PATCH'd UP!
PANIC AT THE DOJO
BY VEL MINI

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LIBERIGOTHICA
GAMES

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Chapter 1
Action Movie Universe

What Is *Panic At The Dojo*?

Panic at the Dojo is a roleplaying tabletop game set in a world where martial arts reign supreme, and also magic exists a little. All mundane personal conflicts (such as overdue rent, petty theft, movie opinions, and whose turn it is to do the laundry) are decided by high level martial arts fights, where people yell at each other a lot before throwing out punches, swords, explosions, ladders, shouted attack names, and various signature techniques that have been passed down for generations. At the end of the day, someone gets what they want and everyone else has to limp home empty-handed.

Basically, the world is exactly what you'd think it would be if the *Jackie Chan Adventures* cartoon was actually a documentary. Other examples to draw the setting from include: *Kung Fu Hustle*, the tabletop games *Feng Shui* and *Feng Shui 2*, *Avatar: The Last Airbender* and *Avatar: Legend of Korra*, *Shaolin Soccer*, *Dragon Ball*, *One Punch Man*, or *Fullmetal Alchemist.*

However, there is no specific setting to Panic at the Dojo. The setting the game takes place in is the setting that you want to play a game in! It's as simple as that. At least one group of playtesters has used the game for giant mecha combat, which was not intended but is very cool.

In this game, you and some friends will each take on the role of an average person in this universe, as a skilled fighter trying to carve out their own personal niche. You will usually be working together, but not always! There will be lots of enemies that get in your way, but at the end of the day, your goal is to get what you wanted and try not to give up too much to get there.

What Is *Patch'd Up*?

Panic at the Dojo: Patch'd Up is an enhanced re-release of the original game - a second edition, you could say. *Panic at the Dojo* first came out in September 2018, and while it was very ambitious, it had many balance and clarity issues. This *Patch'd Up* release came out in January 2025, over 6 years later. With years' worth of hindsight, *Patch'd Up* was able to improve upon every aspect of the game.

Please enjoy *Panic at the Dojo* in its new, shinier, better version. This second edition of *Panic at the Dojo* has new toys, improved wording, severe clarity improvements, and so much more!

How Do You Play?

To play *Panic at the Dojo*, you will need some friends and some dice. You'll also need a way to record things, whether on paper with pencil, or digitally, with things like Notepad, Google Documents, or Microsoft Excel. You will also need to read this book, or at least the character creation parts while someone who has read the book explains the rest.

Panic is also a game with many different kinds of tokens, which are most easily marked using different colored dice, having a variety of poker chips, or any other method you find best.

My preferred method is to draw a bunch of small circles on a sheet of paper, label each circle with a different kind of token, and as you gain tokens, put a die on the correct circle to mark how many of that token you have.

Then, one player will be appointed the Director. The Director will need to read most of this book (**Chapters 2**, **3**, **4**, **5**, and **8**, along with bits of the other chapters as needed). They will be in charge of the challenges and obstacles everyone must face.

The Director will be making many, many characters to play as, or use the pre-made characters found in **Chapter 9.** Most of these characters will show up, have a fight, then disappear, but some will stick around as often as the Director wants to use them.

The other players will each make a Hero to play as. These characters are more complicated than most enemies the Director plays. The rules for making a Hero are found in **Chapter 5**, and you will heavily consult **Chapters 6** and **7** while making your Hero.

Once all the Heroes are assembled and the Director knows what to do with them, the game begins! *Panic at the Dojo* is played over a series of tactical battles, and the outcomes of those battles determine how the plot proceeds from there.

Each hero has something they want, and the Director should place obstacles in their way to stop them from getting it. When the Heroes have fought through everything in their way and gotten what they wanted, then they win!

Flow of Play

When playing *Panic at the Dojo*, the flow of play is as follows.

Before you sit down to play together, each player should make a Hero (**Chapter 5**). The Director should also make a compelling set of villains for them to face (**Chapter 8**), or use the many example enemies available to them (**Chapter 9**).

At the beginning of the game, each Hero introduces their character to everyone else using a **Debut scene** (page xx). This is their chance to show off and look cool, and they should take it.

Once each player has Debuted, the Director throws all of the Heroes into a fight. Each fighter establishes their **motive** (page 13), then the Director sets the fight's **Cinematic Weight** (page 14).

Then a fight happens, using the **Tactical Combat** rules (**Chapter 2**).

Once the fight is over, the winning side gets what they want, and the losing side makes their **Last Stand** (page 22). The Heroes must decide what it is they will do from there.

If they won the fight, the heroes gain 2 XP - otherwise, they gain 1 XP. Every 5 XP, the heroes level up (page xx).

After each fight, each Hero must face a **Trouble** (page xx). If danger is involved, that **Trouble** becomes a **Skill Test** (page xx). If an opposing or competing character would be involved, that **Trouble** becomes a **Stance Contest** (page x). That **Contest** is very likely to lead into a fight with those enemies, depending on its outcome.

If each Hero successfully faces a **Trouble**, overcomes a **Test**, or wins a **Contest** without getting into a fight along the way, a new fight starts up anyway. This is a game about fighting.

This process repeats until everyone gets what they want and has no more reason to fight, or until everyone is done playing *Panic at the Dojo* for the night.

When you next play *Panic at the Dojo*, you can pick up where you left off, or start over with a new adventure, as you see fit. If you start over, everyone should begin with their Debut, even if they are playing as a Hero we've met before.

Color Coding

Some of the most important terms in *Panic at the Dojo* come up extremely often. In order to more easily differentiate them from one another, they have been color coded, as follows.

Stances are **Gold.** Hero characters each have three **Stances** they can use, and switch between them to change how they fight for the turn. Enemies have one **Stance** each, except for Bosses, which count as multiple enemies and have three **Stances**.

Forms are **Blue. Forms** are the main building blocks of fighting, and all fighting styles are based on one of the twelve forms. You create a **Stance** by combining a **Form** with a **Style**.

Styles are **Red. Styles** are how you differentiate your way of fighting from everyone else. **Styles** are modifiers, that change the way you use your **Forms** in combat. You create a **Stance** by adding a **Style** to one of the basic **Forms**.

Actions are **Green**. **Actions** are the things you can do during your turn in combat. You spend numbers from your **Action Pool** to use an **Action**, and then do what the **Action** tells you to do. There are **Basic Actions** that everyone has, as well as **Unique Actions**, found only on specific **Forms** and **Styles**. You can only use a **Unique Action** while in a **Stance** that gives that **Action** to you.

Character Options are **Purple**. Character Options include your **Build** and **Archetype**. All of these things are colored in **Purple**. Choices in Purple are binding, and cannot be changed. They give you **Abilities** that apply to your character at all times, regardless of which **Stance** you are currently using.

Skills are **Orange**. **Skills** are given to you by your **Forms**, and describe your character's life experience, abilities, and expertise. **Skills** cannot be used during combat, except to justify the cinematics of your **Actions**. They are instead used for **Troubles**, **Tests**, and **Contests**.

Super Moves are **Alpha Pink** and **Delta Teal**. **Super Moves** are unlocked starting at **level 2**, and are incredibly powerful attacks you can only use some of the time, under specific conditions.

These particular elements are color coded because they will come up a lot, and every character uses all of them frequently.

Quick Look Glossary

Panic at the Dojo is a game with a lot of moving parts. This glossary gives a quick description of every term in the book, to give you an idea of what everything means before you get too far into the book.

You can find a more detailed Glossary on page xx, that defines each of these terms (and more) in full detail. The expanded Glossary also provides an index of each page where that term is explained or important throughout the book.

Abilities refer to the passive benefits given to you by an **Archetype**, **Form**, **Style**, or **Stance**, which you have access to whenever you are using that **Archetype**, **Form**, **Style**, or **Stance**.

Actions are the things you can do during your turn in combat. You spend numbers from your **Action Pool** to use an **Action**, and then do what the **Action** tells you to do.

Action Dice are determined by your **Form**. At the start of your turn, you will roll those dice, and add the numbers you roll to your **Action Pool**.

Action Movement refers to any movement granted to you by an Action. If an Action says "move two spaces," that is **Action Movement**. When someone gives you **Action Movement,** you always control that Movement yourself.

The **Action Pool** is a set of numbers you use during your turn. You must spend a number from this pool to use a **Dice Action**. Your turn usually ends when your **Action Pool** becomes empty. The **Action Pool** can never hold more than 10 numbers.

Advancement refers to the level up system in *Panic at the Dojo*. All characters are always the same level, though different types of Hero and Enemy each level up differently. After each fight the heroes win, they gain 2 XP. After each fight they lose, they gain 1 XP. Every 5 XP, they level up.

An **Ally** is anyone who is on your side, acting on your team's initiative order for this fight. You are always your own Ally, and can target yourself as such.

Archetypes are a collection of **Styles** that share a theme. The **Archetype** you choose limits what **Styles** you can use to make **Stances**. It also gives you a unique **Ability**.

Arena Parameters modify the rules of the battlefield. You may have multiple **Arena Parameters** in play at a time, but only one Parameter that replaces Edges can be used at a time.

Armor prevents 3 damage from the first damage-dealing source each turn. If you have **Armor** from multiple sources, it triggers once per source per turn. **Armor** blocks one less damage each time it triggers during the same turn.

Basic Tokens are Iron Tokens, Power Tokens, and Speed Tokens. Some **Actions** and **Abilities** will give you or let you spend a Basic Token of your choice.

Battle Parameters are global modifiers to a fight that change the basic rules of how the fight works. Most fights should have at least one. They come in three types: **Arena Parameters**, **Tilted Parameters**, and **Victory Parameters**.

Bleed happens when you take damage that brings your current HP equal to or below the fight's Bleed Value. You can only Bleed once per Round. Bleeding triggers many things, but especially your **Build Ability** and your **Character Ability**.

Bleed Value is a number set by the fight's Cinematic Weight, which determines when you Bleed. If your current HP is equal to or less than the Bleed Value, you are **Bleeding,** which is the trigger for **Character Abilities.**

Bosses are enemy units with multiple **Stances** and multiple health bars. They take multiple Turns each Round.

Builds are a small bonus that every character has. They modify how you react to grave danger, with an **Ability** that triggers when you Bleed.

Burning Tokens are a Status token that deals damage over time, and represent being set on fire, poisoned, or hit with delayed damage. Iron tokens cannot reduce the damage of Burning tokens.

Challenge Tokens are a Status token that forces an enemy to attack you. Anyone holding a Challenge token cannot use any damage-dealing **Actions** that don't include their Challenger as a target. You cannot Challenge someone who is already holding your Challenge Token, or who discarded your Challenge token during this turn.

Character Type defines how your character is built, and may grant special rules during play. The **Character Types** are **Focused**, **Fused**, and **Frantic** for Heroes, and **Boss, Stooge**, and **Warrior** for Enemies. They also come with a **Bleed Ability** that can only trigger once per fight.

Cinematic Weight is determined at the start of each fight, and it decides how many hit points each Health Bar has, what the Heal Value is, what the Bleed Value is, and how often each side in a fight may use **Super Moves** each Round.

The **Comeback Rule** is that any character who has been removed from play may pay 3 HP at the start of their Turn to return to play immediately, in any empty space. Your may return without paying the HP cost at the start of any new Round.

Contests are **Stance Checks** opposed by an enemy. The winner of the Contest gets what they want, and the loser gets nothing. If the loser is unhappy with this, a fight starts, with a **Tilted Parameter** against the loser.

Copies are an obstacle that increases Range. Each Copy is named after the person it is a Copy of: their Original. When you perform an **Action**, you can perform that **Action** as if you were standing where your Copy is.

Cost is what is required to use an **Action**. Usually it is a number, like **2+**, which means you can spend a 2 or any higher number to use this **Action**. Some **Actions** have other costs, like a certain number of tokens, or **X**, which means the number you spend on this **Action** is used throughout the **Action**.

Dizzy is a status condition that is inflicted when you reach zero HP on your current health bar, and lasts until the end of the turn. While you are Dizzy, you cannot take damage, you cannot perform **Actions**, and you exit your current **Stance**. (While you have no **Stance**, your Range is 1).

An **Enemy** is anyone who is not on your side, acting on an opposing team's initiative order for this fight.

Enhancing A Hit is when you improve the damage your hit would deal with Power tokens. When you hit an enemy, you may spend 1 Power token to enhance that hit, increasing the damage and push/pull of that hit by 1 per token.

Fall damage is dealt by Pits and some **Arena Parameters**. Fall damage cannot be reduced by Iron tokens.

Fatigue Tokens are a Status token that eats movement. If you attempt to move or teleport using Free Movement, an **Action,** or an **Ability** while you have Fatigue tokens, instead discard one Fatigue token, and reduce the number of spaces you would move or teleport by 2. Swaps and Forced Movement are unaffected by Fatigue Tokens.

Fog is an obstacle that reduces range. Your **Actions** cannot target an enemy standing in or adjacent to Fog unless you are adjacent to the target.

Forced Movement is a push or a pull, and is almost exclusively applied to you by other characters. Forced Movement can be reduced by spending 1 or 2 Iron tokens, reducing the spaces you are moved by the number of tokens spent.

Forms are the building blocks of fighting. There are 12 **Forms**, and every **Stance** must include one of them.

Free Movement is used by spending Speed Tokens, and is the main way to move during combat. Free Movement is not an **Action,** and is separate from Action Movement. Free Movement can only be used at certain times.

The **Grid** describes the battle arena you play in. It can be a square grid or a hexagonal grid, and is used to represent movement and positioning during combat. Hexes are recommended, but not required.

Healing restores hit points.You can be healed up to the maximum of your current Health Bar, and no further. Shields cannot be Healed. If it lists a number (eg, Heal 2), you heal that many hit points. If it does not, you heal equal to the fight's Heal Value.

Health Bars measure how many hit points, or HP, a character has. When your last Health Bar reaches 0 HP, you are Taken Out.

Some characters have multiple Health Bars. When a health bar reaches zero, it breaks, you become Dizzy, and that health bar can no longer be healed.

The hit that broke your current health bar does not carry the damage through to the next health bar, and any extra damage is lost.

The **Heal Value** is determined by a fight's cinematic weight. Most healing restores HP equal to the Heal Value. The Heal Value is higher in fights with more maximum HP involved.

Heroic Spirit lets you fight on while Taken Out. When your turn comes while you are Out, you can use your Heroic Spirit to donate your turn to an ally. You roll your own **Action Dice**, add the numbers rolled to that ally's **Action Pool**, and they take your turn in their current **Stance**.

A **Hit** is any damage-dealing and/or forced movement attempt by a character, whether or not it actually dealt damage or applied forced movement. Some **Actions** will hit multiple times.

The **Initiative Meter** measures the turn order, and its length is determined by how many Health Bars are in the fight. Each slot on the meter represents a single Turn, and a run through the entire initiative meter is a Round. Every side in a conflict gets an equal number of Turns per Round, and the initiative meter is how this equality is measured.

Iron Tokens are a Basic Token used to protect yourself. When you take damage from an **Action** or **Ability**, you may spend 1 Iron token to reduce that damage by 1. When you are Pushed or Pulled, you may spend 1 Iron token to resist that force, moving 2 less spaces.

Numbers are determined by your **Action Dice**, added to your **Action Pool**, and spent to perform **Actions**.

The **Number Cap** is 10. You can never hold more than 10 numbers in your **Action Pool** at a time. When you would add numbers to your **Action Pool** above 10, you must discard numbers immediately until you only hold 10.

Obstacles are placed on the grid to represent varying terrain. Every battle should start with some obstacles in play. Some obstacles will fill their space, while others leave it empty. The Obstacles are Copies, Fog, Pits, Rubble, Traps, and Walls. Rubble and Walls cannot share space with any other Obstacle.

The **Outside** is any space outside the Grid. You cannot move into the Outside under your own power. If Forced Movement would push you outside, you stop at the edge and must be pushed one more space to leave play. If you enter the Outside, you leave play until you return under the Comeback Rule.

Pits are an obstacle that deals 2 fall damage to anyone pushed or pulled into their space. While in a pit, you take 1 less damage from all attacks beyond Range 3, and all forced movement against you is reduced by 1.

Power Tokens are a Basic Token that increases the damage you deal. When you deal damage with an **Action** or **Ability,** you may spend 1 Power token to increase that damage by 1, and Push them 1.

Pulls move them closer to you. You may direct their movement however you like, but each space must be closer to you than the previous space they were in. If you pull someone who is already adjacent to you, you can pull them into any other space that is adjacent to both of you.

Pushes move them away from you. You may direct their movement however you like, but each space must be farther away from you than the previous space they were in.

Purple Action Dice are used by **Styles** or **Abilities** that combine multiple **Forms**. If you have multiple **Forms** at once, roll only the **Purple Action Dice**, and ignore the **Green Action Dice**.

Range is determined by your **Style**. Most **Actions** can only target within range. You are always an ally within your own range.

Reducing A Hit is when you use Iron Tokens to reduce the damage an incoming hit would deal to you. When you are hit, you may spend 1 or 2 Iron tokens to reduce that hit, decreasing the damage and push/pull by 1 per token.

A **Round** is an entire run through of the Initiative Meter. Each health bar gets one turn during a Round. Heroes or enemies with multiple health bars will take multiple turns during each Round.

Rubble is an obstacle that stops movement. Pushes and Pulls that move into a space with Rubble immediately end. Whenever you move onto Rubble with **Action**, Free, or Force Movement, you gain 1 Fatigue token.

Shields are used to deflect incoming harm, either Damage, a specific kind of Status Token, or Nothing, from any **Action** or **Ability** that includes you as a target. Your Shield will block everything of the chosen type, up to its value.

You can only hold one Shield at a time - if you gain a new Shield, you can either replace your old Shield or increase the value of your current Shield by 1, your choice. When your Shield absorbs its total value, it breaks, and the excess is applied to you.

The **Shield Cap** is 8. If you ever gain a Shield with a value of 9 or more, set its value to 8 instead.

Skills are given to you by your **Forms**, and describe your character's life experience, abilities, and expertise. **Skills** cannot be used during combat, except to justify the cinematics of your **Actions**.

Spaces are a single tile on the grid. A space can be Empty or Full. Full spaces cannot be entered, while Empty spaces can be moved through freely. A space is Full if it contains a unit, a Copy, or Wall. A space is Empty if it contains nothing, an Edge, Fog, Rubble, or a Trap.

Speed Tokens are a Basic Token that are spent to use Free Movement. You gain Speed Tokens with the **Movement Basic Action**.

Stances are made by combining a **Form** and a **Style**. At the start of your turn, you must pick one of your **Stances**. You will remain in that **Stance** until your next turn.

Stance Checks are made by entering a **Stance**, and attempting to meet a specific criteria in a single turn using that **Stance**. **Stance Checks** are not used during combat, only during **Tests** and **Contests**.

Status Tokens are Burning Tokens, Challenge Tokens, Fatigue Tokens, and Weakness Tokens. Some **Actions** and **Abilities** will require, remove, or give a Status Token of your choice.

Stooges are a group of enemies that act as one unit. They share a Health Bar and a **Stance**, they share tokens, and they take their Turns together.

Styles modify a **Form** to create a **Stance**. Each **Archetype** has five **Styles** to choose from when creating your **Stances**.

Super Moves are powerful attacks that each side can only use once per Round. All **Super Moves** have the same Cost: you must spend two matching numbers with a value of 3 or higher. **Super Moves** are not **Actions.**

Taken Out describes any character who currently cannot fight, either from having zero HP or being removed from play. Healing can revive a character at zero HP. The Comeback Rule may return to play anyone removed from play, other than Stooges. Stooges that get removed from play never come back.

Targets are determined when you use an **Action**, and that **Action** will tell you who or what it can target. Targets must be within Range, unless stated otherwise. If an **Action** targets an ally within range or that you can see, you may target yourself - you are always your own ally.

Teleporting is a type of movement that ignores everything between you and your destination. When you teleport, you enter your target space directly from your current space.

Tests are **Stance Checks** against a set criteria. If you meet the criteria, you succeed. If you do not, you take damage, which carries into your next fight.

Tilted Parameters apply to only one Side of a fight, creating uneven circumstances and difficult fights. A fight can have as many **Tilted Parameters** in play as there are sides to a fight (so usually two, sometimes three), with each side having one **Tilt** applied to it.

Tokens are used to track positive and negative bonuses. You are given tokens by various **Actions** and **Abilities**. Tokens come in four types: Basic Tokens (Iron, Power, and Speed), Status Tokens (Burning, Challenge, Fatigue, and Weakness), Unique Tokens (all others), and **Super Tokens** (Unique tokens created by **Super Moves**, which cannot be stolen or discarded).

The **Token Cap** is 10. You can never hold more than 10 tokens of a single type, and any you gain beyond that cap are discarded.

Traps are an obstacle that deals damage. When you enter a Trap's space, it deals 1 damage to everyone in that Trap's space. At the end of every single turn, everyone standing in a Trap's space takes 1 damage. Each Trap can only deal damage once per turn.

Troubles are a Skill challenge. Between each fight, each Hero must overcome one Trouble. If you have an applicable **Skill**, you succeed stylishly. If you do not have an applicable **Skill**, you fail comically.

Troubles may instead become **Tests**, if they are dangerous, or **Contests**, if another important character opposes your efforts.

Turns describe a single player's actions during a round of combat. At the start of your turn, you pick a **Stance**, then roll your **Action Dice**. You spend those numbers on **Actions** until you run out of numbers to spend, and then your turn ends.

Unblockable means the listed defense doesn't work. "Unblockable by Iron Tokens," for example, means Iron tokens cannot reduce your damage or resist any forced movement you would inflict. Unblockable can be applied to a specific **Action**, or granted to a character by an **Ability**, applying to everything they do.

A **Unit** is the term for a single participant in a fight. Each Hero is a unit, each Warrior is a unit, and each Boss is a unit. A group of Stooges is collectively a single unit, even though they take up multiple spaces on the grid.

Victory Parameters change the win condition of the fight. The default **Victory Parameter** is **Last One Standing**. A fight can only have one **Victory Parameter.**

Walls block all movement and targeting. You cannot enter or see through a Wall. If you deal 2+ damage to a Wall with a single hit, destroy it and replace it with Rubble.

Warriors are standard enemies, with a single **Stance**, 1 health bar, and 1 turn per round.

Weakness Tokens reduce the damage you deal. Whenever you hit an enemy while holding Weakness Tokens, reduce that damage by 2, then discard one Weakness token.

Chapter 2
The Basics

Basics of Play

Panic at the Dojo is, at its core, a game about fighting. You use various styles and special attacks to defeat your enemies and get what you want. The way you represent your combat technique is by creating three different fighting **Stances**.

A **Stance** is made by combining a **Style** and a **Form** together. The final **Stance** consists of all **Abilities** and **Actions** from the **Style** and **Form** you combined, and is named using the format **Style Form Stance**. For example, if you combine **Lucky Style** with **Power Form,** you end up with **Lucky Power Stance**.

This chapter will go in depth about each of these: **Forms**, **Archetypes**, **Styles**, **Abilities**, **Actions**, and **Stances**.

Forms are the basic building blocks of fighting. There are twelve of them, and every Hero is built using three different **Forms**. You can find all of the **Forms** in **Chapter 6**.

