

PELE-E-NE



SPEED DEMON

Passive

- If your = 1-2, Cross 1 | Follow
- Can move through other

HEALTH

Cross 1 Anywhere



Known for chaotic and confusing antics, Pele-E-Ne spends their days racing around the isles in fiery loops, causing havoc, keeping everyone on their toes.

SPEED VALUE



Lowest wins ties

UNUSED DICE

Cross off after announcing
Add total value to your

+1 +1 +2 +3

BONUSES

Mark Off
Cross Off

+1/-1	+2/-2	+3/-3
+1/-1	+2/-2	+3/-3
+1	+1	+2

ULTIMATE ATTACK 6

BARRELING RUSH

Mark exact #'s per

- BLITZ 3-6 →
- If you have , all you blitzed through

If damage dealt, +1

X MOVEMENT

Choose 1

BASIC MOVEMENT

1-3

• If ending on or **BURN4** 2

4-5

- =
- Gain

4-6

- Move up to

Choose 1

BASIC ATTACKS

BLITZ HAMMER 2

1-3

- =
- FORCE 1
- You may 2

EMBER PUNCH 3

- Deal
- X 2
- Where X = single value

SPECIAL ATTACKS

SPIN FLAMES

Mark #'s increasing in value



Place up to 2
Cross 2 per

- #1 +1 per
- #2 Any +
- #3 Any + Any
- #4 You Win!

VELOCICHOMP

Mark #'s ODD or EVEN 1

- Move up to 4

• Deal and

All in

- If sum is greater than 10, place up to 3 in

=

If #'s ODD:

Cross 2

=

If #'s EVEN:

2

3

STATUS

