perception • *Fire			
Passive			
Darkvision	See 6m in Darkness		
Extrasense:Smell	Extremely keen senses		
Fireproof	Resist 3 Fire/Round		
Weapons			
Claws	+6 • ✖2(3) • ♣0-1		
Bite	+6 • ✖3(2) • ♣0-0 • Keen		
Techniques			
⚔PackHunt	Retaliate when a Flanked enemy attacks your ally		
⬠Sprint	Move 5m in a line		
◆Takedown	Bite; Grab or Knockdown on Crit		
◆Harry	Attack (no Base Damage); Disrupt on hit		
Spells			
◆⬠ Firebreath [T1 Fire]	+4 • ✖T+Td6(2) • 3x5m Blast		
Leaves behind 1d6 Embers			

Blackroach

[ T0 • S1 • Voidling Insect ]			
♣1	♠3	♣ 2	♠ 0
♥1	♦1	♣11	♠ 3
Skills			
+2: Stealth • *Insect • *Void			
Passive			
Extrasense: Smell, Scry, Touch			
Scurry			
Moving does not trigger Free Attacks from enemies 2+ sizes larger			
Shadow Walk			
When Hiding in a dark or shadowed area, you can move to any shadow in a 6m area.			
Weapon			
Bite +5 • ⚔2(2) • ♠0-0			
• On Crit: Poison [T1; ♥♠Strain]			
Techniques			
◆ Scream			
Deal 3 Mental Damage to one adjacent creature. (♥Will Reduces) On Injury, target takes 1 ♥♠Strain			
♣ Chorus			
An adjacent enemy takes +1 Mental Damage this turn			


Commander Techniques

Commander (Advanced Trait)			
Draw an extra Initiative Card each round. Any ally may use that card as their own			
🔄Support Cry			
If an ally would be Injured, reduce the damage they take by [Presence+Empathy]			
🔄Coordinate Timing			
Two willing allies swap Initiative			
◊Coordinate Attack			
When you attack an enemy this turn, one ally makes a 🔄FreeAttack on that enemy			
◆Coordinate Movement			
Up to ♥+Perception Allies move up to ◊m.			
◆Command			
Command up to [♥+Presence] Allies to take a specific action. Until the end of this round, they have Advantage on that.			
🔄Perfect Sync [STUNT]			
Give your turn this to a willing ally			
🔄Inspiring Word [STUNT]			
One ally immediately regains use of a Stunt, or else is able to use a Stunt this round without exhausting it. They may still only use one Stunt per round.			
◊Assault Order [STUNT]			
Up to [♥+Presence] Allies may use a 🔄Reaction to Attack.			

[ T2 • S4 • Animate Security ]					
♣4	♠2	✚11	♠4R 2B		
♥3	♦1	✕ 8	♠ 2		
Skills					
+4: Endure					
+2: Fight					
Passive					
Immune: Mental, Suffocate, Poison					
Automoton Will not leave its station.					
Extrasense: Scry					
Weapon					
StoneShield		UShield(4) + Cover			
GiantStoneSword +6 • ✕5(3) • ♠1-2					
• Sweep • Knockdown on Crit					
Techniques					
◇Multi-Act					
At the end of your turn, Attack as a Minor Action, as long as you have not targeted that enemy this turn.					
●Overdrive					
On First Injury, perform LaserSketch.					
On Second Injury, recharge Laser Sketch and take 2 Turns next round.					




[ T0 • S3 • Animate Spirit ]			
♣3	♠3	✚ 8	♠ 3
♥2	♦1	✖11	♣ 4
<b>Skills</b>			
+3: Fight • *Forest			
+2: Athletic • Will			
<b>Passive</b>			
<b>Vine Limbs</b>			
All attack ranges +1 (including Brawl)			
<b>Weapon</b>			
NobleBranch	+6 • ✖5(3) • ♣1-1		
Vine Lashes	+5 • ✖2(3) • ♣0-0		
<b>Technique</b>			
♣ Parry			
Increase ✖Defense by 3 for one attack			
♦ Roots			
Planted(♦): Create up to 3m of Difficult Terrain within 6m (on earth surface)			
♦ MixedStrike			
Make a Melee, Brawl, or Ranged attack after making a different attack (1/Turn)			

A red eye glows, and red beams coalesce.  
Deal an extra initiative card next  
round: this attack concludes then.