Archetypes are a collection of **Styles** with a similar theme. You will have between one and three **Archetypes,** depending on how focused your Hero is. Your **Archetype** gives you a passive **Ability** that you can use regardless of your current **Stance**.

Styles are your personal spin on fighting, and modify the basic **Forms** to create your own method of combat. Every Hero has three different **Styles**. The **Archetypes** and **Styles** are found in **Chapter 7**.

Abilities are passive benefits that are granted to you by your **Archetype**, **Build**, **Forms**, and **Styles**. Even if you know a **Form** or **Style**, you only gain the benefit of its **Abilities** while you are using it. The color of the word **Ability** changes depending on if it is an **Archetype/Build/Character Ability**, **Form Ability**, or **Style Ability**, and if it is in **Gold**, then it refers to any/all of the above.

Your **Archetype Ability** is constant and always applies to your Hero, regardless of your current **Stance** (except for **Frantic Heroes**).

Actions are active attacks and moves you can perform, usually only during your own turn, by spending numbers or tokens. Everyone has access to the **Basic Actions**. Every **Form** and most **Styles** give you **Unique Actions** you can only perform while in that **Form** or **Style**.

Stances are made by pairing a **Form** with a **Style**. Every Hero has three **Stances**. Your **Stances** determine how you fight, and are vital to building the Hero you want to play. A **Stance** has every **Ability** and **Action** of the **Form** and the **Style** used to make it.

You can find more information about making **Stances** in **Chapter 5**.

1

Dance Form

Butterfly / Circle / Hurricane / Rhythm / Shuffle

Mobility
Desperation

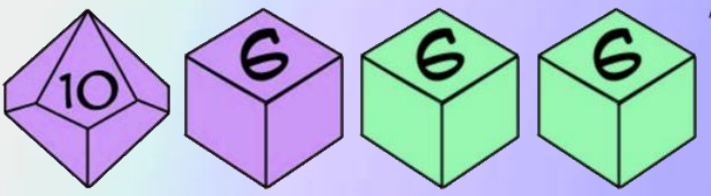
6

COMPLEXITY ★★★

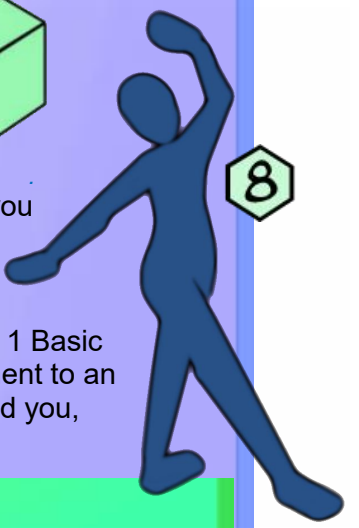
7

ACTION DICE: D10 D6 D6 D6

2



(Forced Movement is any Push or Pull effect)



8

3

After you take damage, pay HP, or are healed, you gain 1 Speed token.

When you Bleed, gain 3 Speed tokens.

After each **Dice Action** you perform, if it applied Forced Movement to an enemy, they must discard 1 Basic token, if they have any. If it applied Forced Movement to an ally, they heal 1. If it moved, swapped, or teleported you, you heal 1.

3 Speed Tokens: Dance Together

Choose someone within range. Pull them 1, then you Move 1, then you Pull them 1 more.

Usable once per turn.

3+ or 6+ or 10+: Tango

4

Swap spaces with an adjacent enemy, then Push them 1.
6+: Pull them 2, then deal 2 damage to them.
10+: Push them 4 and deal 3 damage to them.

4+ or 7+: Dance Apart

Push 3 to someone within range, then Move 1.
7+: Move 2 more, then heal.

Put On A Show

5

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

Understanding Forms

1 **Name:** The name of the **Form**. Each **Form** has six possible names. They are referred to throughout the book using their default name (such as **Dance Form**). When you create a **Stance**, you may use any **Form** name that sounds cool to you. Instead of **Machine Dance Stance**, you could name it **Machine Butterfly**, **Machine Circle**, **Machine Hurricane**, **Machine Rhythm**, or **Machine Shuffle**.

2 **Action Dice:** At the start of your turn, you will roll these dice to determine the **numbers** in your **Action Pool** for that turn.

3 **Ability:** Each **Form** has a passive **Ability** you have access to while using that **Form**. **Abilities** are constant. While you are in a **Stance**, the **Abilities** of your **Form** and **Style** are active and true.

4 **Unique Actions:** Every **Form** has between one and three **Unique Actions** it will give you. You can perform a **Form's Unique Actions** only while using a **Stance** containing that **Form**.

5 **Skill:** Each **Form** gives you a **Skill**. You use **Skills** to resolve out-of-combat situations. You may trade one of your three **Skills** for any other **Skill** during character creation.

6 **Keywords: Forms, Archetypes,** and **Styles** are categorized using **Keywords**, which give you a rough idea of what they are best used for. There are 9 **Keywords**, and each **Form** has two. The **Keywords** have no mechanical effect.
Keywords are described at the beginning of **Chapter 6: Forms.**

7 **Complexity:** Complexity gives an idea of how difficult the **Form** is to use. Complexity is rated from 1 to 3 stars.
1 Star is for simple **Forms,** with few complex rules.
2 Stars is for moderately difficult **Forms**, with some complexity and edge cases.
3 Stars is for complicated **Forms,** which have many interactions with other rules.
Complexity is not a measure of strength, only difficulty to use.

8 **Formequinn:** Each **Form** includes a little guy, known as a **Formequinn,** to show off a typical combat stance that a fighter would use while within that **Form**. Each **Formequinn** is based on a real-world combat stance, from a specific martial practice.

Cyborg

1

COMPL

★★ 5

Preparation Technical Archetype 2

3

Cyborgs build power over time. They adapt to the threat in front of them, growing stronger, tougher, or faster, as needed. If you let a **Cyborg** build up, they will destroy you.

Cyborgs is a combo-focused Archetype, using their constant flow of basic tokens to trigger powerful **Unique Actions**. They are good at everything and weak to nothing.

Cyborgs need to pay close attention to their token management. Basic Tokens are their bread and butter, and everything they do relies on keeping a stock of the tokens they need when they need them.

With a variety of powerful **Token Actions** and an **Ability** that gives you the tokens you need, the **Cyborg** sets itself up for success. As long as you can keep track of what you need when you need it, the **Cyborg** can handle anything in front of them.

6

Focused Cyborg

At the start of your turn, you gain 3 Basic Tokens of one type, 2 Basic tokens of a different type, and 1 Basic token of the final type.

6

Fused Cyborg

At the start of your turn, you gain 2 Basic Tokens of one type, and 1 Basic token of each other type.

6

Frantic Cyborg

At the start of this turn, you gain 3 Basic Tokens of one type, 2 Basic tokens of a different type, and 1 Basic token of the final type.

7

2 to 5 Basic Tokens: XYZ-BURST

*You may pay for **XYZ-BURST** using **2**, **3**, **4**, or **5** Basic Tokens.*

You heal **X**, then teleport **Y**, then deal **Z** damage to an enemy within range.

X is equal to the number of **Iron tokens** spent to pay for this.
Y is equal to twice the number of **Speed tokens** spent.
Z is equal to the number of **Power tokens** spent.
Usable once per turn.

8

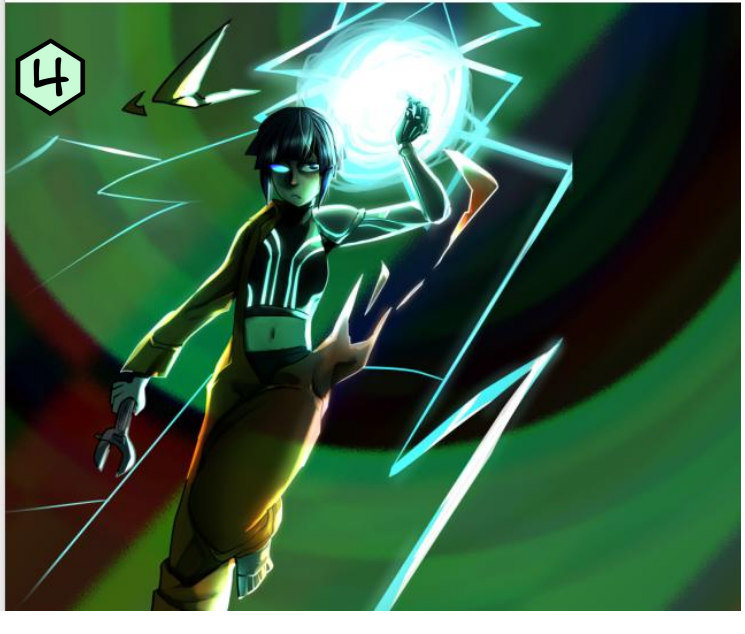
The **Cyborg Abilities** give you many Basic tokens of each type. The Basic tokens are Iron tokens, Power tokens, and Speed tokens.

Each choice in the **Cyborg Abilities** is exclusive. If a **Focused** or **Frantic Cyborg** chooses to gain 3 Power tokens, they cannot pick Power Tokens for the next two options. They must pick Iron or Speed. And if they choose to gain 2 Iron tokens afterwards, then they are forced to gain 1 Speed token, as it is the only type of Basic token remaining.

The **XYZ-BURST Archetype Action** is the only **Action** in the game to use multiple different **X** values. **Y** and **Z** function the same as **X** normally does in other **X Actions**, but each variable's value is set separately.

While that sounds really complicated, **XYZ-BURST's** effect is actually very simple. The healing effect scales with Iron tokens spent, the teleport distance scales with Speed tokens spent, and the damage inflicted scales with Power tokens spent to pay for **XYZ-BURST**. Easy!

4



Understanding Archetypes

1 **Archetype Name:** The name of the **Archetype**. Heroes are described by their **Hero Type** followed by their **Archetypes**, such as "**Focused Angel**" or "**Fused Cyborg / Punk**."

2 **Keywords: Forms, Archetypes,** and **Styles** are categorized using **Keywords**, which give you a rough idea of what they are best used for. There are 9 **Keywords**, and each **Archetype** has two.
Keywords have no mechanical effect.
Keywords are described at the beginning of **Chapter 6: Forms.**

3 **Description:** This section gives an overview of this **Archetype's** playstyle, including where it excels and what it struggles with. Use these descriptions to find an **Archetype** that you like.

4 **Art:** A typical example of a warrior from this **Archetype.** The characters portrayed are also found as Bosses in the back of the book, always within the **Archetype** they showcase.

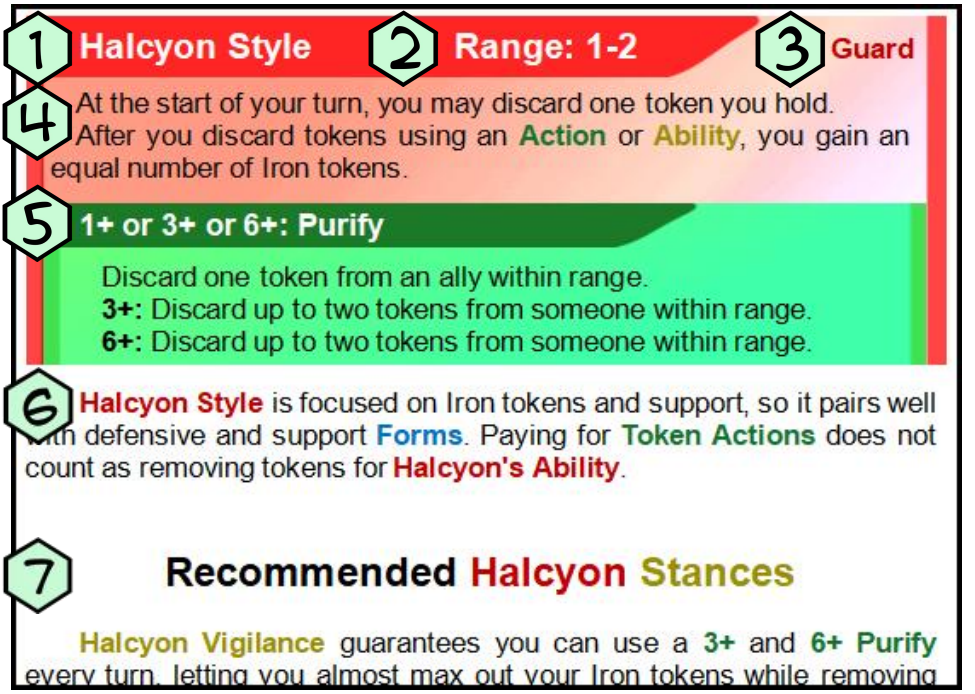
5 **Complexity:** Complexity gives an idea of how difficult the **Archetype** is. Complexity is rated from 1 to 3 stars.
1 Star is for simple **Archetypes,** with few complex rules.
2 Stars is for moderately difficult **Archetypes**, with some complexity and edge cases.
3 Stars is for complicated **Archetypes,** which have many interactions with other rules.
Complexity is not a measure of strength, only difficulty to use.

6 **Hero Type Separated Abilities: Focused, Fused,** and **Frantic Heroes** each get different **Archetype Abilities**. Take the **Ability** that matches the type of Hero you are creating.
Warriors and Bosses use the **Fused Ability**.

7 **Archetype Action:** Each **Archetype** has a **Unique Action** that you have access to at all times. These **Actions** are available across all of your **Stances**. **Frantic Heroes** only have access to one **Archetype Action** at a time, the one that matches their current **Frantic Ability**.

8 **Clarifications:** Some **Abilities** have rules clarifications. These are placed after the relevant **Ability**. If the clarification applies to each of the **Archetype's Abilities**, the clarification will be found after the **Frantic Ability**. **Unique Actions** exclusive to an **Archetype** will also be found here.
This is also where any **Unique Tokens** generated by the **Archetype** will be described, such as **Chaos Tokens, Luck Tokens, Mentor Tokens,** or **Poltergeist Tokens**.

Understanding Styles



1 **Name:** The name of the **Style**. When this **Style** is combined with a **Form** to create a **Stance**, the **Style's** name goes first. For example, combining **Halcyon Style** with **Iron Form** creates **Halcyon Iron Stance**.

2 **Range:** Your range is determined by your **Style**. When an **Ability** or **Action** tells you to do something "within range," it means that **Ability** or **Action** will only work on targets that are this many spaces away from you. See **Visualizing Range**, next page, for more info.

3 **Keyword: Forms, Archetypes,** and **Styles** are categorized using **Keywords**, which give you a rough idea of what they are best used for. There are 9 **Keywords**, and each **Style** has one. **Keywords** have no mechanical effect - they exist entirely to help categorize. **Keywords** are described at the beginning of **Chapter 6: Forms.**

4 **Ability:** Each **Style** has a passive **Ability** you have access to while using that **Style**. **Abilities** are constant. While you are in a **Stance**, the **Abilities** of your **Form** and **Style** are active and true.

5 **Unique Actions:** Every **Style** has between zero and three **Unique Actions** it will give you. You can perform a **Style's Unique Actions** only while using a **Stance** containing that **Style**.

6 **Description:** A quick description of how the **Style** plays, as well as any relevant mechanics or unique rules interactions involved with it.

7 **Recommended Stances:** Several good **Forms** to pair with this **Style** are listed beneath each **Style**, including reasoning for why. These lists are intended to be helpful suggestions, not commands. You are free to combine any **Style** with any **Form** you wish, and you are not required to make one of the listed **Stances** if you do not want to.

Understanding Abilities

1 **Vigilance Form** — Desperation, Technical
Bear / Eternity / Heart / Spiral / World

2 At the start of your turn, discard up to 2 Status tokens you hold; then, if you are Bleeding, you heal.

3 At the end of your turn, choose up to two enemies within range and give them each 1 Weakness token.

1 **Winged Style** — Range: 1-2 — Mobility

4 You do not take Fall Damage.
Rubble does not give you Fatigue tokens.

3 At the end of every turn, you may move 1 space.

5 After you give an enemy your Challenge token, you may move up to 2 spaces.

1 **Focused Flametongue**

6 Three times per turn, after you deal damage to an enemy, give them 2 Burning tokens.

5

1 **Ability Source and Color:** **Abilities** get their name and color-coding from their source. **Vigilance Form** grants you the **Vigilance Ability** in **Blue**, **Winged Style** grants you the **Winged Ability** in **Red**, and being a **Focused Flametongue** grants you the **Focused Flametongue Ability** in **Purple**. If it is unclear where an **Ability** comes from, or if you are referring to all of the combined **Abilities** of a character's **Stance**, it is written in **Gold**.

2 **Start Abilities:** These **Abilities** happen during **Phase 2** of the turn, immediately after you have selected your **Stance**. They usually happen only during your own turn, but some **Start Abilities** trigger on all allied turns, all enemy turns, or ALL turns, triggering multiple times each Round. The current turn player activates their **Start Abilities** first, then their Allies activate their **Start Abilities** in any order they choose, and finally their Enemies activate their **Start Abilities** in any order they choose.

3 **End Abilities:** These **Abilities** happen during **Phase 8** of a turn, immediately before cleanup. They are the first thing that happens in **Phase 8** - other parts of the **End Phase**, like discarding extra numbers or taking Burning Token damage, cannot happen until all **End Abilities** have resolved. They usually happen only during your own turn, but some

End Abilities trigger on all allied turns, all enemy turns, or ALL turns, triggering multiple times each Round. The current turn player activates their **End Abilities** first, then their Allies activate their **End Abilities** in any order they choose, and finally their Enemies activate their **End Abilities** in any order they choose.

4 **Passive Abilities:** These **Abilities** continuously apply for as long as you are in a **Stance** that grants them to you. They are differentiated from all other **Abilities** by lacking a Trigger.

5 **Triggered Abilities:** These **Abilities** happen only when you meet their Trigger. The Trigger is the first part of the **Ability** that ends in a comma, like “After you give an enemy your Challenge token,” or “After you deal damage to an enemy.”

If a Trigger is met during an **Action**, it resolves immediately, before continuing on with the rest of the **Action**. So if there was an **Action** that said: “Challenge an enemy you can see, then deal 2 damage to an enemy within range,” then the **Winged Ability** will trigger as soon as you give them your Challenge token. You will be allowed to move first, before determining who is within range for the next part of that **Action**.

6 **Limitations:** These **Abilities** may only be used a certain number of times per turn, or per Round, or “While you have a Shield,” or some other qualifier. Limitations can be placed on any **Ability Type**: **Start**, **End**, **Triggered**, or **Passive Abilities**. These limitations **cannot be circumvented by any means**.

Abilities while Taken Out

While you are Taken Out, you cannot take **Actions** and your **Abilities** are mostly deactivated, but not completely. Any part of an **Ability** that targets enemies or allies doesn't apply. Any part of an **Ability** that would provide passive rules or effects does not apply. What DOES apply are the parts that affect only yourself. **Shadow Form** still gives yourself Speed tokens, which you keep even while Taken Out. **Vigilance Form** still heals you, letting you pick yourself back up.

If an **Ability** gets you back to a positive HP number, your **Abilities** return online and work as normal. If you heal as the first part of an **Ability** (such as with the **Angel Archetype Abilities**), you may continue to use the rest of that **Ability**, now that you are no longer Taken Out.

Common Abilities

There are several **Abilities** that are repeated throughout *Panic at the Dojo.* These include: **Armor**, **Shield**, and **Unblockable**.

Armor

Armor is a once per turn, automatic block. The first time each turn that you take damage, if you have **Armor**, reduce that damage by 3. This can apply to any type of damage, including Fall damage, burning token damage, **Super Move** damage, or damage dealt by a Trap.

HP costs (such as paying for **Lash Out, Heart Strike,** or **Forbidden Style**) are not damage, and so they are not reduced by **Armor**.

Armor stacks, as well. If you have **Armor** from two sources, such as being in **Lucky Iron Stance**, then your **Armor** can trigger twice per turn. However, additional **Armor** triggers are weaker - the second time **Armor** triggers in the same turn, it only blocks 2 damage. The third time and beyond, **Armor** only blocks 1 damage.

Some **Actions** or **Abilities** grant temporary **Armor**, which is used after all other **Armor** and only triggers once. Once your temporary **Armor** has triggered, it is lost. Temporary **Armor** is a binary - you either have it or you do not. You cannot have multiple instances of temporary **Armor**.

Shields

Shields are used to deflect incoming harm, when you need them. They have a value that represents how much they can absorb. Shields can be used to block either Damage, a specific kind of Status Token, or Nothing, from any **Action** or **Ability** that includes you as a target. Your Shield will block everything of the chosen type.

You can only hold one Shield at a time - if you gain a new Shield, you can either replace your old Shield or increase the value of your current Shield by 1, your choice. There is a **Shield Cap** of 8. You can never hold a Shield with a value of 9 or higher - if you would gain such a Shield, set its value to 8.

When an **Action** or **Ability** targets you while you hold a Shield, you must decide how to use your Shield. It may be used to absorb Damage, Burning Tokens, Challenge Tokens, Fatigue Tokens, Weakness Tokens, or Nothing, at your discretion. It will absorb the chosen resource at a rate of 1 for 1. The absorbed damage or tokens disappear, and you do not suffer them. You won't take absorbed damage or gain absorbed tokens.

When your Shield absorbs its total value, it breaks, and the excess is applied to you as normal.

For example, you have **Shield 4**. An enemy **Flametongue** uses an **8+ Incinerate**, inflicting 3 Damage and 3 Burning tokens. If they deal damage to you, they will also trigger their **Flametongue Ability** to give you 2 more Burning tokens.

You have 3 options for how to use your **Shield:**

If you block the Damage, your Shield will absorb 3 damage and remain as Shield 1. You will gain 3 Burning tokens. Because you did not take damage, the **Flametongue Ability** does trigger.

If you block the Burning Tokens, your shield will absorb 3 Burning tokens and remain as Shield 1. You will then take 3 damage, and trigger the **Flametongue Ability** to give you 2 more Burning Tokens. You are still blocking Burning Tokens from this **Action** - your shield will absorb one of those tokens, then break, and you will gain 1 Burning token.

If you block Nothing and save your Shield for later, you will take 3 damage and gain 5 Burning tokens. This is not recommended.

Unblockable

Unblockable is a modifier to an **Action** or an **Ability** that means "This cannot be responded to." There are five types of **Unblockable**:

Unblockable By Tokens means Tokens cannot be used in response. This mostly means Iron tokens and **Control tokens**, but even applies to weirder tokens like **Chaos tokens** - after you perform an **Action** that was **Unblockable By Tokens**, they cannot use those Tokens during the **Reactive Action** opportunity for that **Action**.

Unblockable By Armor means this does not trigger **Armor.** The damage you deal will not be reduced, and their **Armor** will not be spent. If they have **Armor,** it will still be active to potentially trigger later this turn.

Unblockable By Shields means it ignores their Shields entirely. They cannot use their Shields to reduce your damage or to stop the Status Tokens you would give them.

Unblockable By Abilities means **Triggered Abilities** and **Passive Abilities** are ignored. **Triggered Abilities** cannot be activated by this **Action** or **Ability**, and **Passive Abilities** are ignored as if the target(s) did not have them.

While **Armor** and Shields are often granted by **Abilities**, they still apply against an **Unblockable By Abilities** effect. **Armor** and Shields are exempt from **Unblockable By Abilities** - you need to use the correct type of **Unblockable** to ignore **Armor** or ignore Shields.

And finally, **Unblockable.** If something is simply **Unblockable**, it is all of the above. Tokens, **Abilities**, Armor, and Shields are all ignored, and your target is totally helpless against this **Action** or **Ability**.

Understanding Actions

1 **4+: Howl** 2

3 Gain 1 Power token, then heal 4, then give 1 Weakness token to each enemy you can see.

1 **Cost:** The cost you must pay to use the **Action**. Most **Actions** simply list a number (like **1+** or **5+**). As long as you have that number or a larger number in your **Action Pool**, you may perform this **Action** by discarding that number. There are three possible costs: **Dice**, that use a number, **Tokens**, that use anything else, and **Free**, which costs nothing. Very few **Actions** are **Free**.

2 **Name:** The name of the **Action**.

3 **Effect:** This describes what happens when you use the **Action**. When an **Action** doesn't list a subject, it refers to the person using the **Action**. So when you **Slide In**, you teleport two spaces.

There are many subtypes of **Actions**. There are 3 categories of **Action**, determined by their cost: **Dice Actions, Token Actions,** and **Free Actions**. There are 3 unique effects that any **Action** can have: **Choices**, **Gates**, and **X**.

The most common type of **Action** is **Dice Actions**, that look just like **Amplify**, at the top of this page. You simply pay a number for their Cost, then resolve the **Action**.

You can only use a **Dice Action** while there are numbers in your **Action Pool**, so usually they can only be used during your own turn. However, there are a few ways to get numbers into your **Action Pool** outside of your turn, like the **Reversal Form Ability** or the effects of a **6+ Sing Along**. If you use these methods, you can perform **Dice Actions** on enemy turns, as **Reactive Actions**.

3 Speed Tokens: Stunt

Place one Fog, Copy, Pit, or Trap obstacle into an adjacent space, then teleport two spaces.

Token Actions are **Actions** that cost something other than a number to perform. Like the name implies, they usually require you to spend some tokens, but not always. They may have you spend some or all of your **Shield**, or pay with HP.

Unlike **Dice Actions**, **Token Actions** require their full, exact cost to be paid to use them. You cannot spend anything to use **Stunt** except 3 Speed tokens exactly - no other kind of token and in no other quantity.

As the only kind of **Action** that doesn't require numbers in your **Action Pool**, you can always use **Token Actions** during other's turns, as **Reactive Actions**, if you can afford their cost.

Token Actions paid for by giving you Status Tokens cannot be used if doing so would take you over the Token Cap of 10 Tokens. For example, you cannot gain 3 more Burning Tokens if you already hold 9.

Free: Pounce

Pull yourself 3 towards an enemy you can see.
Usable once per turn.

Free Actions are by far the rarest type of **Action**. They have no cost at all, and can be used any time you can use an **Action**. You can use a **Free Action** as a **Reactive Action**, or as a regular **Action** when you are the active character.

Any **Action** you perform without paying its Cost becomes a **Free Action**, as well. **Free Actions** do not count as **Dice Actions** or **Token Actions** - they are their own, separate **Action** type.

Free Actions are usually only granted by **Abilities** or **Actions**, like the **Gunkata Abilities**, **Demon's Chaos Tokens**, **Seize The Opening**, and **Teacher's Remember Your Training**.

3+: Secure

Choose two: Gain 2 Iron tokens; ***-or-*** an ally within range other than yourself gains 2 Iron tokens; ***-or-*** heal an ally within range.

Choice Actions have you choose one or more options from a list. When performing an **Action** with a **Choice**, each choice is known as an **option**, and you must perform each **option** in the order listed.

Any **option** you did not pick is ignored, and does not happen.

Each choice must be different. When you use **Secure**, for example, you cannot pick “you gain 2 Iron Tokens” twice. If you chose “you gain 2 Iron tokens,” the second choice must be one of the other two options.

4+ or 7+: Dance Apart

Push 3 to someone within range, then Move 1.
7+: Move 2 more, then heal.

Gated Actions get stronger if you spend a bigger number to use them. These **Actions** have multiple costs listed, known as **Gates**. These **Actions** also list these **Gates** in their text.

When you are performing an **Action** and reach a **Gate** you did not pay for, you can not pass, and the **Action** ends there. Some **Actions** have multiple **Gates**, allowing them to scale even higher.

If you spend a **4**, **5**, or **6** to **Dance Apart**, you stop performing the **Action** when you reach the **7+ Gate**. If you spend a **7** or any larger number to **Dance Apart**, you will perform the entire **Action**.

X: Grapple

Target someone within Range 1-**X**. Pull them up to 3 spaces.

X Actions include an **X** listed in their effect, and usually also cost **X** to perform. You can spend any number in your **Action Pool** to pay for an **X Action**, and the **X** listed in the effect is the same value as the number used to pay for it.

For example, if you spend a **5** to use **Grapple**, then the effect reads "Target someone within Range 1-5. Pull them up to 3 spaces."

If the **Action** does not cost **X**, then the value of **X** will be defined in the **Action’s** description.

1+ or 4+ or 7+: High Efficiency

Choose three: You heal 1; ***-or-*** you gain one Iron token; ***-or-*** you gain one Power token; ***-or-*** you gain one Speed token; ***-or-*** you deal 1 damage to an enemy within range.
4+: Choose all five instead.
7+: Replace all **1's** in **High Efficiency** with **2's**.

Some **Choice Actions** are also **Gated Actions**, and let you choose more **options** when you pay more. You still perform all **options** in the listed order, even if you choose more of them. This is one of only two exceptions to the standard **Tiered Action** rule of performing the **Gated** portions of an **Action** after the other parts of the **Action**.

So if you spend a **4** on **High Efficiency**, you perform all five **options**, in the listed order, even though the **4+ Gate** comes after the choice.

The other exception is found in **High Efficiency's 7+ Gate**, that retroactively changes previous qualities of the **Action**. These will use words like "Replace," "Instead," or "Increase," and apply if paid for.

2 Power Tokens or 4 Power Tokens: Flamethrower

Deal 1 damage and give 1 Burning token to an enemy within range.
4 Power: Instead, deal 2 damage and give 2 Burning tokens, and also, **Flamethrower** now applies to each target adjacent to the initial target(s).
Usable once per turn.

Gated Token Actions are **Actions** that cost something other than a number to perform, *and* have a **Gate** locked behind spending more. You can only spend the exact cost of a **Token Action,** including for a **Tiered Token Action**.

For example, **Flamethrower** can be paid for with either 2 Power Tokens exactly, or 4 Power Tokens exactly. You only proceed past the **4 Power Gate** if you spent 4 Power tokens to pay for **Flamethrower**.

Some **Actions**, like **Tango** or **Slip Up**, have inherent limitations, such as "Usable once per turn" or "can only target the active character." These limitations **cannot be circumvented by any means**.

Even if you have a way to increase the numbers listed in an **Action**, like **Poltergeist Tokens**, you cannot change an **Action** that says "Usable once per turn" to become usable twice per turn. Once used in a turn, it cannot be used a second time.

Even if you can apply extra targets, such as from the **Blaster Ability** or **Amplify**, that cannot get past a limitation like "can only target the active character." You must only target the active character.

Understanding Super Moves

Once you reach level 2, **Super Moves** become available. **Super Moves** are powerful attacks that can only be used once per fight.

Each **Archetype** has two different **Super Moves** available - the **Alpha Super** and the **Delta Super**. **Alpha Supers** are more straightforward and damaging, while **Delta Supers** are weirder and require more skill to get the most out of them.

Super Moves all have the same Cost: In order to perform a **Super Move**, you need to spend two matching numbers with a value of **3** or more. **3** and **3**, or **4** and **4**, or **5** and **5**, and so on. If your **Action Pool** has no matching numbers, you do not have an opening to use a **Super Move** this turn.

Super Moves cannot be used on the first Round of a fight. Otherwise, **Super Moves** can be used any time you are able to perform an **Action.**

Each Unit can only use one **Super Move** per fight.

Super Moves can only be used once per side per Round, usually. Worldweight fights can use two per side per Round, while in Featherweight fights, **Super Moves** are banned.

Super Moves are not **Actions**, and do not trigger any **Abilities**. They ignore your own **Abilities** and the **Abilities** of those you use them on.

Tokens cannot be used in response to **Super Moves**, either to modify them with Power tokens or Weakness tokens, or to try to stop them with Iron tokens or Control tokens. **Armor** still reduces the damage of **Super Moves**.

1 **Knuckle Sandwich** 2 α Super

3 Deal 5 damage to an adjacent enemy, then give them 4 Weakness tokens and your Challenge token. Then, Push them 3.

4 Eat this! The **Punk's Alpha Super** knocks them into next week, disorienting them and making you the only thing they can see clearly.

1 **Everybody, Get 'Em!** 2 Δ Super

3 Deal 3 damage to an adjacent enemy. Then, each of your allies in play (other than yourself) may each deal 3 damage to one enemy within their range.

4 The **Punk's Delta Super** is a coordinated assault, where you and your allies beat the crap out of whoever they can reach. Especially effective while all of you surround the Boss, but can also be rendered very ineffective by poor spacing or half your team being dead.

1 **Name:** The name of this **Super Move**.

2 **Super Type:** Whether this is an **Alpha Super** or a **Delta Super**. There are no mechanics associated with what type of **Super Move** you have - **Alpha Moves** are simpler and more directly effective, while **Delta Moves** are trickier and harder to use effectively.

3 **Effect:** This is what the **Super Move** actually does. Go through it one line at a time, until the effect has fully resolved.

4 **Description:** A quick description of the **Super Move**. Also contains any clarifying details or important rules you need to know.

Visualizing Range

Range is an important element of every fighting **Stance**, and is determined by the **Style** attached to your **Stance**.

Your Range determines who you can target with your **Actions**.

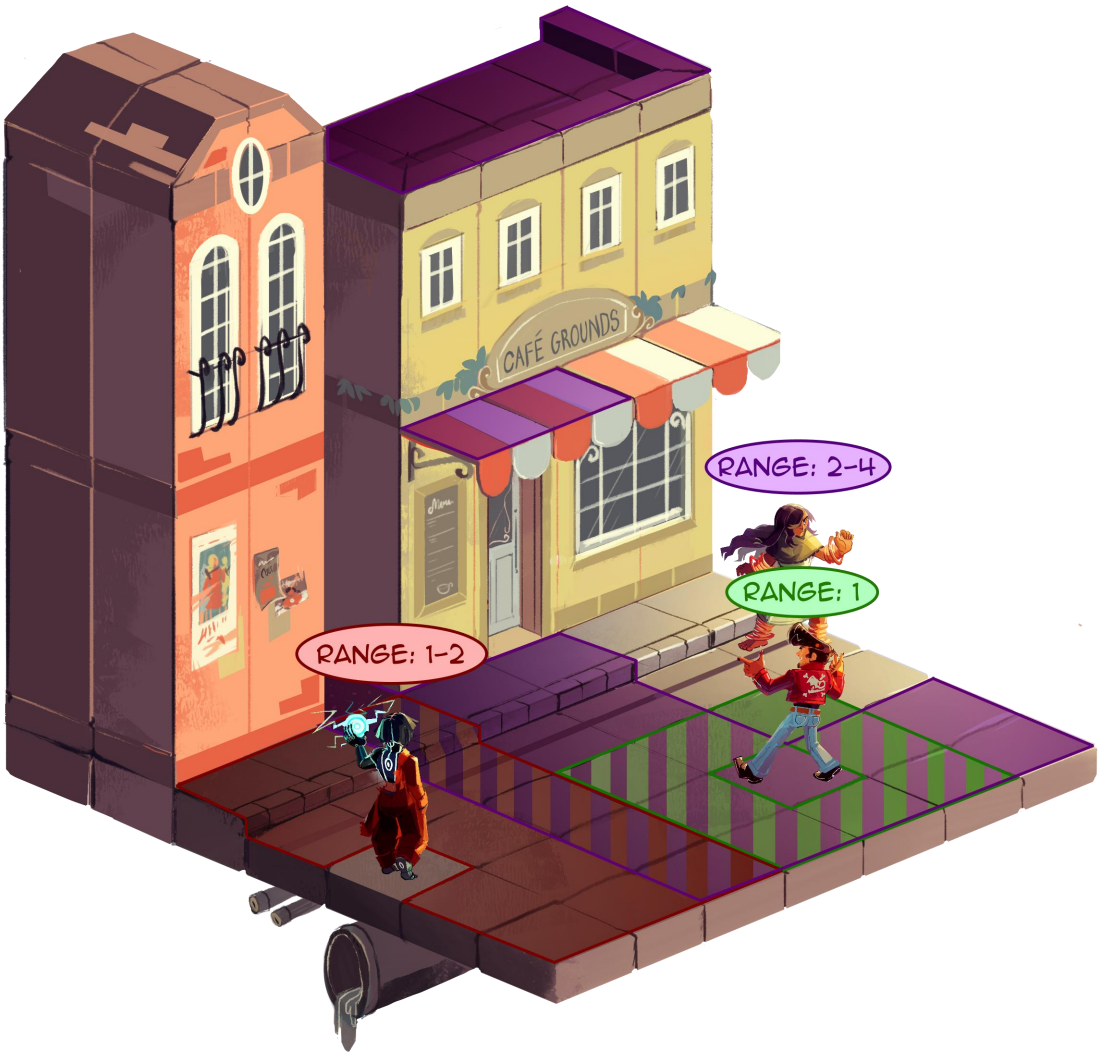
Range only cares about the number of spaces between you and your target. Diagonal or lateral, a space is a space.

The space you are standing in is **Range: 0**, but you can always target yourself with any **Action** or **Ability** that targets allies.

Range: 1 can only target adjacent spaces.

Range: 1-2 can target adjacent spaces, as well as any space that is two spaces away.

Range: 2-4 can target any space that is two, three, or four spaces away, but cannot hit anything adjacent to them.



Hex Grid Range Example

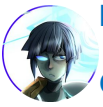
Pompadour Rex
Knockdown One-Two
Range: 1, in Red
Can't target anybody

Halo Hunter Treble

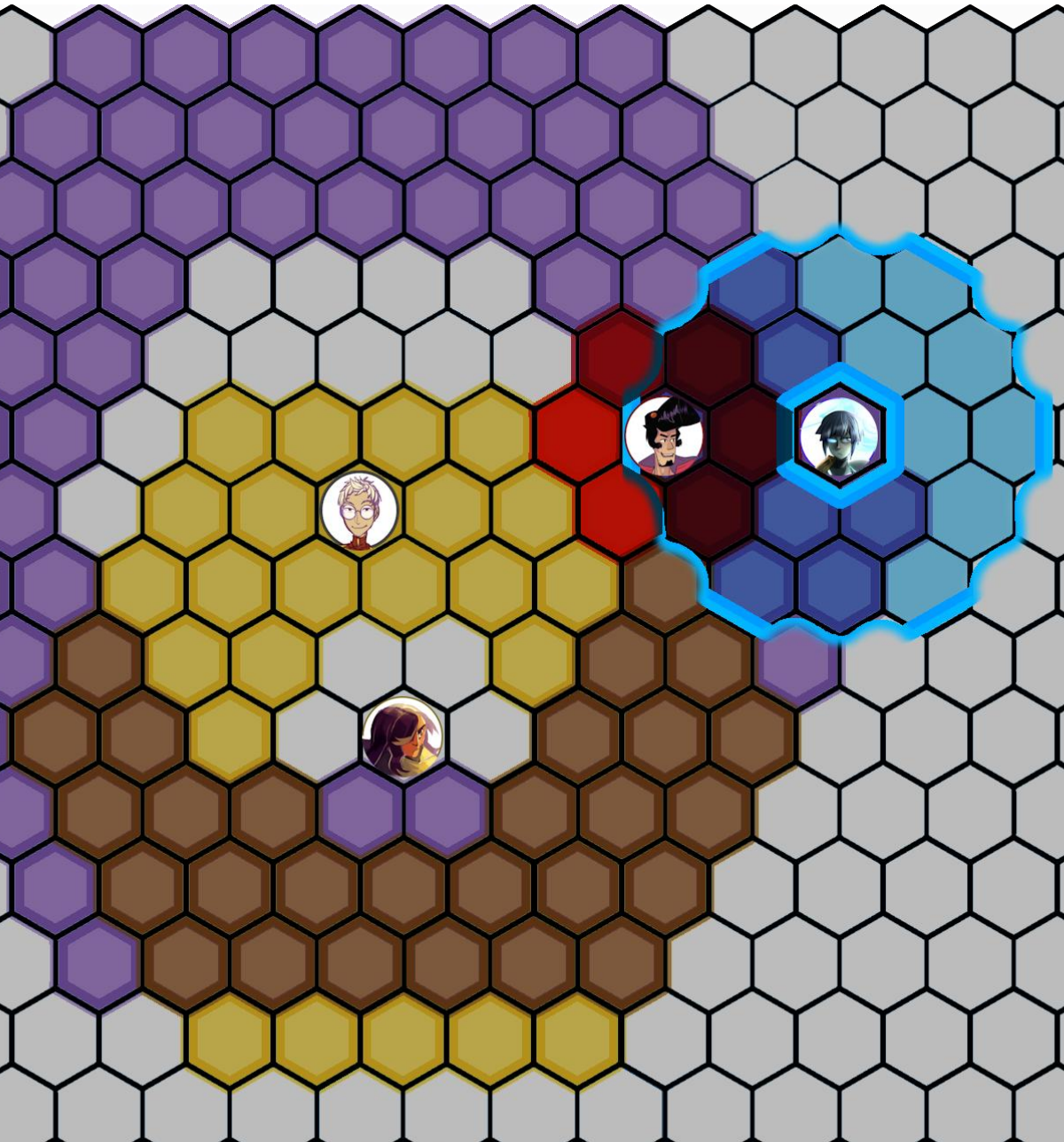
Singing Wild
Range: 2-4, in Gold
Can only target Aces

Aces Low
Crosshair Blaster
Range: 4-6, in Purple
Can target Rex or Zero

Zero Troubles



Machine Vigilance
Range: 1-2, in Blue
Can only target Rex



Understanding Targeting

Most **Actions** and some **Abilities** require you to declare a target. For example, “Give 1 Weakness token to *an enemy within range*.” This last part, the enemy within range, is the target. Possible targets can include “an empty space,” “a space,” “an enemy,” “an ally,” or “someone.”

An empty space means it must target a space that does not contain a unit, a Copy, or a Wall. Spaces with these are considered Full.

A space means you must target a space, but it doesn’t matter if a unit, Copy, or Wall is already in that space.

An enemy is anyone on a different side than you.

An ally is someone who is on your side. You are always your own ally, and may target yourself with any effect that targets an ally, unless it says otherwise.

“Someone” is any one unit, friend or foe.

Targets also have a listed range, either “adjacent,” “within range,” or “you can see.” For example: “An enemy you can see,” or “someone adjacent,” or “a space within range.”

“Adjacent” means exactly Range 1. The target must be in an adjacent space, and this overrides your **Stance’s** Range.

“Within range” means it targets within your **Stance’s** Range. Anything outside that range, either too close or too far, cannot be a target.

“You can see” means anyone on the map, so long as they are not within Fog or behind a Wall.

Walls block targeting. If you draw a straight line, starting from the center of your space and ending in the center of your target’s space, that goes through a Wall’s space, then that target is not within sight or range. If the line just hits the corner or runs along the edge of a Wall, then that’s ok, you can still see them.

Fog blocks targeting beyond Range 1. If your target is within Fog, and they are Range 2 or farther away from you, you cannot target them.

Copies, Rubble, and Walls may be targeted by damage-dealing **Actions**, as if they were an enemy.

If a Copy takes damage, it is destroyed.

If a Rubble takes 2+ damage from a single hit, it is destroyed.

If a Wall takes 2+ damage from a single hit, it is destroyed and replaced with Rubble.

Targeting Examples

The examples below have their targets *italicized.*

Some **Actions** with declare a target at the beginning, and then the rest of the **Action** will apply to just that target.

3 or 7 Speed Tokens: Tango

Swap spaces with *an adjacent enemy,* then push *them* 1 space.
7 Speed: Pull *that enemy* 2 spaces, then deal 2 damage *to them.*
Usable once per turn.

Some **Actions** allow you to pick a different target for each part of the **Action**, and may be applied to the same target or split up as desired.

3+ or 5+ or 7+: Rush Down

Deal 1 damage to *an enemy within range*.
Then, deal 1 damage to *an enemy within range.*
5+: Then, deal 1 damage to *an enemy within range.*
7+: Then, deal 1 damage to *an enemy within range.*

Other **Actions** require each part of the **Action** to apply to a different target, and cannot overlap. They will specify “another” or “different.”

3+ or 6+: Stand Strong

Heal *an ally within range.*
6+: Heal *a different ally within range.*

Some **Actions** do not have specific target at all, and apply to everyone of the target type that is within the listed range.

6+: Banshee's Wail

All enemies within range gain 1 Weakness token and take 2 damage. *All Traps, Pits, and Walls within range* become Rubble.

Chapter 3
Tactical Combat

Entering Combat

Every fight starts with a reason. Combat is never pointless. Someone involved has a problem, and they think the solution is through the other guy. You may be fighting because of a lie or a misunderstanding, or for some noble cause, or just simple self-defense.

Once a fight breaks out, the reason doesn't matter anymore. But a fight will never start without a reason.

The first thing you need to establish in any given fight is why it's happening. Your reason might be noble, or complicated. It might be shallow and simple. It might be petty and selfish. It doesn't really matter much what your reason is, but you need to have one.

The challenger, the one who started the fight, goes first, then everyone else may give their reasons in whatever order they want.

You need to tell us your reason and your goal. Your reason is why you want to fight, and your goal is what you want to accomplish or obtain. If you don't have both, you're not really ready to fight yet.

Some good, quick reasons, which you may use for inspiration or steal directly:

"I want to punch his smug little face so he never talks to me again."

"This is revenge for last time. I want to hurt them."

"My buddy wants to fight, and I've got their back."

"They've got our money, and I need that money real bad."

"They insulted my hair. I like my hair. I need to teach 'em respect."

"If someone doesn't stop them, they'll detonate a bomb inside the white house and kill the president!"

"They crashed my concert, and need to be removed from the venue."

"Nobody messes with the tunnel snakes and gets away with it."

Cinematic Weight

Once everyone's in the fight and we all know why, its time to determine how heavy the fight is. Heavier fights take longer, have more at stake, and have more complicated parts involved, while lighter fights are quicker, simpler, and easier.

There are five weight classes, and the Director must pick one to represent the feel of the fight. Featherweight fights are very quick, while Worldweight fights are very slow. The higher a fight's weight class, the longer that fight will take.

The Cinematic Weight of a fight is determined by the stakes set for the fight. Lighter fights have less on the line: a Featherweight fight might be about paying the tab at the restaurant, and a Lightweight fight over the honor of your idol. Heavier fights have higher stakes: Heavyweight fights put injury and livelihood on the line, and Worldweight endangers the world around you - the fate of your neighborhood, the president, or even more valuable, your own mother’s honor.

If a player puts their own life on the line, the fight must become a Worldweight fight.

If you are unsure how serious a fight is, it is Middleweight.

Cinematic Weight determines four things about a fight: the amount of HP per health bar, the Heal Value, the Bleed Value, and how often **Super Moves** are available to be used.