Trace a line between two points you see.  
Burst Attack: [6+] Fire/Crush damage.  
Targets more than 6m from the start of  
the beam have Advantage on Saves.

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◇ **Rubble Throw**

Not usable until last Vital. Throw  
crumbling pieces of yourself.  
Ranged: +4 • 3(2) • 1-4  
You can give this attack Knockdown on  
Hit [Ath/End vs Roll], but take 3  
Damage if you do.

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[ T0 • S2 • Beast ]				
♣2	♠2	✚ 7	♠ 3R	B1
♥3	♦1	✕12	♠ 3	、
<b>Skills</b>				
+3: Presence				
+2: *Beast • Fight				
<b>Passive</b>				
<b>Steelfeathers</b>				
All Brawl rolls against you have Backfire(2) (2dmg per 1 rolled)				
<b>Heavy Flight</b>				
You can fly with a 6m running start.				
<b>Weapons</b>				
Beak	+4 • ✂3(2) • ♠0-1			
WingKnife	+4 • ✂3(2) • ♠1-2 • Sweep			
<b>Techniques</b>				
♠ WingGuard	Shield(2)			
<b>◆Menace</b>				
Threaten a target 2-6m away (♠♠PRE vs ♥WIL). Success: Deal 1/T Mental dmg. Fail: Target is immune until *Rest				
<b>◆Dominance</b>				

[ T0 • S2 • Animate Gizmo ]					
♣1	♠2	+	2	♠0	
♥3	♦2	×	11	♣4	
<b>Skills</b>					
+3: *Lightning					
+2: Athletics • Ingenuity					
<b>Passive</b>					
<b>Wheels</b>					
Free Attacks have Disadvantage against you. You can't cross Difficult Terrain.					
<b>Weapons</b>					
<b>Ram</b> +4 • ✖2(2) • ✖0-0 • Push 2					
• Must move at least 1m before using					
<b>Spells</b>					
<b>UStatic [T0 Lightning]</b>					
Deal [LIT-1] damage to anyone in contact with you					
◆♦ArcSpark [T0 Lightning]					
Ranged: ✖LIT(1☐) • 0-3m					
• Hits a new target on Crit					
◆♦ThunderJump [T1 Lightning]					
Leap through the air, up to [LIT+Tier] meters, ignoring Reactions.					
Burst Attack: [✖T+T☐] below your jump.					

## (Entry Regulations)

Monsters must be alive and self-ambulatory  
(no puppets or mind control)

Humans and Animates of full sentience may  
not compete as monsters

Monsters are given an intelligence/consent  
check on registration and before  
official bouts.

Monsters found to be of sufficient  
intelligence must agree to the match

Monsters capable of requesting such will  
be granted asylum from their masters

Monsters found to engage in unlawful  
violence against Humans will be placed  
on probation

Monsters found to be intentionally  
throwing matches for personal gain will  
be placed on probation.

By entering, Monsters and Masters both  
consent that, despite advanced safety  
precautions, matches are dangerous.  
Neither the Circuit nor participating  
Masters or Monsters can be held legally

[ T0 • S2 • Elemental Beast ]

♣3

♠2

♣+ 8

♠3

♥3

♦1

♣x10

♠4

Skills

+3: Endure

+2: Athletic • \*Beast • Presence

Passive

Clayskin

While standing upright on Earth,  
recover ♥ Armor on your turn

Weapon

Tusks +5 • ♣3(3) • ♠0-0 • Pierce(2)

Technique

◇Sprint  
Move up to 5m in a straight line

◇Overbear  
Grab+KnockDown (Brawl) after landing a  
Melee Attack

◇Trample  
Move, deal 3dmg to Knocked Down targets

◆Charge  
Move 3m in a line and Attack.  
Extra damage = distance moved.

## (Match Regulations)

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Monsters are confined to the interior of the designated Ring for their match

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Monsters may not attempt to influence humans outside of the ring during the match

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No unauthorized physical or magical force may cross into or out of the ring during a match

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Portals may not be opened into or out of the ring via Distortion or Void Magic

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Irreparable devouring of body or soul during a match by either party is not permitted

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Either monster or master may concede the match, ending the match immediately.

Monsters will be peaceably subdued if needed

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