HP per Health Bar is a balancing mechanism that keeps fights flowing at the correct pace. The heavier a fight, the more HP each fighter has, and the longer the fight will take to complete.

The **Heal Value** determines how much HP is recovered by healing that does not define a value.

The **Bleed Value** is used to determine when you Bleed (and by Stooges). You Bleed when taking damage that puts your current HP at or below the fight’s Bleed Value. When this happens, your **Build Ability** (page xx) will trigger. Also, if you start your turn while you Bleed, you will trigger your character type’s **Bleed Ability** (page xx).

Each character may only Bleed once per Round.

Super Moves are usable a limited number of times per Round. In most weight classes, this is once per Round, but **Super Moves** are usable twice per round in Worldweight and are banned in Featherweight.

Featherweight: Featherweight fights go quick and don't mean much. A featherweight fight is a bunch of nobodies who messed with the wrong people. HP is low and the stakes are simple, so blitz tactics are favored, and healing is mostly valuable for picking people back up.

In a Featherweight fight, everyone has 10 HP per Health Bar.
The Heal Value is 1. The Bleed Value is 2.
Super Moves cannot be used in Featherweight fights.

Lightweight: Lightweight fights favor quick fighters and high damage attacks, as everyone goes down quickly. Defensive tactics are less useful here, and fights end fast, one way or the other.

In a Lightweight fight, everyone has 15 HP per Health Bar.
The Heal Value is 2. The Bleed Value is 3.
Each side may use one **Super Move** per Round.

Middleweight: Middleweight fights are the standard, and shouldn't favor any particular tactic over any other. HP is still a little low, but not so low that defensive tactics won't work, and an aggressive rush will be less effective than in lower weight fights.

In a Middleweight fight, everyone has 20 HP per Health Bar.
The Heal Value is 2. The Bleed Value is 4.
Each side may use one **Super Move** per Round.

Heavyweight: Heavyweight fights favor tougher fighters, as everyone has enough health to shrug off all but the most aggressive blitz. These fights take a while, so be prepared to plan multiple turns ahead.

In a Heavyweight fight, everyone has 25 HP per Health Bar.
The Heal Value is 3. The Bleed Value is 5.
Each side may use one **Super Move** per Round.

Worldweight: Worldweight fights are long and difficult. Everyone is tough to take out, and quick kills are effectively impossible. The world is on the line and nobody is backing down.

In a World Weight fight, everyone has 30 HP per Health Bar.
The Heal Value is 3. The Bleed Value is 6.
Each side may use two **Super Moves** per Round.

Complications

A fight's weight class isn't the only way you can change a battle. Once you've determined a fight's weight class, the Director may add Complications to the fight. Complications will always make a fight last longer, so only use them when the dramatic weight they will add is worth more than the extra time investment.

Guest Heroes

An ally joins the heroes for this fight. To make a guest character, create a normal Warrior or Boss enemy, give them one health bar, and give them to the heroes to control. They add a Hero Slot to the Initiative Meter, and an Enemy Slot to go with it.

Guest Characters can be controlled by any player who wants to put them to use, and take 1 turn during any Hero slot just like everyone else. Their **Action Dice** are rolled by the Heroes and their actions are decided by the Heroes.

Guest Bosses keep all their **Stances**, and the player who controls them chooses their **Stance** for the turn, just as if they were a Hero. Bosses in this situation do not have multiple health bars, just one.

Uneven Fights

This complication is simple - just assign more Health Bars to the fight than there are Heroes. This will add more enemies to the fight, making the Heroes outnumbered, but it will also give extra turns and health to the heroes, too. Add extra slots to the Initiative Meter equal to the number of extra health bars you hand out.

For example, in a fight with 4 Heroes, you could assign 6 health bars to the fight. This will give each hero 1.5 health bars, and let you assign 6 health bars among your enemy units. Each side will get 6 turns per round, with two of the heroes getting an extra turn.

When assigning these health bars, there are two ways for each side to assign them.

The Heroes can divide the health evenly, splitting the extra HP from their spare health bars amongst all of them, rounded up. This extra HP is not an additional health bar - they simply have more HP on their default health bar.

Or, the Heroes can divide the health unevenly, handing entire health bars to the players who matter most in this fight. Which method the heroes want to use is up to them.

The even distribution is technically more "fair," but not every fight is fair. If they divide their health unevenly, the weaker players are likely to get knocked out early, letting them lend their heroic spirit throughout the fight. In addition, any buffs or bonuses given to the stronger players will have more of an impact, since they'll be more likely to stick around.

The Director also has two ways to assign the extra health bars. They can add more units to the fight, or pile extra health onto units they want to make an impact. Bosses especially enjoy additional health bars, and you can have up to 6 health bars on a single Boss.

Unlike the Heroes, who have to work with some vague sense of fairness, the Director can be as uneven as they wish. If you want the heroes to fight a single group of Stooges with 6 health bars and 6 turns per round, that's just fine! Quirky, but fine.

Bosses inherently take advantage of this rule by design, but there's nothing stopping you from applying it to whoever you want.

You should always use the Uneven Fighting complication during 1v1 fights, as the combat system doesn't quite work when Rounds are too short. The minimum health bars per side is 2 health bars. In a 1v1 fight, both fighters should have two health bars.

Uneven Fighting is the most versatile complication, and one you should take advantage of often to keep fights unpredictable and fun.

Switched Sides

Sometimes, after everyone's declared their reasons to fight, you may notice that someone on one side isn't on the same side as their friends. You may have a Hero join the enemy team, or an enemy join the Hero team, to fix this.

Enemies joining the Heroes become Guest Characters, as above. Heroes joining the enemies act on Enemy Slots instead of Hero Slots, and must work with the Director's units against the other Heroes.

If the Director needs to re-balance the units involved, they can either use the Uneven Fights complication to smooth things out, or add/remove Enemy Units to compensate for the difference.

This Complication doesn't usually add to a fight's length, so its very convenient to use often. It is especially useful for introducing new Heroes who initially oppose everyone else, but turn around and help them out later on. Every loves a former villain becoming your steadfast ally later.

In fact, you could use this Complication to have one of the players play a "Hero" who is never on the other Hero's side to begin with, showing up just to hassle the other players every fight! This is an excellent way to include a recurring rival character in your game’s plot.

Three Way Battles

Fights truly get complicated when a third party joins in, with their own goals separate from the other two. If one side is the Hero team, and the second is the Enemy team, then this third side is the Renegade team, fighting against both Hero and Enemy alike. Each time is called a “side” of a fight - this is important for Battle Parameters, up next.

Normally, the initiative system is simple: the Heros take a turn, then the Enemies take a turn. In a three way fight, after the Enemy turn, the Renegades take a turn, before going back to another Hero turn.

This additional side will almost instantly make things messy. The battle will take significantly longer, and it may be unclear who has the upper hand until the fight is suddenly over. But if you revel in chaos and treachery, there is no better way to let both run rampant.

Ending A Fight

Every fight ends with a dramatic climax. Somebody got beat, somebody is standing tall over them. Now to decide what you got out of it.

At this point, the winners must remind us what they were fighting for, and then tell us how they achieve it. What do you take or destroy? Who do you protect or honor? What cause forced your hand to this?

Then, the losers of the fight must also remind us what they were fighting for, and tell us how they lost it. What did you fail to achieve? Who got hurt? What did you lose out of all this?

With the stakes set, how does everyone react to the end of the fight?

Do the winners show mercy, or gloat? Do they bow to honor their fallen foe, or do they saunter off with their prize, or do they laugh with glee over their victory? Do they give the losers some small concession, or do they look down and mock them?

Do the losers bow out with honor, or try one last dirty trick? Do they walk away with heads held high, or do they limp away unseen, or do they lie in a heap on the floor?

Do any bystanders praise the victors or heckle them? How about the losers? Does anyone try and help them?

Finally, with all that answered (or at least the parts that interested you), we can proceed. What happens next? Where do our heroes go from here? Did they win, and can now get on with their lives? Did they lose, and now they need to pick up the pieces? Do they want revenge, or have they found some purpose?

If any conclusions have been reached, mysteries discovered, or goals set, now is the time to pursue those. Proceed on to the Between Combat phase of play, when you don't have tactical fights and instead get up to silly (or serious!) shenanigans.

You can find out all about the **Tests**, **Troubles**, and **Contests** that happen between combat in **Chapter 4**.

Battle Parameters

Battle Parameters are global modifiers to a fight that change the basic rules of how the fight works. Effectively, they are very specific Complications, that you can used to modify individual fights as needed. Every Fight should have at least one Battle Parameter applied to it.

Battle Parameters come in three types: **Arena Parameters**, **Tilted Parameters**, and **Victory Parameters**.

Arena Parameters modify the rules of the battlefield. You may have multiple **Arena Parameters** in play at a time, but only one Parameter that replaces the Outside can be used at a time (Cage Match, Endless Field, Pyroclasm, or Trick Room).

If a battle has no **Arena Parameters**, the battlefield is played under normal rules, with Free Placement and Unit Deployment unchanged.

Arena Parameters include: Cage Match, Endless Field, Factory, Icy Floor, Pyroclasm, Second Floor, Traffic, and Trick Room.

Cage Match: A small arena with no Outside. Cage Match arenas are half the size of a standard arena - so instead of a 13x13 square, it would be held within a 6x6 square. Instead of a 8x8x8 Hex, it'd be a 4x4x4 hex. The outside of the map is entirely inaccessible - if you reach the edge of the Arena, there is simply nowhere left to go.

All Units in a cage match must be placed along the outside edge during unit placement. Do not place any obstacles during Free Placement.

Endless Field: A massive arena with no edge. There is no Outside of this Arena: if you reach the edge of the grid, extend the grid further in that direction. The grid proceeds endlessly in all direction.

All units must be placed within 10 spaces of all other units during unit placement. Do not place any obstacles during Free Placement.

Factory: This map takes place in an active and mobile factory or warehouse. Each player draws one Conveyor Belt onto the map. Conveyor Belts are one space wide and only travel in straight lines, although they may each make one turn. Draw an arrow to represent the direction of each Conveyor Belt.

Each conveyor belt must have an empty space at the entrance to the belt, and another space after the end of the belt, which is filled with either a Trap, a Pit, or Rubble. Traps represent a furnace or active machinery, Pits represent a chute that dumps whatever is on the belt, and Rubble represents piled up goods that need to be sorted.

At the end of every single Turn, every unit and every obstacle on a conveyor belt is pushed one space in the direction the arrow is pointing. Anyone may spend 1 Iron token or 1 Speed token to negate this movement for themselves.

Icy Floor: The arena is slippery, from ice or soap or grease. After EVERY movement a unit makes, it must move one additional space in the same direction. This applies after every single space of Free Movement, and after the last space of Action Movement or Forced Movement. For example, if you were pushed 2, after you complete the push, move one more space in the same direction.

Teleports and swaps do not apply this extra movement. If your movement was stopped short by moving into Rubble or a Pit, you do not apply this extra movement.

If this extra movement would move you into a Wall or Rubble, do not apply this extra movement. If this extra movement would move you into another Unit, push them 1 space, then enter the space you pushed them from. (This push will make them slip an extra space, as above).

Pyroclasm: This fight is surrounded by and/or takes place above an acid pit, a lava flow, or some other terrible danger. The Outside of the map is an endless field of Traps. The Grid continues endlessly, but every space outside of the initial map contains only ~~pain~~ Traps.

Any Pits on the map become Pit Traps, as the dangerous environment leaks into the Pit. At the end of each Round, all Rubble on the map is replaced with Pit Traps, as they crumble away into the danger below.

Traps or Pits that are removed or destroyed are replaced with Rubble - any fix in the floor is temporary at best and requires caution to move through.

Second Floor: The map is split into two separate maps, of identical size and shape, with Stairs connecting them. Place Stairs obstacles on both maps, in identical spots. These Stairs allow you to teleport from one map to the other, into the Stairs obstacle in the same location on the other map.

As **Free Movement**, it takes two Speed Tokens to move up the Stairs from the first floor to the second floor. It only takes one Speed token to move down to the first floor from the second, by standing on a Stairs space.

Pits on the top floor take you down to the bottom floor, in the same space as above. The director should include a lot of Pits on the top floor, to enable mobility between the two. Anyone entering a Pit with **Free Movement, Action Movement**, or a Teleport simply moves to the same spot on the first floor. If you enter a Pit using Swap Spaces or Forced Movement, you fall to the first floor, taking 3 Fall damage instead of the usual 2.

Anyone on the first floor who is under a Pit on the second floor may spend 3 Speed tokens to move up to the second floor, in any space adjacent to that Pit on the second floor.

Traffic: Parts of this map have active danger. While this is usually in the form of moving cars, Traffic could also be used to represent an avalanche, active machinery, construction, or any other repeated, clear danger.

When the Arena is created, the Director highlights an area as the Danger Zone. Most of the time, there is no active danger here - you can fight and place obstacles and move through the danger zone without issue. Between rounds is a different story.

Anyone who is currently in the Danger Zone at the end of each Round takes 6 damage. **Armor** and Iron tokens may reduce this damage.

Trick Room: The map folds in on itself. There is no Outside beyond the edge of the map - instead, if you move off the map, you arrive on the opposite side of the map, in the same row or column.

While in a Trick Room, you can move off the map of you own volition, using any type of movement.

Tilted Parameters apply to only one Side of a fight, creating uneven circumstances and difficult fights. A fight can have as many **Tilted Parameters** in play as there are sides to a fight (so usually two, sometimes three), with each side having one **Tilt** applied to it.

***Tilted Parameters** include Chained Down, Disarmed, Enraged, Handcuffs, Keep Em Coming, Overwhelming Power, Too Slow, and Weakened State.*

Chained Down: Each unit on the Tilted side places a Wall next to them during setup. Label this wall with their name - Rex's Wall, for instance They cannot move more than 3 squares away from that Wall. If that Wall is destroyed, they cannot move more than 5 spaces away from the Rubble it leaves behind. If that Rubble is destroyed, they are freed from their chains and may move freely.

These special named Walls are immune to **Open The Path**.

Disarmed: Every unit on this side has lost their weaponry or special attacks. Their Range is set to 1, regardless of their **Stance**. This Range is not increased by **Abilities**.

This Tilt can be used as an **Arena Parameter** instead, and if it is, apply its effects to everyone.

Enraged: This side cannot think straight. Whenever anyone on this side is dealt damage by an enemy, they gain the Challenge token of that enemy, and must discard any Challenge token they already hold.

Challenge tokens granted this way do not trigger **Abilities** that normally trigger on giving someone your Challenge token.

Handcuffs: Every non-Stooge unit on this side is handcuffed to one other non-Stooge unit, either on their side or the opposing side. If two handcuffed units are ever not adjacent to each other, the one that didn’t move away is pulled 1 space at a time until they are adjacent to their handcuffed partner once more.

If either of you is removed from play, both of you are. If one of you falls to zero HP, the other gains 3 Fatigue tokens, but can otherwise move freely, pulling you along as they normally would.

Keep Em Coming: You didn't get to rest after the previous fight. You start this fight with half HP on your current health bar. You also start this fight with half as many Burning, Fatigue, or Weakness tokens as you were holding at the end of the previous fight, rounded up. Any damage you took from **Tests** between these two fights is applied AFTER you set your starting HP for this fight.

Overwhelming Power: Your side is outmatched. At the start of each turn, the unit taking the turn gains 1 Power token, 1 Iron token, and 1 Speed token... unless it is your side's turn, in which case you gain nothing. Only units on the other side(s) gain this benefit.

Too Slow: Your side can't keep up. At the start of every allied turn, the active character discards their lowest die, before rolling their **Action Dice** for the turn.

Weakened State: Your side is drunk, inebriated, or poisoned, and coming into the fight unsteady and weak. At the start of each of your side's turns, the active character gains 1 Burning token, 1 Weakness token, and 1 Fatigue token.

Victory Parameters change the win condition of the fight. The default victory parameter is **Last One Standing** - everyone on all other sides must be Taken Out. However, total domination is not the only metric of success. A fight can only have one **Victory Parameter** - if it uses none of these, it defaults to **Last One Standing**, using the normal rules.

__Victory Parameters__ include King of the Hill, Last One Standing, Outlast, Protect The VIP, Sabotage, Secure the McGuffin, and Tournament Play.

All **Victory Parameters** add this rule to the game, unless stated otherwise:

The Fight Must Go On!: At the end of each Round, all fighters heal equal to twice the Heal Value. The fight does not end when only one side is remaining - it ends when the victory parameter has been met.

King of the Hill: The Director creates a 4x4 King Zone somewhere inside the arena. Obstacles cannot be placed within the King Zone. At the end of each Round, check who is inside the King Zone. If everyone in the King Zone is from the same Side, that side wins the fight. Units at zero HP are not counted for this check. If the zone is empty or has units from multiple sides, the fight proceeds on to the next Round.

Last One Standing: This parameter does not use ***The Fight Must Go On!*** rule. This is the standard **Victory Parameter**, and any fight without a different **Victory Parameter** uses this one.

The fight ends when only one side remains in play. If everyone on all other sides is at zero HP and/or is removed from play at the same time, the side with remaining units wins.

Outlast: This parameter does not use ***The Fight Must Go On!*** rule.

One side is the Survivors, and the other is the Attackers. The Attackers always take the first turn of each Round.

At the end of each round, all Attackers return to play and heal to full HP. At the end of the third round, if there are any Survivors remaining, the Survivors win. If all Survivors are at zero HP or removed from play at the same time at any point, the Attackers win.

If an Outlast victory parameter takes place in a three-sided fight, the third side plays Interference. If there are ever no Attackers remaining in play, the Interference wins, and the Survivors and Attackers lose. The Survivors need to prevent being wiped out, but they can't let the Interference fully wipe out the Attackers either, forcing all sides to interact.

Protect the VIP: Each side nominates one VIP. At the start of combat, each side's VIP gains +10 max HP on their first health bar. When your side's VIP falls to zero HP or is removed from play, the fight ends and your side loses.

Anyone can use Heroic Spirit to donate their turn to the VIP, even if they are still in play and above zero HP. At the start of their turn, the VIP discards any Challenge token they hold, unless the named Challenger is another VIP.

In a three-sided fight, when the first VIP falls to zero HP or is removed from play, their side is removed from play. They can no longer interfere, and the remaining two sides fight it out.

Last team with a VIP remaining in play, wins.

Sabotage: One side is the Saboteurs, and the other is the Defense. Place two Key Locations on the map - these are empty spaces and cannot have any obstacles placed in them, other than a Bomb. The Saboteur team always takes the first turn of each Round.

The Saboteurs gain this **Action**:

1+: Sabotage

Place a Bomb into an adjacent Key Location. You cannot perform this **Action** while an enemy or another Bomb is in the Key Location.

A Bomb obstacle has HP equal to the Bleed Value, and cannot be removed by **Open The Path**. If a Bomb is reduced to zero HP, it is removed from play. At the end of each Round, each Bomb in play scores 1 Point for their team.

If the Saboteurs score 3 Points, they win. If they do not have 3 Points by the end of the third Round, they are driven off, and the Defense wins.

In a three-sided fight, the third side are Renegades. Add a third Key Point to the map. The Renegades side can also use the **Sabotage Action**, but their Bombs score points for the Renegades team, not for the Saboteurs team. If the Renegades reach 3 points, they win.

If both the Renegades and Saboteurs reach 3 points at the same time, the Defense loses, and the two remaining sides must fight it out under a new **Victory Parameter.** Keep everyone on the same map, but the Defense team is removed, a new **Victory Parameter** is declared, no one heals up or discards any tokens they hold, and a new Round starts.

Secure the McGuffin: Place the **Important Thing** into the middle of the arena. Obstacles cannot be placed within 2 spaces of the Important Thing during free placement. Each side places a 3x3 Control Zone in or near different corners of the map, and their units must all start within 2 spaces of this Control Zone. These Control Zones can never have obstacles placed within them, by anyone at any time.

Everyone gains this **Action**:

1+: Grab It!

Pick up an adjacent **Important Thing** that is not being held. You now hold it, and it moves with you until you drop it.

If you bring the **Important Thing** into your control zone, your side wins.

When someone holding the **Important Thing** is moved by the **Action** or **Ability** of anyone other than themselves, they drop the **Important Thing** into the space they started this move. Pushes, Pulls, Teleports, **Action** Movement - all of these make you drop the **Important Thing**.

If you ever teleport, the **Important Thing** remains in the space you teleported from, even if it was your own teleport **Action**/**Ability**.

Tournament Play: When you have a sanctioned, official fight, it is played as a best of 3 or 5. There are no hazards allowed in the ring through free placement - any hazards are placed by the organizers of the event.

At the start of each Round, everyone is placed in set positions, with each side equidistant to one another. Every single player will alway return to this same position at the start of each new Round, returning to play if they had been removed.

If anyone on either side is removed from play by going Outside the ring, their side loses the Round. If two or more units on one side are reduced to zero HP, their side loses the round.

If you reach the end of a Round without any side losing the round, that round is a Draw, and the fight continues. Instead of resetting and healing, simply continue into a new round as normal for a fight. ***The Fight Goes On*** does not trigger during a Draw Round.

Once a side loses two (or three) Rounds, the fight is over, and the other side wins.

Holding A *Panic at the Dojo* Tournament

The **Tournament Play Parameter** represents an in-universe tournament, not tournament play in *Panic at the Dojo* between real life players. If you run such a tournament, you should vary the **Victory Parameters** and **Arena Parameters** each round, with a unique map for every round of the tournament.

For example, let's make a sample tournament with 4 Teams: A, B, C, and D.

In Set 1, Team A will face Team B, and Team C will face Team D. A vs B goes first, on a **King of the Hill Victory Parameter** with **Icy Floors** to complicate things. After a tough battle, Team B manages to end a round inside the King Zone, and takes it.

Team C vs Team D's Set 1 will now take place on the exact same map, with the same battle parameters - **King of the Hill** under **Icy Floor** conditions. As this is another Set 1 match, the conditions must be the same for all teams. Team C handily sweeps the game.

In Set 2, we now have the winners facing off for first place, Team B vs Team C, and the losers fighting to escape last place: Team A vs Team D. Since they are still fighting in the same Set, both games will take place on an identical map under identical conditions. But this is no longer Set 1, so these conditions can now be changed.

For Set 2, our contestants will **Protect the VIP**, while fighting through a **Pyroclasm**! A dangerous set of conditions indeed. Which team will come out on top, and which will sink into the acid below?

Only tactics, guts, and skill will decide!

The Grid

The Grid references the battle map you play on. The map is a square or hex grid where everyone uses a single figure to represent themselves. All heroes and most enemies take up one space on the grid.

The standard size of a *Panic at the Dojo* arena is about 140-180 spaces. While that is large, it is necessary to accommodate the large pushes and potential swarms of obstacles and enemies within the game.

It is recommended that you play *Panic* on a hex grid, as that removes nearly all of the strangeness of the movement and range system inherent in the diagonal movement of square grids. However, if you prefer squares, feel free to continue to use them. The rules accommodate both options.

Average uniform Arena: 8x8x8 Hexes, or 13x13 squares.
Average squished Arena: 6x6x13 Hexes, or 9x18 squares.
Average long, narrow Arena: 4x4x22 Hexes, or 7x28 Squares.

Every space on the border of the arena is either blank or a Wall, so the arena is a little smaller than those numbers indicate. Beyond this grid is the Outside, where anyone sent is removed from play temporarily.

It is recommended that over half of the Arena's edge are Walls, but exactly which spaces are Walls and which are blank are up to the Director's choice. Smaller and more complexly shaped arenas need more Walls, while larger and more open maps do not need as many Walls.

When fighting indoors, all of the outer edges should be Walls, with some gaps for windows and doors people can be thrown through. It is worth noting that ring outs are still possible in an arena with only Walls - you simply need to destroy or move the Walls first.

Free Placement

The grid isn't interesting unless it is full of things to interact with. Terrain is represented by Obstacles, which come in many types - Fog, Pits, Rubble, Traps, and Walls. Free Placement fills the map with these.

There are two steps to Free Placement. First, the Director draws the shape of the arena and determines its size. Then, they add at least one Battle Parameter, and adjust the map accordingly. Then, along each edge of the arena, the Director decides if it is a Wall or an open edge.

For the second step, each player may add an Obstacle to the arena, to fill it out with interesting things to play around. Each player may add a single type of obstacle (Fog, Rubble, Pits, Traps, or Walls). You may add up to 6 spaces of that obstacle, shaped and spaced however you'd like to lay them out.

Once each player has added their obstacles, the Director may either clear some space (if things are too cluttered), add one more obstacle (if they so wish), or let it be. Then, the battle begins.

The Obstacles are found on page 63.

Unit Placement

Once the grid has been drawn and Free Placement has been completed, the enemies place themselves onto the battlefield. The most important unit is placed first and can be placed where they wish - everyone else on their side must be placed within 5 spaces of this unit.

Then, the heroes may place themselves wherever they wish, with two caveats: Any two heroes cannot be more than 7 spaces away from any other hero, and no hero may be placed within 3 spaces of an enemy.

If there is a third side, they also place themselves now, using the same rules as the heroes did.

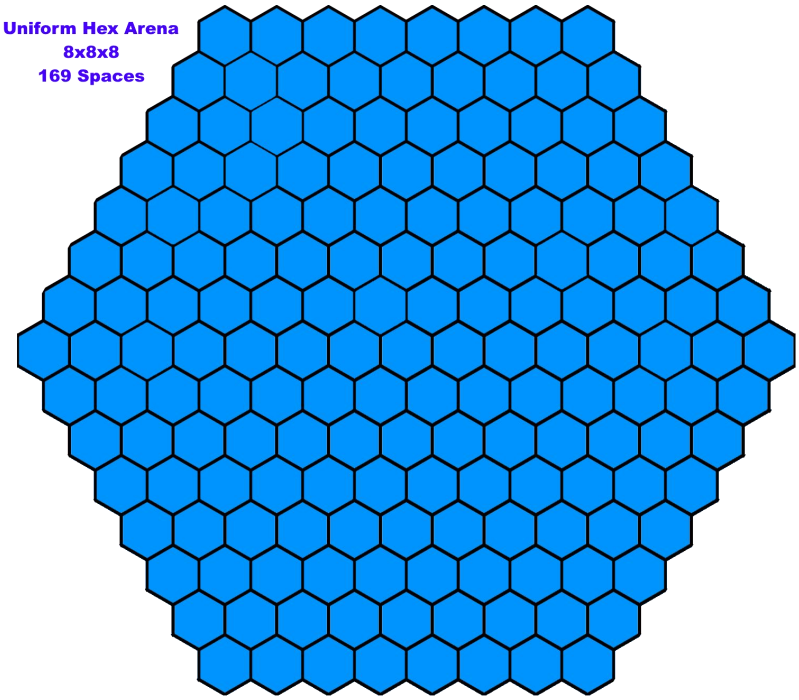
Outside

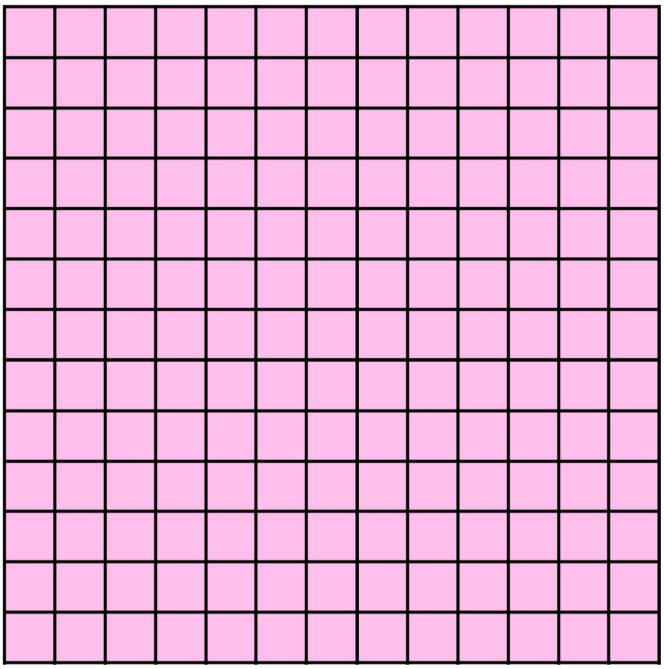
The Grid is the map a fight plays out in, and everywhere outside of that grid is Outside. You cannot move Outside of your own volition - Free Movement, **Action Movement**, and Teleportation can only enter spaces within the Grid.

If forced movement would push or pull you Outside, you stop at the last space on the edge of the arena. You can only go Outside if you are pushed/pulled off while you are already on the edge of the map.

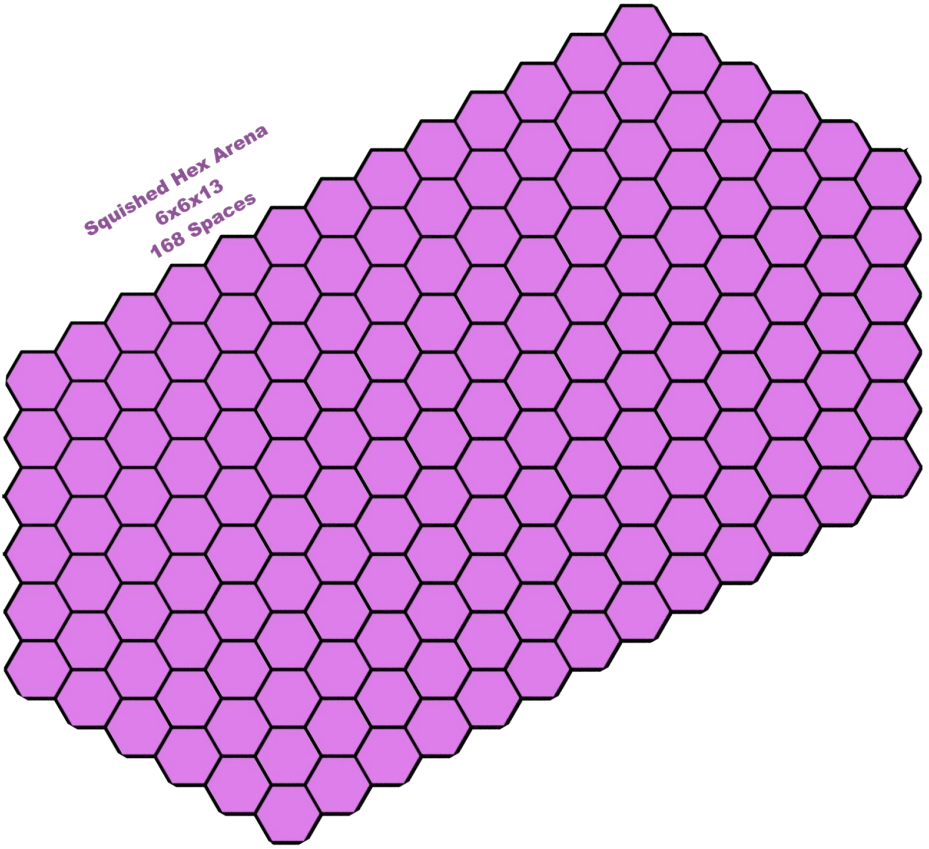
When you are pushed or pulled Outside, you may spend 1 Speed token to save yourself, moving to any space adjacent to the edge space you were pushed from. If you cannot pay 1 Speed token, you become Dizzy, and are removed from play. Stooges that go Outside instead disappear forever.

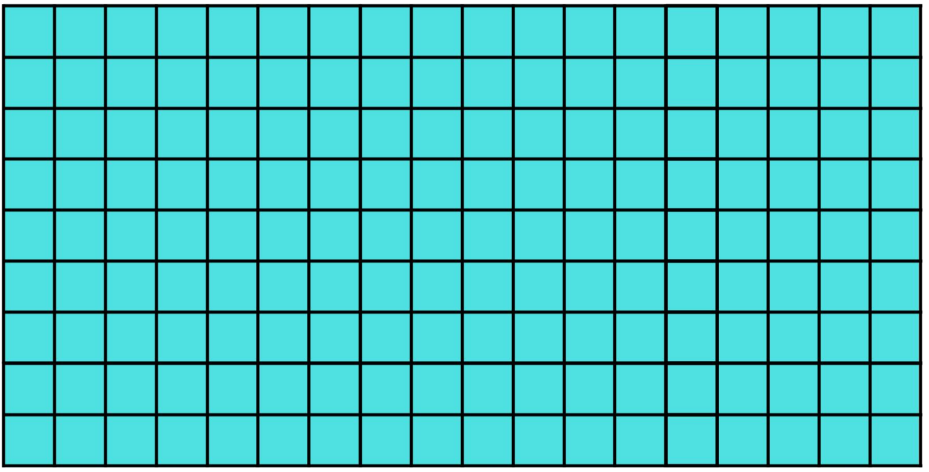
Standard Map Sizes





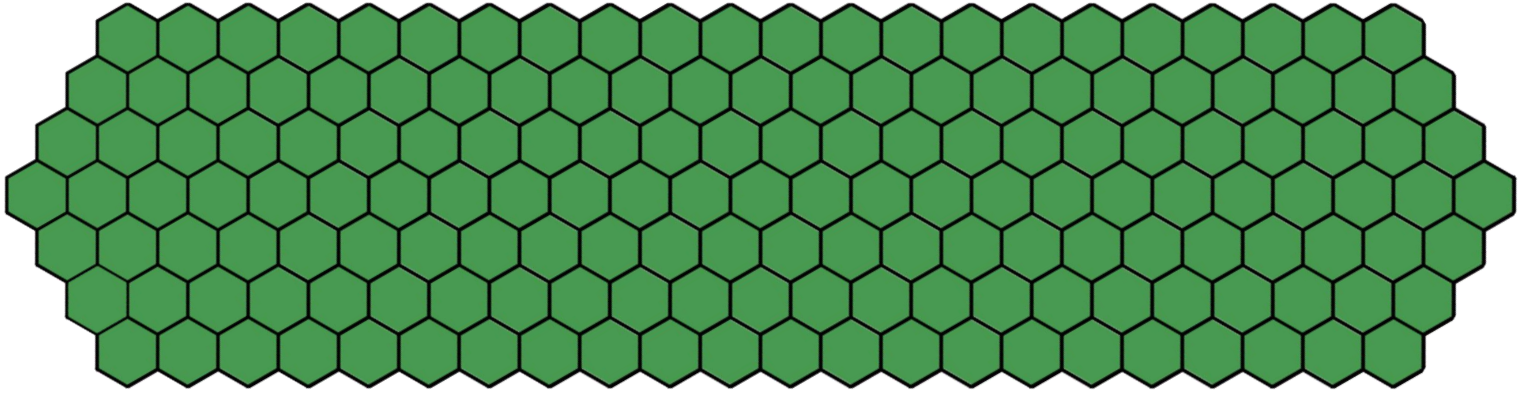
Uniform Square Arena 13x13 169 Squares

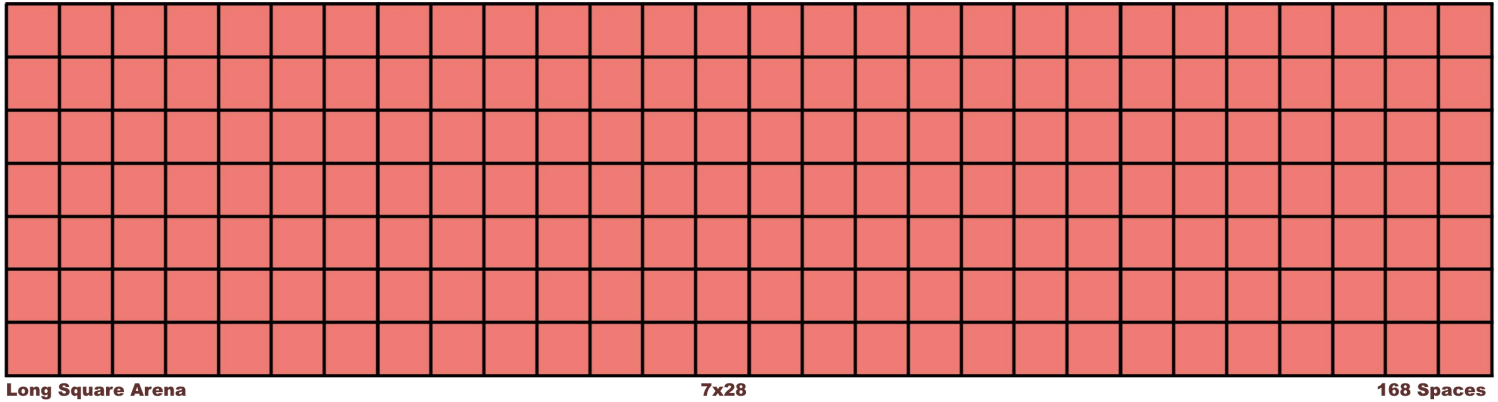




Squished Square Arena 9x18 162 Squares

Long Hex Arena
4x4x22
163 Spaces





Long Square Arena **7x28** **168 Spaces**

Movement

Movement comes in 6 types: Free Movement, **Action** Movement, Teleportation, Swapping Spaces, Forced Movement, and Saving Yourself. Each has specific times when they can be used.

Movement can only be used to enter empty spaces, regardless of the movement type. You cannot enter full spaces. A full space is any space with a Wall, a Copy, or another Unit already occupying it.

Free Movement

Free Movement is performed using Speed Tokens, and there are three main opportunities when you can use Free Movement. During those opportunities, you may move as often as you'd like, as long as you have Speed tokens. You cannot use Free Movement outside of these opportunities.

If you are the Active Character of the current turn, you may use Free Movement before each **Action** you perform.

If you are not the Active Character of the current turn, you may use Free Movement during the **Early Movement Phase** of the turn.

Regardless of who you are, you may use Free Movement during the **Late Movement Phase.** This is your last chance to do so before discarding 3 Speed Tokens during the **End Phase** of the turn.

To use Free Movement, you need to have Speed Tokens. If you do, you may move one space at a time, then discard Speed Token(s) to pay for that movement after. If you still have Speed Tokens, you may continue to use Free Movement. If you run out of Speed Tokens, you cannot use Free Movement.

On a Hex Grid, moving in any direction only costs 1 Speed token.

On a Square Grid, moving orthogonally (North, East, South, West) costs 1 Speed token. Moving diagonally (NE, NW, SE, SW) costs 2 Speed tokens.

Moving out of a Pit costs 1 additional Speed Token. Moving onto Rubble gives you 1 Fatigue token. Moving into a Trap triggers that Trap, dealing 1 damage to you. You cannot use Free Movement to go Outside.

If you have 2 or more Speed Tokens, you may spend 2 Speed Tokens to swap spaces with an adjacent ally. This is both Free Movement and a swap.

Action Movement

Action Movement is any movement granted by **Actions** or **Abilities**. It does not matter who used the **Action** or **Ability** - if it tells you to move, you must move. You always control your own **Action** Movement.

When you use **Action** Movement, **you cannot repeat spaces**. Any space you entered as part of this same movement is not available as a space to enter again.

When an **Action** or **Ability** tells you "move X spaces," you must move EXACTLY that many spaces. If it says "up to X spaces," you may stop early.

If it says "Move until X", you must continue moving until that condition is met. For example, if an **Action** says "Pull yourself adjacent to that enemy," you must move towards them until you are in an adjacent space.

If you move onto a space with Rubble or onto a Pit, your movement ends immediately.

Teleportation

Teleportation is exclusively granted by **Actions** and **Abilities**, but differs from standard movement. When you teleport, you directly enter the destination space, ignoring all spaces between you and your destination.

Teleportation is also safe - if you teleport onto Rubble, a Pit, or a Trap, you do not take damage or gain Fatigue. The **Icy Floors Parameter** does not cause additional movement when you Teleport.

When you are told to **Teleport X**, it means you can teleport to any space within Range 1-X. So "Teleport 3" means "directly enter any empty space within Range 1-3, ignoring all spaces between you and that space."

Swap Spaces

When an **Action** or **Ability** tells you to swap spaces, both you and your target move simultaneously. This is a teleport for both of you. You teleport directly into the space of your target, and your target teleports directly into the space you swapped from.

When you have an opportunity to use Free Movement and you have 2 or more Speed Tokens, you may spend 2 Speed Tokens to swap spaces with an adjacent ally. This is both Free Movement and a swap.

Forced Movement

Forced Movement comes in two types: Pushes, and Pulls. All Forced Movement can be reduced using Iron Tokens. The target of your Forced Movement may spend up to 2 Iron tokens to be pushed or pulled that many spaces less than the full effect would have pushed them.

When you Push someone, each space you push them must be farther away from you than the previous space. You do not need to push them directly away from you, or even in a straight line. If they hit a Wall and still have spaces to be pushed, you can push them left or right along the wall, such that they still keep being pushed farther away from you, you can push them along the Wall.

When you Pull someone, each space you pull someone must be closer to you than the previous space. If you pull someone who is already adjacent to you, you pull them into any space you are both adjacent to. Effectively, you spin them around you freely.

Rubble, Pits, and the Outside stop Forced Movement. If you push or pull someone into a space with a Pit or Rubble, or into the Outside, that movement ends immediately, regardless of how many spaces of movement you had left to push them. Pits will then deal fall damage, and Rubble will then give a Fatigue Token, and the Outside will then remove them from play, unless they can Save Themselves.

Optional Rule: World of Cardboard

If you want to make characters feel more powerful, you may have them destroy the world around them circumstantially, just by being thrown around the battlefield. To do so, implement the following rule:

When you push or pull an enemy into a Wall, *they enter the Wall's space, destroy the wall, and replace it with Rubble. The push or pull ends.*

This rule removes the ability to punch someone with their back against a wall over and over for high damage, but does allow you to punch enemies straight through a wall instead.

Use this rule if you want a more cinematic, super-hero feel to the game. Do not use this rule if you want a more grounded, human level of strength.

Save Yourself

After the last space you are moved using Forced Movement, you get a chance to Save Yourself. You cannot save yourself sooner - only on the last space of that push or pull.

To Save Yourself, simply spend 1 Speed token, then move one space in any direction. This gives you a limited amount of fall control, preventing foes from having total control of your movement outside of the limited Free Movement opportunities. You can always Save Yourself after any Forced Movement, even if the destination space is not dangerous.

If the destination space IS dangerous, Saving Yourself lets you avoid that danger. If you Save Yourself from a Rubble space, you do not gain 1 Fatigue token. If you Save Yourself from a Trap, it does not deal damage to you. If you Save Yourself from a Pit, you do not suffer fall damage. If you Save Yourself from the Outside, you are not removed from play.

Rubble, Pits, and the Outside stop your Forced Movement immediately upon entering them, so you always have the opportunity to Save Yourself from these obstacles by diving into a safe space.

Pits cost 1 extra Speed Token to leave their space, so it will cost 2 Speed Tokens to Save Yourself from a Pit.

Traps do not stop your Forced Movement early. If you are thrown through Traps, those Traps will trigger without giving you an opportunity to Save Yourself, until the last space of that Forced Movement.

The Initiative Meter

Initiative is handled using an Initiative Meter, with several open spaces on it. The number of slots on the Initiative Meter is equal to the number of Health Bars in the fight, multiplied by the number of sides participating in the fight (usually two).

A **Turn** is a single slot on the initiative meter, starting with **Stance** Selection and ending with the End Phase. When a Turn comes up for your team, anyone on that side can take the turn, if they haven't used their turn yet. There is no set "turn order."

A **Round** is the entire run through the meter, from top to bottom. Each side in a fight will get the same number of Turns per Round, no matter what. Turn Order is not retained between Rounds - any Hero can take any Hero Turn, regardless of when they took their turn in a previous Round.

The first slot is always a Hero slot - any hero may go first, and it is up to the players to decide who takes this slot.
After they take their turn, the next slot is an Enemy slot - the Director picks a single unit from their side and takes their turn.
In a three-way fight, the next slot will be a Renegade Slot. Someone from the Renegade side will pick a single unit to take their turn now. If it isn't a three way fight, skip this turn.

The next slot is another Hero slot. Any hero may act now, but not a Hero who has already filled in a slot this Round.
After their turn is another Enemy slot, and like the Heroes, any enemy may take this slot who hasn't had a turn this Round.

This goes down the line until all Heroes have taken a slot, and all enemies have taken a slot, and each Renegade has taken a slot (if present).

If there are more health bars than there are fighters (such as if a Boss is present, or if this is an Uneven Fight), then any fighters with additional health bars will take extra turns.

For example, a Boss with 4 Health Bars gets 4 Turns per Round. Even after some of the Boss's health bars are lost, they will still take 4 Turns each Round, to keep the fight even.

Health Bars

Each health bar has an HP value determined by the Cinematic Weight of the fight. Your health is reduced when you take damage, and it is increased when you heal. You cannot heal above the maximum HP value of your current health bar.

When you have multiple health bars, you take damage to them one by one. When one health bar falls to zero, that health bar breaks, and you can no longer Heal past that point. The hit that broke your health bar does not carry into the next health bar, and the extra damage is lost.

So if you have 4 HP left in your current health bar and take a 10 damage hit, you do not take that extra 6 damage, even if you have a health bar to spare.

On your last Health Bar, HP stops at zero. It cannot go lower. Any amount of healing will revive you from a zero HP state.

Seeing Stars

When a Health Bar becomes zero, it breaks and you become Dizzy until the end of this turn. If it was your last Health Bar, you are Taken Out.

While you are Dizzy, you cannot take damage, you cannot perform **Actions**, and you exit your current **Stance**. You cannot enter a new **Stance** until you take a turn. You still become Dizzy even if you were Taken Out - if an ally heals you, you will get up, but you won't be in a **Stance** until the next time you take a turn.

While you have no **Stance**, your Range is 1. Your **Archetype Abilities, Character Type Abilities,** and **Build Abilities** still apply, but anything your **Stance** gave you - **Form Abilities**, **Style Abilities**, **Unique Actions** - is not available to you.

Becoming Dizzy is especially dangerous for **Reversal** and **Shadow Forms**, or other **Styles** that do similar things, because you will lose your held numbers and speed tokens that you would normally keep.

Taken Out: Zero HP vs Removed From Play

A character is Taken Out while they are at zero HP, while they are removed from play, or while both are true.

A character who is Taken Out cannot take **Actions**, cannot move under their own power, cannot spend tokens, and cannot take their own turn. If a character who is Taken Out is the active character, they still get to change stance at the start of the turn and use relevant **Abilities** in **Phase 2**, but if they are still Taken Out by **Phase 3: Heroic Spirit,** they will give their turn to an ally.

A unit at zero HP remains in play in their space, but they are now Empty Space. Enemies and allies can walk over them freely. They can be targeted by **Actions**, but can only be affected by healing or forced movement. They cannot take damage or be given tokens by other units.

Most characters removed from play can return to play by using the **Comeback Rule**, below. Stooges that leave play are gone forever.

A unit that has been removed from play is not in any space, and cannot be targeted by any **Actions** or affected by any **Abilities**, except for the **Rescue Basic Action**.

The Comeback Rule

At the start of your turn, if you are removed from play, you may pay 3 HP to re-enter the battlefield in any empty space within 3 spaces of the Arena's edge. If you choose not to pay this cost, or cannot pay this cost, you instead give your **Heroic Spirit** to an ally who is in play.

At the start of a new Round, everyone who is removed from play may return to play in any empty space within 3 spaces of the Arena's edge, without paying any HP to do so.

Stooges cannot use the Comeback Rule. If they are all removed from play, the Stooges are permanently defeated.

Heroic Spirit

Even if a unit is taken out, they still take turns!

When you've been taken out and you take a Yutn Slot, your turn begins normally. You choose your **Stance**, activate your **Start Abilities**, and then roll your **Action Dice** for the turn.

But, since you've been taken out, you don't use your **Action Dice** to take your own **Actions** - you choose another player, and give them the numbers you rolled. They take another turn, using your roll and their current **Stance**. This sharing of power is known as your **Heroic Spirit**.

Before giving them your Heroic Spirit, tell them what your hero would want them to do right now. They don't necessarily need to respect your wishes, but they probably should. You did just give them an extra turn.

In this way, even as a battle winds down, each side still gets an equal number of turns. A cornered enemy is at their most dangerous, but so is a cornered hero.

If your **Stance** heals you at the start of the turn, or lets you take your turn while at zero HP, you don't get to use your Heroic Spirit. Instead, you just take your turn as normal.

Abilities while Taken Out

While you are Taken Out, you cannot take **Actions** and your **Abilities** are mostly deactivated, but not completely.

Any part of an **Ability** that targets enemies or allies **does not apply**.
Any part of an **Ability** that would provide passive rules or effects to anyone other than yourself **does not apply**.
Any part that affects only yourself **DOES apply**.

Shadow Form still gives yourself Speed tokens, which you do not discard during the End Phase. **Vigilance Form** still heals you, letting you pick yourself back up and continue your turn as normal.
If an **Ability** gets you back to a positive HP number, your **Abilities** return online and work as normal. If you heal as the first part of an **Ability** (such as with the **Angel Archetype Abilities**), you may continue to use the rest of that **Ability**, now that you are no longer Taken Out.

The Basic Actions

1+ or 3+ or 5+ or 7+ or 9+: Damage

Deal 1 damage to an enemy within range.
3+: Deal 2 damage instead.
5+: Deal 3 damage instead, and Push 1.
7+: Deal 4 damage instead, and Push 2 instead.
9+: Deal 5 damage instead, and Push 3 instead.

1+ or 3+ or 5+ or 7+ or 9+: Throw

Push 1 to an adjacent enemy.
3+: Push 2 instead.
5+: Push 3 instead, and deal 1 damage to them.
7+: Push 4 instead, and deal 2 damage instead.
9+: Push 5 instead, and deal 3 damage instead.

X: Grapple

Target someone within Range 1-**X**. Pull them 2.
4+: Pull 1 more and if they are an enemy, give them 1 Fatigue token.
7+: Pull 2 more and if they are an enemy, give them 2 Fatigue tokens.

3+ or 7+: Stagger

Give 2 Fatigue tokens to an adjacent enemy.
7+: Give them 2 more Fatigue tokens and 2 Weakness tokens.

1+ or 4+: A Challenger Approaches

Challenge an enemy within Range 1-4.
4+: Challenge up to two more enemies within Range 1-4.

1+ or 4+ or 7+: Put It Out!

Discard 1 non-Unique token from someone within range.
4+: Choose one: Discard 1 Unique token from them; ***-or-***
Discard up to 2 more non-Unique tokens from them.
7+: Choose one: Discard 1 Unique token from them; ***-or-***
Discard up to 2 more non-Unique tokens from them.

X: Movement

You gain **X** Speed tokens.

1+ or 4+ or 8+: Open The Path

Target an obstacle within range and destroy it.
4+: Destroy up to 3 obstacles adjacent to the initial target.
8+: Destroy up to 5 obstacles within Range 1-3 of any previous target.

4+: Guard

You gain temporary **Armor**.

5+: Rescue

Choose one: Heal an ally within range; ***-or-*** heal an ally who is not in play, then return them to play into an empty space within range.

Combat Start

Before Combat, determine Stakes, and set the Cinematic Weight. Any consequences of **Troubles**, **Tests** or **Contests** are applied now. This is damage dealt by failed **Tests**, Status Tokens given for failed **Troubles**, or a **Tilted Parameter** applied to the losing side of a **Contest**.

At the start of combat, the first step is to apply **Battle Parameters**. Once that is done, the Director draws the map and decides if each space on the arena's edge is a Wall or blank. Then, Free Placement is used to generate obstacles. Once all that is done, apply Unit Placement.

At the start of the first Round, before anyone takes a turn, each fighter must declare their **Stance**. The Enemies declare first, starting with Stooges, then Warriors, and then Bosses.

You must remain in that **Stance** until the start of your second turn - your first turn will be in the declared **Stance**.

Round Start

At the start of each Round, anyone who is removed from play may return to play in any empty space within 3 spaces of the edge of the Arena. This is part of the **Comeback Rule**.

The Turn, Step-by-Step

1. Stance Select Phase

The active character chooses their **Stance**. On your first Turn of the first Round of combat, skip this phase - you must fight in the **Stance** you chose during Combat Start.

Then, apply the Comeback Rule: If the active character is currently not in play, they may pay 3 HP to return to play in any empty space within 3 spaces of the edge of the Arena. If they choose not to pay this cost, or cannot pay this cost, you must grant your Heroic Spirit in phase 3.

2. Start Phase

Each character resolves all start of turn **Abilities**, in an order of the active player's choice.

If the active character is Taken Out by being at zero HP, their **Abilities** that target others or apply passive effects do not apply. If they have an **Ability** that would apply only to themselves, such as an **Ability** that heals themselves or gives themselves tokens, it still applies, even while Taken Out.

If a Start of Turn **Ability** heals the active character and has other effects after that, they may resolve the rest of the **Ability** after being healed, since they are no longer Taken Out. If you recover from being Taken Out during this phase, you may apply all of your other Start of Turn **Abilities**, as normal.

If you are currently Bleeding, activate your **Character Bleed Ability** now.

3. Heroic Spirit Phase

If the active character is Taken Out, they now use Heroic Spirit to choose an ally. That ally will be the active character, from **phase 5** onward. They remain in their current **Stance** and do not roll any of their own **Action Dice** - they will use the **Action Dice** you roll in phase 4. The chosen ally will now use the **Start Abilities** of their current **Stance**, as if they were the active character.

4. Action Dice Phase

Roll the **Action Dice** determined by your **Stance**. Those numbers are added to your **Action Pool** for this turn, unless you donated them with Heroic Spirit. In that case, they are instead added to the **Action Pool** of the unit you chose with your Heroic Spirit.

Any **Abilities** that add additional **Action Dice** are applied before you roll. Any **Abilities** that modify the numbers in your **Action Pool** apply after your roll.

In the event of a Heroic Spirit turn, only the donating character may modify the **Action Dice** that they roll. The player receiving them simply takes what they are given, and cannot adjust the numbers added to their **Action Pool**.

5. Early Movement Phase

At this time, all characters other than the active character get a chance to use Free Movement, if they have any Speed tokens. If no characters have Speed tokens, skip this step. If multiple do, your allies move first, in whatever order they desire, and then your enemies move, in whatever order they desire.

6. Action and Reaction Phase

The active character takes **Actions**, one at a time, until they cannot or choose not to. Before each **Action** they take, the active character may use Free Movement. After each **Action** the active character takes, all other characters get the chance to take ONE (1) **Reactive Action** each.

Reactive Actions include: **Token Actions**; **Free Actions**; **Dice Actions** if you are holding a number outside of your turn (**Reversal Form**, **Patience Style**, the **Sing Along Action**, etc); using a **Chaos Token** to take an immediate **Action**; or anything else an **Ability** allows you to do during someone else's turn.

Allies get the chance to use **Reactive Actions** before enemies do.

Once all **Reactive Actions** are resolved, the active character regains priority, and may take another **Action**. When the active character has no more **Actions** to resolve, all other characters may each make one last **Reactive Action**, if they have any, then move on to phase 7.

7. Late Movement Phase

At this time, everyone with remaining Speed Tokens gets a chance to use Free Movement. The active player moves first, then their allies may move, and then their enemies may move.

8. End Phase

First, each character resolves all End of Turn **Abilities**, in an order of the active player's choice. Anyone who gains Speed tokens now may immediately spend them, before continuing with the rest of this phase.

Next, Traps deal 1 damage to each character standing on one. A Trap that has already dealt damage this turn does not deal damage again.

Then, resolve all tokens: Burning Tokens deal damage to the active character equal to the number they hold, then they discard half of them (rounded up). Challenge tokens are removed if the character holding it attempted to deal damage to their Challenger this turn. All characters discard 3 Speed Tokens, or all of their Speed Tokens if they have less. If the active character did not move from their starting space this turn, they may discard up to three Fatigue tokens.

Finally, every player empties their **Action Pool**.

Damage Resolution

When someone deals damage to someone else, go through these steps to calculate the damage dealt. The one dealing damage is the Attacker, and the one taking it is the Target.

1. Determine the base damage. This is usually a flat number listed in the **Action**, but may be improved by things like Training Tokens or **Take Aim**. This number is modified during the remaining steps.

2. If the attacker has Weakness tokens, discard one and reduce the damage by 2, to a minimum of zero.

3. Weird effects go here. **Heroic Style's Ability** that splits damage, **Guardian* Style's Ability** that redirects damage, **Rising* Style's** once per turn damage boost, etc.

4. The attacker may now spend 1 Power tokens to increase the damage dealt by 1 and add "Push 1".

5. The target may now spend 1 Iron token to either reduce the damage by 1, or reduce the total Forced Movement of the **Action** by 2. They cannot choose both.

6. The target may now use their Shield to block. They declare if their Shield will block Damage, Burning Tokens, Fatigue Tokens, or Weakness Tokens, then the Shield will block those 1-for-1 until it breaks.

7. If the damage number is still 1 or higher, and the target hasn't used their **Armor** yet this turn, reduce the damage by 3. If the damage is zero or less, the target keeps their **Armor** and does not spend it. If you have multiple sources of **Armor**, the second triggers only blocks 2 damage, and the third trigger (and beyond) will only block 1 damage. Either way, **Armor** will only trigger once per **Damage Resolution** check.

8. If the final number is positive, reduce the target's health by that much, then the Attacker applies all on-hit and on-damage effects to the target.

9. If the target has any **Abilities** that trigger from taking damage or being hit, those apply now. If the final damage was zero, do not trigger any on-damage effects, but on-hit effects are still applied.

Effectively, the order to apply damage modifiers is WEPIA - Weakness Effects Power Iron **Armor**. Weakness tokens apply automatically, then 1 Power token may be applied to enhance the hit, then 1 Iron token may be applied to reduce the hit, then Shields may be applied to reduce damage or incoming Status tokens. Finally, if you would still take damage and your **Armor** has not triggered yet this turn, your **Armor** reduces that damage by 3.

*This **Style** is found in *Panic at the Dojo: Second Strike.*

Action Resolution

When you perform an **Action**, follow these steps in order.

1. Declare your **Action**. Pay any Costs required, and set the value of **X** (if applicable). Determine which **Gates** you will go through, and if it is not all of them, determine where your **Action** will stop. If you have **Poltergeist Tokens** and want to modify this **Action**, you must spend them and choose their effects now.

2. If an enemy whose range you are within has **Control Tokens**, they get the option to **Copy**, **Dodge**, or **Parry** your **Action** now.

3. Go through the **Action** in order, as it is described. Declare targets as they come up in the **Action**. Make any **Choices** as they come up. You cannot make a **Choice** you've already **Chosen**, and **Choices** only happen in the order listed. If you reach a **Gate** you did not pay for, the **Action** ends.

4. If any of your **Action's** targets are holding a **Shield**, they may choose what it blocks now, after seeing what parts of your **Action** will apply to them.

5. Once the **Action** has been resolved, any **Abilities** that trigger after **Actions** are now applied and resolved. The **Abilities** of the user resolve first, then the **Abilities** of any targets resolve next. Then, the **Action** is over.

Maximum Action Pool

You can never have more than 10 numbers in your **Action Pool**. Ten (10) is the maximum. If you would ever have 11 or more numbers in your **Action Pool**, you must immediately discard numbers of your choice until you get down to 10 numbers remaining in your **Action Pool.**

Obstacles

Obstacles take up a single space on the battle map. There are six obstacles: Copies, Fog, Rubble, Pits, Traps, and Walls.

Copies: Copies are replicas of yourself. Every Copy is named after the person they are a Copy of (Hollow's Copy, for example). The named person is their Original. Copies can be targeted as either enemies or as obstacles, but cannot be targeted as allies.

When the Original takes an **Action,** they may use that **Action** as though they were in the location of one of their Copies. Any tokens, healing, or shields that would be granted to a Copy by an **Action** it performs are granted to the Original instead. If that **Action** would cause you to move, move your Copy instead.

You can move your Copies with Free Movement, by spending Speed tokens on them just as you would for yourself.

Abilities that provide a passive benefit within range are not applied through your Copies, unless they say so specifically. **Abilities** that modify **Actions** you perform still apply normally, even if your Copy uses them.

Anything done to a Copy only happens to that Copy, and is not reflected onto the original. Copies have 1 HP. Copies cannot hold tokens or shields. If a Copy is reduced to zero HP, it is destroyed.

Copies count as players, for the purposes of occupying spaces. That is, they are Full Space, but can share their space with any Empty Space obstacles.

When a Copy is created, it does not destroy Fog, Rubble, and Traps at its location, and vice versa. Copies can share space with Fog, Rubble, and Traps (although the damage dealt by Traps will destroy them).

Fog: Enemies inside or adjacent to Fog can only be targeted at **Range 1**. Allies in Fog can be targeted normally.

For the purposes of **Actions** and **Abilities**, anyone benefiting from Fog is 'in Fog,' even if they are standing next to it.

Fog is empty space. It can share space with any other obstacle.

Pits: Pits are holes in the floor that you can fall in. Pits are empty space, and can share their space with Copies, Fog, and/or Traps.

While you are in a Pit, you take 1 less damage from all **Actions** or **Abilities** from Range 3+. Within Range 0-2, Pits provide no damage reduction. In addition, all Forced Movement against you is reduced by 1, to a minimum of zero spaces moved. It is difficult to leave a Pit.

When you enter a Pit using Free Movement, swapping, or teleportation, nothing happens. You simply hop down, and enter the

space. When you enter a Pit using **Action Movement,** that Movement immediately ends.

When you enter a Pit from Forced Movement, however, that push or pull immediately ends, then you take 2 Fall damage. If a Pit is placed directly under you, you take 2 Fall damage. Fall damage cannot be reduced or prevented, except by **Armor**.

When leaving a Pit's space with Free Movement, it costs 1 additional Speed token to do so.

If you are pushed or pulled onto a Pit with Forced Movement, you may spend 2 Speed Tokens to save yourself before you take damage. This costs 1 extra Speed token compared to normally saving yourself, because it costs 1 Speed token to leave a Pit's space.

If you are pushed or pulled from one pit into another pit, you do not take fall damage. If you move from one pit into another pit with Free Movement, it does not cost an additional Speed Token to do so.

Pits are empty space. They can share their space with Fog, Copies, or Traps without issue.

Pit Trap: Shorthand name for a space that contains both a Pit and a Trap. Pit Traps are dangerous, and easily abused with Forced Movement.

Rubble: If you are pushed or pulled onto a space with Rubble, that forced movement immediately ends.

After you move onto Rubble using Action Movement, Free Movement, or Forced Movement, you gain 1 Fatigue Token.

If you are pushed or pulled onto Rubble with Forced Movement, you may spend 1 Speed Token to save yourself before you gain Fatigue.

Rubble can be targeted as an enemy. If Rubble takes 2+ damage in one hit, it is destroyed.

Rubble is empty space, but it doesn't share space with other obstacles nicely. When Rubble is placed into a space, all other obstacles in that space are removed. Obstacles placed on top of the Rubble replace that Rubble, taking the space for themselves.

Traps: When you move into a space with a Trap, it deals 1 damage to everyone in that space.

At the end of every single turn, everyone standing on a Trap takes 1 damage.

Each Trap can only deal damage once per turn.

Traps are empty space. They can share space with Fog, Copies, or Pits without issue.

Walls: No one can move onto, move through, see through, or target enemies through a wall.

Walls block targeting. If it is possible to draw a straight line, starting from anywhere in your space and ending anywhere in your target's space, that goes through a Wall, then that target is not within sight or range.

When a Wall is destroyed by any means, replace it with Rubble.

Walls can be targeted as an enemy. If a Wall takes 2+ damage in one hit, it is destroyed.

Walls are full space. They cannot share space with any other obstacle, except Fog placed on top of them. Any other obstacle placed on a Wall destroys that Wall, replacing it with Rubble that will then destroy that obstacle.

Obstacle Stacking and Replacement

Most obstacles can be stacked into the same space, and do not replace one another. Pits, Traps, Copies, and Fog can all share space together. When you place one of those obstacles onto another obstacle from the list, they remain in the same space together.

The damage caused by Traps will kill a Copy in their space at the end of the turn, but they are allowed to share that space until then. A Pit placed under a Copy will destroy that Copy with fall damage.

On the other hand, Rubble and Walls are destructive obstacles, and can only exist in a space by themselves. Whenever Rubble or a Wall is placed into a space, remove all other obstacles from that space first.

Fog is the only obstacle that may be placed onto Rubble or a Wall. Any other obstacle placed on a Wall will destroy that Wall, replacing it with Rubble and destroying the obstacle that destroyed the Wall. Any other obstacle placed on Rubble will simply replace that Rubble.

Obstacles cannot be placed on top of themselves. You cannot place a Pit onto an existing Pit to trigger more fall damage, and you cannot place a Trap onto an existing Trap to reset its once per turn damage limit.

Other obstacles cannot replace themselves either, but I cannot see a benefit to doing so with those obstacles anyway.

Tokens

Many battle effects are tracked using Tokens. Even moving across the battlefield uses tokens. Tokens let you track buffs, damage, speed, defenses, poison, fatigue, and all sorts of things. Tokens come in three types: **Basic Tokens**, **Status Tokens**, and **Unique Tokens**.

There is a **Token Cap** of 10. You can never have more than 10 tokens of a single type. You can have 10 tokens of as many token types as you want, but as soon as you would gain an 11th token of any type, you stop gaining tokens, and remain at 10.

All tokens share this Cap: Basic tokens, Status tokens, and Unique tokens all. The only exception is the Challenge token - each unit can only hold one Challenge at a time, so they effectively have a Token Cap of 1.

Basic Tokens

Many abilities refer to the **Basic Tokens**, usually by letting you gain or spend a Basic Token of your choice.

The **Basic Tokens** are Iron, Power, and Speed tokens.

Basic tokens are very common among all **Archetypes** and **Forms,** but **Song Form**, the **Cyborg**, and the **Underdog** specialize in Basic Tokens of every variety. The **Preparation** tag mostly means " this gathers a lot of Basic Tokens."

Iron Tokens: Iron tokens are basic tokens that grant damage reduction on demand. Iron tokens are primarily used by **Iron Form** and **Tricksters**, but they are common across many **Archetypes** and **Styles**.

When you take damage from an **Action** or **Ability**, you may spend 1 Iron token to Reduce it. A Reduced Hit deals 1 less damage.

When you suffer Forced Movement (a Push or a Pull), you may spend 1 Iron token to Resist it. A Resisted Force moves you 2 less spaces, to a minimum of zero spaces moved.

You can use both Reducing a Hit and Resisting a Force during a single **Action** or **Ability**, but only 1 Iron token can be spent on each.

Iron Tokens cannot Reduce damage from other sources, like Traps, Burning Tokens, Pits, or **Super Moves**. Only from **Actions** and **Abilities**.

Iron Tokens cannot Resist movement other than Forced Movement. They are helpless against Swaps and Teleports.

Power Tokens: Power tokens are basic tokens that give your attacks more impact. Power tokens are primarily used by **Power Form**, but they are common across many **Archetypes** and **Styles**.

When you deal damage with an **Action** or **Ability**, you may spend 1 Power token to Enhance that hit.
An Enhanced Hit deals 1 additional damage and gains “Push 1.”

Power Tokens cannot Enhance Hits from other sources, such as your **Super Moves**, any Traps or Pits you place, any Burning tokens you give, and other damage dealt outside of **Actions** or **Abilities**.

Speed Tokens: Speed tokens are basic tokens that grant Free Movement. Speed Tokens are primarily used by **Dance Form** and **Shadow Form**, but they are common in many **Archetypes** and **Styles**.

While you hold any speed tokens, you may move one space in any direction at any time before each **Action** you perform. You can also use Free Movement during enemy turns, but only during the **Movement Phases**, or to Save Yourself.

After you use Free Movement, you must discard Speed Tokens. You discard your tokens after moving, so even if you only have 1 Speed token, you can still use it to move diagonally and/or onto Rubble.

If you moved laterally (up, down, left, or right), discard 1 Speed token.
If you moved diagonally, discard 2 Speed tokens.
If you moved onto Rubble, you gain 1 Fatigue token.

You cannot use Free Movement if you have no Speed tokens.

After any Forced Movement that pushes or pulls you onto Rubble, a Trap, a Pit, or Outside, you can spend 1 Speed token to move 1 Space immediately. If you do, you do not suffer the effects of that space. You do not gain Fatigue from Rubble, or take damage from a Trap or a Pit, or get removed from play by leaving the Grid.

At the end of each turn, everyone discards 3 Speed tokens.

Status Tokens

The Status Tokens are Burning Tokens, Challenge Tokens, Fatigue Tokens, and Weakness Tokens. Many **Styles** and **Forms** use these tokens regularly. While the Basic Tokens are all positive and helpful, the Status Tokens are all hurtful debuffs.

Burning Tokens: Burning tokens represent the status of delayed damage, whether you are on fire, bleeding out, or poisoned.

Burning Tokens are primarily used by **Wild Form** and **Flametongue**.

At the end of your turn, if you have any Burning tokens, you take damage equal to the number of Burning tokens you hold. Then, you discard half of your Burning tokens, rounded up.

For example, say you have 5 Burning tokens. When you end your turn, you will take 5 damage, then discard 3 of your Burning tokens, leaving you with 2 Burning tokens left.

Burning token damage cannot be reduced by Iron tokens. Burning tokens eat through Shield HP before regular HP.

Challenge Tokens: Challenge tokens are special. You can only hold 1 Challenge token at a time, and each Challenge has a name attached to it - "Redd's Challenge," for example. If you hold a Challenge token, the person named in that token is your Challenger.

Challenge tokens are primarily used by the **Angel** and the **Punk**.

When an **Action** tells you to Challenge someone, it means “give them a Challenge token with your name on it.” You cannot Challenge someone who is already holding your Challenge.

If you are given a Challenge token while you already hold one, you may choose whose Challenge you wish to keep.

When you hold someone's Challenge, all of your damage-dealing **Actions** must include them as one of their targets. **Actions** without a damage-dealing component, and **Actions** that do not target enemies at all, are not affected by a Challenge. At the end of your turn, if you tried to deal damage to your Challenger this turn, discard their Challenge (even if that damage was reduced to zero).

If your Challenger ever leaves play or falls to zero HP, everyone holding their Challenge discards it immediately.

Fatigue Tokens: Fatigue Tokens represent the status of slowing down, whether you are exhausted, painfully injured, or tied and bound.

Fatigue Tokens are primarily used by **Wild Form**.

While you are holdin any Fatigue tokens, any Free Movement, Action Movement, or Teleport you perform is reduced by 2 (to a minimum of zero), then you discard 1 Fatigue token.

Teleports that place you in a specified space, Swaps, and Forced Movement are unaffected by Fatigue.

At the end of your turn, if you did not move from the space you started your turn, you may discard up to 3 Fatigue tokens.

Weakness Tokens: Weakness tokens represent the status of lost strength, whether you are drained of energy, blinded, or emotionally compromised.

Weakness tokens are primarily used by **Vigilance Form**, the **Demon**, and the **Winterblossom**.

Whenever you deal damage with an **Action** or **Ability**, if you are holding any Weakness tokens, reduce that damage by 2, to a minimum of 0. Then, discard 1 Weakness token.

Unique Tokens

Unique Tokens are tokens only used in a few places, by specific **Archetypes**, **Styles** or **Forms**. These Tokens are described wherever they are generated.

Unique Tokens share the color of the source that generates them - purple for **Archetypes**, blue for **Forms**, or red for **Styles**. Unique Tokens include **Control Tokens**, **Chaos Tokens**, **Mentor Tokens**, **Luck Tokens**, **Poltergeist Tokens**, **Training Tokens**, and others.

Control Tokens: Used by **Control Form** (primarily). They can be used to **Copy**, **Dodge**, or **Parry** enemy **Actions**.

Chaos Tokens: Used by the **Demon** (primarily). They can be used to take a **Reactive Action**, once per turn.

Luck Tokens: Used by the **Underdog**. They can be used after any **Action** resolves to Teleport 3 and Heal 1, once per turn.

Mentor Tokens: Used by the **Teacher**. They improve the power of your Heroic Spirit, and are used to pay for **Remember Your Training**.

Poltergeist Tokens: Used by the **Phantom**. They can be spent when paying for an **Action** to modify the properties of that **Action**.

Training Tokens: Used by **Training Style**. Can be spent after you perform an **Action** to improve a number in your **Action Pool**.

Super Tokens

Some Unique Tokens are only granted by **Super Moves**, and these are called **Super Tokens**.

Super Tokens are a type of Unique Token, and they cannot be interacted with by any **Abilities** or **Actions**. You cannot duplicate them, discard them, steal them, or convert them into any other type of Token.

Chapter 4
Between Combat

What Is A Skill?

In *Panic at the Dojo*, people are larger than life. They aren't like you and me. They aren't mostly well rounded and focused on all the general things that help you survive day to day life. They're focused on doing a few things extremely well, at the exclusion of all other things.

This is what your **Skills** are all about. If you do something related to one of your **Skills**, you are hyper-competent, only able to fail against incredible odds or equally skilled opponents. Someone who is **Unstoppable** can just charge right through a series of walls, rip off a bank vault door, or even punch a car out of their way. They could do all of that in a row, if they wanted to. There's no stopping the **Unstoppable**.

If you attempt to do something outside of your Skills, you are comically inept and guaranteed to be embarrassed, hurt, or put in a bad spot. A **Professional** should be able to drive a car, for example, and most unique skills will also give you that ability, but Truth can't drive. She's a vampire, she never learned. If she got behind the wheel, the scene would cut to three minutes later when Truth is walking out of a 4 way collision and it's somehow on fire.

When you attempt something you just do not know how to do, you fail. You fail miserably and catastrophically and there's not much you can do about it. But don't worry - failure here has no real consequences beyond how you get to what happens next. Whether they drive to their destination or Truth crashes the car into their destination, the heroes will always get where they need to go. It's just a matter of how cool or irresponsible they are doing it.

Your Big Debut

Skills are used outside of battle, at four times: During your **Debut**, to get past some **Trouble**, to handle a **Test**, or to resolve a **Contest**.

A **Debut** is a character's first scene. The Heroes can debut at the start of the game in any order they want. The goal of this scene is to show off. You want to look cool and sell everyone on who your character is.

Begin your debut by setting the scene for us. Tell us where you are, what's happening around you, and what terrible thing is about to happen to you. It should sound like something that happens regularly in your hero's life. Then, describe how you use at least two of your **Skills** to get out of the situation.

For an example of someone's Debut, let's use one of the first scenes in *The Incredibles*. Mr. Incredible is sitting in his too-tiny desk, an old lady wailing across from him about how her insurance just has to cover this or she doesn't know what she's going to do. So how does he handle this? Well, he uses his **Professional** skill to tell her how to get through all the loopholes and make sure she gets coverage. When his boss gets mad at him about this, he gets angry and uses **Unstoppable** to throw his boss through the wall, getting himself fired and setting up the rest of his plot arc for the film.

Once each Hero has made their Debut, the Director will set up a combat scenario for them. This scenario should kick off the plot for the session, with villains who are after something specific the Heroes must protect or also want.

Some of the Heroes may be on different sides in this first fight, only teaming up after kicking some sense into each other. See Switched Sides (page 34) for more information on how to play out such a fight.

Between Battles

Not every problem can be solved with your fists, just most of them. For example, if a car swerves out of their lane straight at you, or you need to get a message out but the phones are jammed, what do you do?

Between fights, there should be one problem to resolve per Hero. If two Heroes work together against a problem, treat it as each of them solving their one problem.

Present the Heroes with problems one after another, and let each Hero step up to solve one of them. These problems often have multiple ways that they can be solved, and whoever jumps in to solve the problem is the one who gets it.

The severity and nature of these between combat problems determines what must be done to resolve them.

If a problem is not immediately dangerous, it is just some **Trouble**. Failure to resolve **Trouble** leads to a small handicap on your next fight.

If a problem is dangerous and could hurt whoever steps up to resolve it, it is instead a **Test.** Failure to resolve a **Test** leads to pain, that lingers into your next fight as lost HP on your first health bar.

If the problem is opposed by a Boss or a Warrior, then it becomes a **Contest**. **Contests** might end the between-combat part instantly, as the loser of the **Contest** can always choose to fight the Contest's winner. The losers will have to fight through a **Tilted Parameter**, though!

A Spot Of Trouble

To resolve a simple **Trouble**, you just need a useful **Skill.** If your **Skill** helps in this situation, you pass with ease, overcoming the problem with style. You're just that good.

If your chosen **Skill** is NOT helpful, well… you comedically fail. You will still make it past the problem, but you do a terrible job. Your attempt goes very poorly, and you suffer for it.

If you fail a Trouble, you enter the next fight with 3 Status Tokens of the Director's choice, appropriate to what you failed to do - either Burning Tokens for lasting injury, Fatigue for something slowing your down, or Weakness if you're nauseous, sick, or disoriented.

Test Your Might

When you are faced with imminent harm, enter an appropriate **Stance** and roll its **Action Dice**. You have one turn in that **Stance** to stop the imminent harm, according to the criteria below. The exact criteria are determined by the **Test** you are trying to overcome. If you cannot meet the criteria in time, you take damage that carries over into your next Fight. This is known as a **Stance Check**.

If you nearly meet the criteria, you take 3 damage. If you fail to meet the criteria, you take 6 damage instead. Iron tokens, **Armor**, and Shields cannot be used to reduce this damage (except for the **Test of Blocking**, which is all about doing just that).

Tests are not part of Combat. They take place exclusively outside of combat, when you face other dangers.

It is possible multiple **Tests** may apply to a danger. The **Test** that the player must take depends on the approach they choose. If there is an oncoming car, perhaps they could destroy its engine block and its momentum with a **Test of Impact**. Or, they could take the hit with the **Test of Blocking** and catch the car. Or perhaps they could try and dodge away from it, with a **Test of Evasion**.

While their approach determines the **Test** they take, the Director may limit their options or veto specific **Tests**. Not every **Test** is always applicable, and they may wish to force a specific **Test** on you.

The primary difference between **Tests of Might** and **Troubles** (using your **Skills** to solve a problem entirely) is danger. Use your **Skills** to resolve situations where you are not directly in imminent harm - use a **Stance Check** when danger is baring down on you.

Stance Checks may also be improved by **Skills**. If you have a **Skill** appropriate to the **Test** you are attempting, you gain one bonus of your choice, from the list below. If multiple **Skills** apply, choose a different bonus for each applicable **Skill**.

You must choose your bonus before rolling your **Action Dice**.

Stance Check Bonuses:

> Gain 3 Basic tokens of your choice.

> Add to your **Action Dice**.

> Add to your **Action Dice**.

> Add to your **Action Dice**.

> After you roll, you may increase one of your numbers by 2.

Test of Aggression: You must destroy an incoming danger. There is a single target with 10 HP. At the end of this turn, if you dealt 10 damage or more, you pass the test unharmed. If you dealt 6-9 damage, you slow it down enough to take 3 damage. If you dealt 5 damage or less, you didn't slow it down at all, and take 6 damage.

Examples: *Disable a robot assailant, tear through a barrier, or punch out a frenzied shark.*

Test of Blocking: An unavoidable danger is coming right at you. At the end of this turn, you will take 8 damage. You may spend any number of Iron Tokens to reduce this damage. Any damage you cannot block will linger into your next fight.

Examples: *Stop an oncoming car, endure a barrage of blows, or catch an incoming meteor.*

Test of Caution: You need patience and a steady hand to see you through. For this test, you only need to roll your **Action Dice** for the turn. If none of your **Action Dice** are the same number, you pass unharmed. If only two match, you take 3 damage. If three or more numbers match, you take 6 damage.

Examples: *Disable a ticking time bomb, negotiate a hostage situation, or perform surgery on yourself.*

Test of Evasion: You must dodge or outrun the danger. If you generate at least 15 Speed tokens, you pass the test unharmed. If you generate 10-14 Speed tokens, you get clipped and take 3 damage. If you generate 9 or less, you fail to avoid the danger and take 6 damage.

Examples: *Drive through an active intersection, parkour through a deadly obstacle course, or outrun an avalanche.*

Test of Impact: You must obliterate the incoming danger, in one strong impact. There is a single target with 5 HP, but it heals to full HP after each hit it takes. At the end of this turn, if you dealt 5 damage or more in a single hit, you pass the test unharmed. If you dealt 3-4 damage in a single hit, you slow it down enough to take 3 damage. If you dealt 2 damage or less, you didn't slow it down, and take 6 damage.

Examples: *Destroy a falling boulder, knock a door off its hinges to get away from a disaster, or subdue a charging bull.*

Test of Many Fists: You must hit as many targets as possible in as short a time as possible. There are three targets within Range of you at all times, each with 1 HP. Whenever one is defeated, a new target appears immediately.

At the end of this turn, if you defeated 8 or more targets, you pass the test unharmed. If you defeated 5-7 different targets, you deflect most of the danger but not all, and take 3 damage. If you defeated 4 targets or less, you failed to make a dent in their numbers, and take 6 damage.

Examples: *Catch a flurry of knives thrown at you, deflect falling debris, or punch out a circling pack of wolves.*

Test of Neutralization: You must put them down without hurting them. There is a single target with infinite HP. If you give the target at least 8 Status tokens, you pass unharmed. If you give them 5-7 Status tokens, they are slowed down, but you take 3 damage. If you give them 4 Status tokens or less, you failed to disable them, and take 6 damage.

Examples: *Tranquilize a raging dinosaur, scare off some punk kids causing trouble, or put an overpowered psychic child to sleep.*

Test of Precision: You need to perform a single, perfect motion to disable this danger. Come up short, and you suffer. Push too far, and you suffer worse. For this test, you need to roll your **Action Dice** for the turn, one at a time. You may stop rolling your **Action Dice** at any time. If your **Action Dice** total **exactly 15**, you succeed. If your total is **14** or less, you back out early, and take 3 damage for coming close. If your total is **16** or higher, you pushed too far - take 6 damage.

Examples: *Shoot a tiny target at range, cut the wick off of lit TNT that was thrown at you, or catch a katana swung at you.*

Test of Quiet: If you get spotted, you will certainly suffer for it. For this test, you only need to roll your **Action Dice** for the turn. If at least three of your **Action Dice** are the same number, you pass unharmed. If only two match, you take 3 damage. If none match, you take 6 damage.

Examples: *Avoid the roving search lights, evade the minotaur within the labyrinth, or sneak past a guard post.*

Test of Sisyphus: You must move something far in a short time. You begin this test next to an object with infinite health, the “Boulder”, that all **Actions** and **Abilities** target as if it were an enemy. If you can push this object at least 8 squares from its initial position, you pass the test unharmed. If you push it 5-7 squares, you take 3 damage. If you push it 4 or less squares from its initial position, you fail to avoid the danger and take 6 damage.

This push does not need to be all at once. If you push it 5 spaces, use Speed tokens to catch back up to it, and push it 4 more spaces, you will pass the test.

Examples: *Pull a bus off the road before something hits it, push a boulder in your way through the passage until you can escape, or carry an injured ally to safety.*

Test of Variety: You need to show a variety of talents and skills as quickly as possible. At the end of this turn, each different type of token you hold is worth 1 point. Having a Shield is worth 1 point. Having **Armor** is worth 1 point. Each different damage value you hit during the turn is worth 1 point *(ie; 1 point for a 1 damage hit, 1 more point for a 2 damage hit, but no points for a second 1 damage hit)*.

If you have 7 or more points, you pass unharmed. If you have 5 or 6 points, you take 3 damage. If you have 4 points or less, you fail and take 6 damage.

Examples: *Parkour through an obstacle course, pass a practical martial arts exam, or perform at a high stakes talent competition.*

Stance Contests

Entirely replacing the **Skill-based Contests** in the initial release of *Panic at the Dojo*, **Stance Contests** involve multiple people making simultaneous **Stance Checks** with the best result taking the win. When multiple units compete over the same thing, without fighting each other (yet), a **Contest** determines who gets it.

Each unit involved in the **Contest** enters a **Stance**, and does their best to meet a certain criteria. If they have any applicable **Skills**, each applicable **Skill** gives them a **Stance Check** Bonus.

If multiple units on the same side compete in the contest together, they each stand on their own merits. The highest result on your team is the only one that matters. For example, in a **Sumo Contest**, if one player generates 9 Iron tokens and the second gets 11 Iron tokens, and they are working together, they both take the 11 Iron token result as their side's attempt to win the **Contest**.

The result of a **Contest** depends on the loser. The winners get what they want - if the losers give up, that's it. If the losers refuse to give up, then the winner of the contest forces a Tilted Parameter on the losing side(s), and a fight breaks out.

In the event of a tie, a fight MUST break out to determine the winner. Nobody gets a Tilted Parameter - you fight evenly.

If you have a **Super Move** that applies to the contest, you may use it, but this will count as your one **Super Move** per fight. That is, if you use a **Super Move** to try to win a contest, you will not be able to use a **Super Move** during the fight that follows. If you are willing to use a **Super Move** to win, the next fight cannot be Featherweight.

Stance Contests may also be improved by **Skills**. If you have a **Skill** appropriate to the **Contest** you are attempting, you gain one bonus of your choice, from the list below. If multiple **Skills** apply, choose a different bonus for each applicable **Skill**.

You must choose your bonus before rolling your **Action Dice**.

Stance Check Bonuses:

> Gain 3 Basic tokens of your choice.

> Add to your **Action Dice**.

> Add to your **Action Dice**.

> Add to your **Action Dice**.

> After you roll, you may increase one of your numbers by 2.

Big Game Contest: You must take down a massive beast, and damage isn't going to cut it. For each competitor, there is a single target with infinite HP. The unit whose target is holding the most Status tokens at the end of the turn, wins.

Examples: *Catch the biggest dinosaur, put down a bear, or take out Mayor Hogar during his speech.*

Crushing Contest: A competition to break something better than anyone else does. There is a single target with infinite HP. The unit that deals the most damage with a single hit wins the challenge. If two hits tie for the most damage, but one of them would have pushed the target farther, the stronger push wins.

Examples: *Smash through hardened steel, karate chop through the most ceramic tiles, or show your master just how strong you've each become.*

Dance Contest: The faster and cooler you are, the better. The unit that has the most Speed tokens wins.

Examples: *Racing to get somewhere first, a quick-draw shoot out, or an actual dance-off.*

Hundred-Hand Contest: You must hit as many targets as possible in as short a time as possible. There are three targets within Range of each contestant at all times, each with 1 HP. Whenever one is defeated, a new target appears immediately. At the end of this turn, whoever defeated the most targets wins.

Examples: *Defeat more henchman than your rival, deflect more falling debris than they do, or compete in a flurry of blows.*

Fencing Contest: You need consistent results over several rounds. For this contest, you only need to roll your **Action Dice** for the turn. Whoever has the most matching numbers in their **Action Pool**, wins. If there is a tie in the amount of matching numbers, the higher value on the matching numbers wins *(example: three **6**'s will beat three **4**'s).*

Examples: *A game of chess or bowling or darts, fight through the preliminaries in a tournament, or win a fencing match.*

Gambling Contest: You need to rely on luck… with maybe a little cheating. For this contest, you only need to roll your **Action Dice** for the turn. Whoever has the highest individual number in their **Action Pool**, wins. If the numbers tie, compare the next highest numbers in each side's **Action Pool**, until you compare a pair of numbers that do not tie.

Examples: *Make a bet on something frivolous, play out a game of poker, or spin the roulette wheel and pray.*

Javelin Contest: The farthest throw will take the day. Each contest begins next to an object with infinite health, their "Javelin", that all **Actions** and **Abilities** target as if it were an enemy. Whoever pushes their javelin farthest from its initial position wins the contest.

Examples: *A Home Run contest, a competing bus pull, or an actual javelin toss.*

Macho Contest: Whoever shows the most guts will wins. There is a single target with infinite HP. The unit that deals the most total damage to the target wins the challenge.

Examples: *Shouting and stancing up at each other, Street Fighter's car destruction minigame, or showing off to one another in stupid ways.*

Negotiation Contest: You need to talk circles around the other guy. For this contest, you only need to roll your **Action Dice** for the turn. Whoever has the least matching numbers in their **Action Pool**, wins. If nobody has any matching numbers, then the highest number wins. If everybody has matching numbers, then the highest value pair wins. Anyone with three or more matching numbers automatically loses.

Examples: *An argument, a legal procedure, or a barter.*

Sumo Contest: Whoever can endure the longest will win. The unit that has the most Iron tokens wins.

Examples: *An eating contest, trying to stay standing in river rapids longest, or avoiding being pushed out of a ring.*

Survival Contest: Terrible danger is coming, and you need to weather it better than they do. At the end of the turn, you will each take three 5-damage hits in a row. Whoever took the least HP damage from this assault wins the challenge.

Unlike a **Test**, this damage does not carry over into the Fight ahead.

Examples: *Survive an avalanche, deflect a hail of incoming gunfire, or drink poison and tough it out.*

Wrestling Contest: You need to overwhelm them with pure strength. The unit that has the most Power tokens wins.

Examples: *Deadlift more than they can, arm wrestle on top of a barrel, or pin the other one down in a contest of wrestling skill.*

Chapter 5
Meeting Heroes

If you're playing *Panic at the Dojo* for the first time, as a Hero character, this chapter is right where you should be! This chapter will go over everything you need to know to create your Hero and their **Stances**.

Color Coding

Some of the most important terms in *Panic at the Dojo* come up extremely often. In order to more easily differentiate them from one another, they have been color coded, as follows.

Forms are **Blue.**
Styles are **Red.**
Stances are **Gold.**
Actions are **Green**.
Character Options are **Purple**.
Skills are **Orange**.
Super Moves are **Alpha Pink** and **Delta Teal.**

Making Heroes

There are three ways to build a Hero: **Focused**, **Fused**, or **Frantic**.

Focused Heroes fall entirely within a single **Archetype**. They are very powerful and excel in the area they focus on, but lack flexibility or versatility compared to other types of Heroes.

Fused Heroes are made by combining two **Archetypes**. You get **Stances** and an **Archetype** ability from both, allowing you to create a blended fighting style unique to you.

Frantic Heroes are made by picking three **Archetypes**, and taking one **Style** from each, then picking three **Forms**. Instead of creating **Stances**, you combine one **Archetype**, **Style**, and **Form** each turn, giving you unparalleled flexibility at the cost of becoming unreliable.

Optional Rule: Niche Protection

If you want each hero to feel unique, you can make it a rule that nobody can pick a **Style** someone else has. Under this rule, **Focused** and **Fused Heroes** can never pick the same **Archetype** as one another, and **Frantic Heroes** need to check in with everyone else about what **Styles** they take.

This rule is optional. Use it if you think it'd make the game more fun, or ignore it if you think it wouldn't. High Level play can become difficult while playing within the Niche Protection rule!

Hero Creation Overview

Creating a Hero involves combining several elements. You will have three **Forms**, the basic building blocks of your combat technique, and three **Styles**, which each modify one **Form** to create a **Stance**. You will have a **Build**, a small passive benefit that always applies to you. You will have between one and three **Archetypes**, depending on which type of Hero you choose. And finally, you will have four **Skills**.

First, you must choose your **Hero Type: Focused, Fused,** or **Frantic**. I do not recommend choosing **Frantic** for your first Hero, while you are new to *Panic at the Dojo*. Once you have chosen, continue from there:

Focused Heroes choose one **Archetype,** and gain its **Focused Ability** - a powerful ability that will always be in effect. Then, they pick three **Styles** from within their **Archetype,** and combine each chosen **Style** with a different **Form**. Write these combinations down, to create their three **Stances**. These **Stances** make up their combat capabilities.

Next, choose a **Build** that fits in with what the Hero wants to do.

Each of their **Forms** gives them one **Skill** - write it now. They may substitute one of those **Skills** for any other. Finally, write a two-word description of the character, as your final **Skill**.

Fused Heroes choose two **Archetypes**, and gain each of their **Fused Abilities** - a weaker ability, but both will always be in effect. Then, they pick two **Styles** from one **Archetype**, and one **Style** from the second **Archetype,** and combine each chosen **Style** with a different **Form**. Write these combinations down, to create their three **Stances**. These **Stances** make up their combat capabilities.

Next, choose a **Build** that fits in with what the Hero wants to do.

Each of their **Forms** gives them one **Skill** - write it now. They may substitute one of those **Skills** for any other. Finally, write a two-word description of the character, as your final **Skill**.

Frantic Heroes choose three **Archetypes,** and gain each of their **Frantic Abilities** - powerful but temporary, with only one n effect at a time. Then, they pick one **Style** from each of those three **Archetypes,** and any three **Forms**. **Frantic Heroes** do not create **Stances** - you instead create **Stances** at the start of your turn, using any combination of **Ability**, **Form,** and **Style** from among the ones you know.

Next, choose a **Build** that fits in with what the Hero wants to do.

Each of their **Forms** gives them one **Skill** - write it now. They may substitute one of those **Skills** for any other. Finally, write a two-word description of the character, as your final **Skill**.

Hero Creation Checklist

Focused Heroes

COMPLEXITY

1: Choose one **Archetype**. You get its **Focused Ability**.
2: Create three **Stances**.
> Each **Stance** must have one **Style** and one **Form**.
> Each **Style** must be from within your **Archetype**.
> Each **Form** and each **Style** must be different.
3: Choose a **Build**. Also gain the **Focused Bleed Ability**.
4: You get three **Skills** from your **Forms**.
> You may replace one of your **Skills** with another one.
5: Create your final **Skill** by writing a two-word description of your Hero.

Fused Heroes

COMPLEXITY

1: Choose two **Archetypes**. You get both of their **Fused Abilities**.
2: Create three **Stances**.
> Each **Stance** must have one **Style** and one **Form**.
> You must have at least one **Style** from each of your **Archetypes**.
> Each **Form** and each **Style** must be different.
3: Choose a **Build**. Also gain the **Fused Bleed Ability**.
4: You get three **Skills** from your **Forms**.
> You may replace one of your **Skills** with another one.
5: Create your final **Skill** by writing a two-word description of your Hero.

Frantic Heroes

COMPLEXITY

1: Choose three **Styles**.
> All three **Styles** must be from different **Archetypes**.
2: Gain three matching **Frantic Archetype Abilities**.
> These **Abilities** must each match the **Archetype** of a **Style** you chose in step 1. If you choose a **Freestyle**, you can pick.
3: Choose three **Forms**.
4: Choose a **Build**. Also gain the **Frantic Bleed Ability**.
4: You get three **Skills** from your **Forms**.
> You may replace one of your **Skills** with another one.
6: Create your final **Skill** by writing a two-word description of your Hero.

Hero Building Advice

When making a hero, no matter which kind, you'll want to build your character with three goals in mind. First is **Stance Diversity**, the second is **Character Focus**, and the third is your **Tactical Role**, which could also be considered your Win Condition. These goals are a bit at odds with each other, but finding the right balance is important for having a strong, useful, powerful, and (most importantly) fun character.

Stance Diversity

Stance Diversity refers to taking advantage of the fact that each of your **Stances** completely changes how your character functions. You want to be able to become whatever you need, right now. **Frantic Heroes** should emphasis **Stance Diversity** when picking their **Forms** and **Styles**, because they have more flexibility than anyone else mid-combat.

To get the most out of **Stance Diversity**, each of your **Stances** should be good in completely different situations. You'll want to pick three things you want to do, and make one **Stance** for each: Aggro, Desperation, Guard, Mobility, Preparation, Ruin, Support, Technical, or Zoning.

There will always come a time when you need to deal a lot of damage, right now, and that's what an **Aggro Stance** is for. Just make a **Stance** that hits things, hard. **Blaster Form** and **One-Two Form** are ideal.

Vigilance Form's start-of-turn heal and **Wild Form's** everything make up the core of what a **Desperation Stance** is. This is a comeback **Stance,** where you rise up from defeat stronger and more dangerous than before.

Guard Stances stop the pain and discourages enemies from hitting you specifically. **Thorns Form** and **Iron Form** are the main defensive forms.

A **Mobility Stance** is useful for getting out of trouble and taking advantage of positioning. **Shadow** and **Dance Form** are the big ones, letting you get just where you need, when you need to be there.

Preparation Stances build you up, letting you grow out of control if your foes ignore you. **Power Form** and **Iron Form** embody this, giving you lots of Power or Iron tokens to destroy your foes on the next turn.

Ruinous Stances are your means of stopping whatever your foe is trying to do, breaking their combo. **Control Form** and **Reversal Form** are best here, allowing you to respond to or negate your opponents' **Actions**.

Support Stances are for keeping the team going when things get rough. Anything that heals, moves, or gives tokens to your allies can work. **Song Form** is THE support **Form**, but **Vigilance** and **Iron** dip their toes in here too.

Technical Stances weigh down your foe with Status Tokens, making their lives difficult and painful. **Vigilance Form** is the only **Technical Form** - you primarily get these from **Archetypes**, like **Flametongue**.

Zoning Stances keep your foes at a distance, using obstacles, forced movement, and/or superior range to prevent them from hurting you. **Blaster Form, Control Form,** and **Shadow Form** are all excellent **Zoning Stances**.

Character Focus

On the other end of things, you also need to make sure your character has a focus. **Character Focus** refers to a character's ability to reliably do something specific, to work towards a game plan. **Focused Heroes** obviously care about this more than anyone else, as they want to be able to take advantage of the powerful **Focused Ability** their **Archetype** gives them.

It's a little hard to explain character focus without an example, so let's use an example. Say you're making a **Focused Winterblossom**.

Focused Winterblossom

At the start of every turn, give 1 Weakness token to one enemy within range of you or your Copies.

Every turn, you hand out a Weakness token for free! The only thing you need to do it is keep an enemy within range. So immediately, you want to make a hero who keeps her enemies close. Mobility Stances are useful, but not as useful as increased range. Guard and Zoning Stances are the obvious choice, but it wouldn’t hurt to have an Aggro or Desperation option, too.

The **Winterblossom Styles** all feed into this already - they lack mobility, but they give you range and some tricks to extend your range with Copies or seeing through walls. But you want to pick **Forms** that improve upon this **Ability's** potential, because you want to use it often. So **Control Form** and **Blaster Form's** extra range is perfect, as is **Shadow Form** and **Reversal Form's** ability to move around outside of your own turn. **Vigilance** gives you a revival tool that can also give out more Weakness tokens, and **Thorns** plays well as a defensive means of increasing your damage.

Proper character focus is about identifying the one thing you want to be doing every time you get the chance, and building your character around that.

It means more than just your **Archetype Ability**, although that is a major factor. If you want to play a support hero or an aggressive hero, you might want to make two **Stances** within that role that fulfill different needs. **Power Form** and **Blaster Form** are both **Aggro Forms** that potentially deal a ton of damage, but they're good in different situations, so if you want to always be dealing high damage, then maybe you should make a **Stance** with each.

Tactical Role

Which leads us into determining your **Tactical Role** - what should your **character focus** and **stance diversity** build up to? Your Tactical Role is your win condition, the method by which you will defeat any foe you come across. After hundreds of fights in *Panic at the Dojo*, I have identified five successful Tactical Roles you can build towards:

Attrition is a style of play built on surviving the longest. You will outlast and outlive your foe, slowly wearing them down as they throw themselves at you again and again. You just will not die, but they will. Eventually.

Guard Stances are especially good for this, since you need to survive, but you also need to eventually win. A Technical Stance can weaken your foes and give you openings to crush them. A Desperation Stance can help you back up if they break through you, or help you to finish them if you gain the upper hand.

Flametongue and Winterblossom favor the Attrition-based style of play.

Growth is built on growing stronger as a match goes on. You set up, gaining powerful tokens and buffs to allow you to, at some point, go all out and crush someone. You want to gain tokens and Shields, and stay out of the main fight, until your setup is complete and you can fly in like a wrecking ball.

Preparation Stances are the bread and butter of this playstyle, but you can also get there with Support. Growing your allies into the wrecking ball works just as well! And once you've set up, you need an Aggro Stance to switch into so you can catch and destroy your foes.

The Cyborg, Teacher, and Underdog are all Growth-focused Archetypes.

Harrier is a playstyle centered on avoiding danger, while still being dangerous yourself. If you can keep peppering your foes with damage, but they can't hit you back, you will eventually, inevitably, come away with a win.

Zoning Stances define a Harrier, but once enemies catch up, you will need a Mobility Stance to get back into your comfort zone. If you can't get an opening, a Guard Stance can set you up to maintain your distance and keep your lead strong, until the next opening to strike becomes available to you.

Cavalry, Gunkata, and Phantom all love to play Harrier.

Rushdown runs in and smashes faces before they can do all their tricks. Before a Growth style sets up, before a Harrier can flee, before the Attrition can start to tick down, before a Saboteur can stop you - the Rushdown runs on ahead and slams into them with the force of a hurricane.

Obviously, you need an Aggro Stance. The entire focus of a Rushdown character is being a big enough threat to force your foes onto the backfoot. You need a Mobility Stance to catch them and pin them down, especially if you have to switch targets after defeating one. And once you have the upper hand, a Ruinous Stance can help you to keep it.

Demons, Punks, and Wardancers will all rush into battle at a moment's notice, always ready to throw down for the fun of it.

Saboteurs stop their foes from doing whatever they want. You won't be able to stop everything, that's impossible, but you can make all they want to do difficult, obnoxious, and require a lot more thinking than they want to do. A Saboteur makes the battlefield complicated, ruins their foes' set ups and plans, and tries all they can to keep their enemies out of their comfort zone. You know they would overpower you if you let them do their thing - so you won't let them. Certainly not for free.

A strong Ruinous Stance forms the core of the Saboteur role. A Zoning Stance supports it well and allows you to continue to hassle from afar, without needing to put yourself into danger. And a Technical Stance is excellent for weakening foes and making their damage output suffer.

The Angel and the Trickster are Saboteur specialists.

These two goals of **stance diversity** and **character focus** are at odds, but only mildly. You just need to keep **character focus** in mind when picking your **stance diversity**. Know what you want your hero to do, and build diverse **Stances** that each feed into different aspects of your focus.

Builds

Each hero chooses a **Build**. Your **Build** represents an inherent part of you that gives you an edge over everyone else. While your **Stances** represent your combat training and technique, **Builds** represent your physical self and who you are as a person.

When you take damage that reduces your HP to the Bleed Value or less, you Bleed. You can only Bleed once per Round.

If you heal above the Bleed Value and fall below it again during the same Round, you will not re-trigger your **Build Ability**. If a new Round starts and your HP is below the Bleed Value, "When you Bleed" Abilities will not trigger until you take damage during that Round.

Build Abilities are **Unblockable**.

Brute

You are a raging bull, powering through everything holding you back.

When you Bleed, you discard up to 6 Status Tokens you hold.
Once per turn, after you move into an obstacle's space, destroy all obstacles in that space and ignore their effects.

Cryptid

You are a myth, a rumor, a fairy tale. Were you ever even there?

At the start of each Round and when you Bleed, you may place Fog into your space or an adjacent space.

Fool

You're always in a hurry, scrambling directly into (or away from) trouble.

At the start of each Round and when you Bleed, you may Move 3.

Freak

Your body is strange and unnatural, and your movements are difficult to follow.

When you Bleed, you may Pull yourself 2 towards an enemy you can see, then give 3 Fatigue tokens to an enemy within range.

Grim

You always expect the worst, and you intend to survive it.

When you Bleed, you gain temporary **Armor**.
Once per turn, after your **Armor** was triggered by an enemy **Action**, you may Push 2 to that enemy.

Guardian

You are a devoted defender, keeping your allies safe at any cost.

When you Bleed, up to three allies you can see each gain 1 Iron token. You may pay HP equal to the Heal Value to give them each 2 Iron Tokens instead.

Hero

Your inspiring presence invigorates allies when they see you come to their aid.

When you Bleed, you and one ally you can see each gain **Shield 2**.

Leader

Your minions follow you wherever you go, and snatch you away from danger.

At the start of each Round, you may place up to 2 Copies into empty spaces within Range.
When you Bleed, place a Copy within range, then teleport into an empty space adjacent to one of your Copies that you can see.

Lightfoot

You have boundless stamina, quickly and easily hopping along terrain.

At the start of each Round and when you Bleed, you gain 2 Speed tokens and may Move 1.

Monster

You are a vicious villain who shows no remorse, a devil in disguise.

When you Bleed, give 3 Burning tokens to the enemy that made you Bleed. If this was triggered by damage that was not dealt by an enemy, give these Burning tokens to an enemy you can see.

Powerhouse

You are strong. That is all that you need. The world crumbles around you.

When you Bleed, you gain 2 Power tokens.
At the start of each Round, you may place Rubble within range.

Rat

You play dirty and are willing to use cheap, unfair methods to win.

At the start of each Round, you may place a Trap within range.
When you Bleed, you may place a Pit into an adjacent space.

Scarred

You have had a difficult life, and it shows.

At the start of each Round, you give 1 Weakness token to up to two enemies you can see.
When you Bleed, give 1 Weakness token to each enemy you can see.

Temple

Your body is your god, the basis of your worship, and you maintain it well.

When you Bleed, you heal.
Your first Health Bar has additional HP equal to the Bleed Value.

For example, in a Middleweight fight, you will have 24 HP on your first health bar, then 20 HP per health bar for any after that.

Archetypes Reference List

For convenience, here is a list of all the **Archetypes** and what they focus on, organized by their complexity rating. More complex **Archetypes** are more difficult to play, but are not stronger than simpler **Archetypes**.

COMPLEXITY

Cavalry: A Mobility Support leader focused on Shields and movement.

Flametongue: An Aggro Technical maniac focused on Burning tokens.

Punk: A Desperate Aggro kid focused on revenge.

Wardancer: A Mobile Aggro brawler focused on high numbers.

COMPLEXITY

Angel: A Ruinous Guard tank focused on Challenge tokens.

Cyborg: A Preparation Technical warrior focused on all Basic tokens.

Gunkata: An Aggro Zoning fighter focused on long range damage.

Teacher: A Supportive mentor focused on Preparing their allies for battle.

Winterblossom: A Technical Guard bastion focused on Weakness tokens.

COMPLEXITY

Demon: A Ruinous, Mobile monster focused on combo breaking.

Phantom: A Ruinous Zoning spirit focused on controlling positioning.

Trickster: A Zoning Guard jester focused on deception and trickery.

Underdog: A Desperate nobody who relies on Prepared luck and tenacity.

Focused Heroes

COMPLEXITY ★☆☆

The first step to building a **Focused Hero** is to choose a single **Archetype** that defines your fighting style. **Focused Heroes** embody their chosen **Archetype**, and exemplify its strengths and its weaknesses.

The **Archetypes** are found in **Chapter 7**.

Once you have chosen an **Archetype** you like, you get that **Archetype's Focused Ability**, which will be found in a purple box. This is a strong **Ability** that applies regardless of your current **Stance**.

Then, you need to make three **Stances** for your Hero. A **Stance** is made by picking one **Style** from your **Archetype**, and combining it with one basic **Form**, from **Chapter 6**.

Each of your **Stances** must be made using a different **Style** and **Form**. For example, a **Flametongue** cannot have both **Inferno Blaster Stance** and **Phoenix Blaster Stance**, and they cannot have both **Inferno Wild Stance** and **Inferno Vigilance Stance**, either.

Next, you must pick a **Build** from page 88. Like your **Archetype Ability**, your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Eccentric Gambler**, or **Terrified Clerk**, or **Enraged Wrestler**.

Focused Bleed

Your focused commitment and training will not fail you.

At the start of your turn, if you are Bleeding, then when you roll your **Action Dice** for this turn, re-roll each die with a value of 2 or less. Keep rolling until none of your dice have a value below 3.
(For any pre-set numbers, set any 1 and 2 values to 3.)
Usable once per fight.

Focused Hero Advancement

Level	XP	Bonus Die	+HP	Benefit
1	0	-	0	**Focused Hero Traits**
2	5	D4	1	1st **Super Move**
3	10	D4	2	**Improved Focus**
4	15	D6	3	4th **Stance**
5	20	D6	4	Gain a **Fused Archetype**
6	25	D8	6	2nd **Super Move**; 5th **Stance**
7	30	D8	7	**Greater Focus**
8	35	D10	8	6th **Stance**
9	40	D10	9	Improved **Fused Archetype**
10	50	D12	10	**Focused Mastery**

After every fight that ends in victory, the heros gain 2 XP.
After every fight that ends in a loss, the heroes gain 1 XP.

When they reach 5 XP, Level Up! All Heroes are always the same level, even if a new player joins late. Every 5 XP, increase your level, except to reach level 10, which requires 10 XP to obtain.

Level 1 is the default state of the game, with a fully built character. Level 10 is the maximum, when you are a master with nothing more to learn.

When you Level Up, you may swap out one **Form** or **Style** for another valid option, within any of your **Stances**. You cannot swap to an illegal **Stance** - if you are a **Frantic Hero**, for instance, you must continue to have at least one **Style** from each of your **Archetypes**.

Focused Hero Traits: You have the **Focused Ability** of one **Archetype**. You have three **Stances**, made using **Styles** available only to that **Archetype**. And you have the **Focused Bleed Ability**.

At level 2, you gain your **Bonus Die**. It starts at D4, but at every even level after that (4, 6, 8, and 10), it increases by one size until level 10, when it becomes the mythical D12, an **Action Die** spoken of in legends, only wielded by the mightest of martial artists who have attained perfection.
When you roll your **Stance's Action Dice** at the start of your turn, you also roll your **Bonus Die** and add the result to your **Action Pool**.

At level 2, you gain increased HP. The bonus HP increases by 1 at each level afterwards, and by 1 more at level 6.
This HP bonus increases the amount of HP in your Health Bar. If you have multiple Health Bars, each one is improved by your bonus HP.

At level 2 and level 6, you gain one **Super Move**. Each **Archetype** has two different **Super Moves** available - the **Alpha Super** and the **Delta Super**. **Alpha Supers** are more straightforward and damaging, while **Delta Supers** are weirder and require more skill to get the most out of them. This **Super Move** can be chosen from any **Archetype** you have an **Ability** from.

At level 3, you gain **Improved Focus**. Your dedication to your singular combat **Archetype** has paid off. **Once per Round**, after you see the results of any **Action Dice** you have rolled, you may re-roll up to three of them. You must take the new results, even if they are worse.

At levels 4, 6, and 8, you gain an additional **Stance**. The **Stance** gained at level 6 must use a **Style** from the new **Archetype** you gained at level 5.

At level 5, you gain a second **Archetype**. Choose any **Archetype** other than the one you already have, then gain its **Fused Ability**.

At level 7, you gain **Greater Focus.** Gain the **Fused Ability** of your original **Archetype** - you now have both the **Focused** and **Fused Abilities**.

At level 9, replace the **Fused Archetype Ability** you gained at level 5 with its **Focused Archetype Ability**.

At Level 10, you have achieved **Focused Mastery**, and your total physical control is beyond mortal comprehension.

After you roll your **Action Dice** for the turn, select one number in your **Action Pool** and change it to any number you wish, between **1** and **9**.

Fused Heroes

COMPLEXITY ★☆☆

The first step to building a **Fused Hero** is to choose two **Archetypes** you want to fuse together. **Fused Heroes** blend two **Archetypes** into their own unique combination, and are extremely varied in their focus.

The **Archetypes** are found in **Chapter 7.**

Once you have chosen two **Archetypes** you like, you get those **Archetypes' Fused Abilities**, which are found in a purple box. These **Abilities** apply regardless of your current **Stance**.

Then, you need to make three **Stances** for your Hero. A **Stance** is made by picking one **Style** from your **Archetypes**, and combining it with one basic **Form**, from **Chapter 6**.

Fused Heroes must pick at least one **Style** from each of their two **Archetypes**. The third **Style** can be from either **Archetype**.

Each of your **Stances** must be made using a different **Style** and **Form**. For example, a **Punk** cannot have both **Bleeding Song Stance** and **Bleeding Wild Stance**, and they cannot have both **Brawling One-Two Stance** and **Knockdown One-Two Stance**, either.

Next, you must pick a **Build** from page 88. Like your **Archetype Ability**, your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Secretive Vampire**, or **Sad Clown**, or **Troubled Cop**.

Fused Bleed

Your creative fusion of multiple disciplines allows you to push yourself to the limit.

At the start of your turn, if you are Bleeding, then you heal, gain 2 Power tokens, gain 2 Iron tokens, gain **Shield 2**, and may Move 2. Usable once per fight.

Fused Hero Advancement

Level	XP	Bonus Die	+HP	Benefit
1	0	-	0	Fused Hero Traits
2	5	D4	1	1st Super Move
3	10	D4	2	Improved Fusion
4	15	D6	3	4th Stance
5	20	D6	4	3rd Fused Archetype
6	25	D8	6	2nd Super Move; 5th Stance
7	30	D8	7	Greater Fusion
8	35	D10	8	6th Stance
9	40	D10	9	4th Fused Archetype
10	50	D12	10	7th Stance; Fusion Mastery

After every fight that ends in victory, the heros gain 2 XP.
After every fight that ends in a loss, the heroes gain 1 XP.

When they reach 5 XP, Level Up! All Heroes are always the same level, even if a new player joins late. Every 5 XP, increase your level, except to reach level 10, which requires 10 XP to obtain.

Level 1 is the default state of the game, with a fully built character. Level 10 is the maximum, when you are a master with nothing more to learn.

When you Level Up, you may swap out one **Form** or **Style** for another valid option, within any of your **Stances**. You cannot swap to an illegal **Stance** - if you are a **Frantic Hero**, for instance, you must continue to have at least one **Style** from each of your **Archetypes**.

Fused Hero Traits: You have the **Fused Abilities** of two different **Archetypes**. You have three **Stances**, and you have the **Fused Bleed Ability**. One of your **Stances** must be made using a **Style** from your first **Archetype**, the second **Stance** must be made using a **Style** from your second **Archetype**, and your third **Stance** can either have a **Style** from either **Archetype**, or use a **Freestyle**.

At level 2, you gain your **Bonus Die**. It starts at D4, but at every even level after that (4, 6, 8, and 10), it increases by one size until level 10, when it becomes the mythical D12, an **Action Die** spoken of in legends, only wielded by the mightest of martial artists who have attained perfection.
When you roll your **Stance's Action Dice** at the start of your turn, you also roll your **Bonus Die** and add the result to your **Action Pool**.

At level 2, you gain increased HP. The bonus HP increases by 1 at each level afterwards, and by 1 more at level 6.

This HP bonus increases the amount of HP in your Health Bar. If you have multiple Health Bars, each one is improved by your bonus HP.

At level 2 and level 6, you gain one **Super Move**. Each **Archetype** has two different **Super Moves** available - the **Alpha Super** and the **Delta Super**. **Alpha Supers** are more straightforward and damaging, while **Delta Supers** are weirder and require more skill to get the most out of them. This **Super Move** can be chosen from any **Archetype** you have an **Ability** from.

At level 3, you gain **Improved Fusion**. Your unusual fighting style has produced unusual results. **Once per Round**, after you see the results of your **Action Dice**, you may either add a 2 to your **Action Pool**, or increase the value of one number in your **Action Pool** by 1.

At levels 4, 6, 8, and 10, you gain an additional **Stance**. The **Stance** gained at level 6 must use a **Style** from the new **Archetype** you gained at level 5. The **Stance** gained at level 10 must use a **Style** from the new **Archetype** you gained at level 9.

At level 5, you gain a third **Archetype**. Choose any **Archetype** other than the two you already have, then gain its **Fused Ability**.

At level 7, you gain **Greater Fusion.** Choose one of your **Fused Abilities** and replace it with the **Focused** version of its **Ability**.

At level 9, you gain a fourth **Archetype**. Choose any **Archetype** other than the three you already have, then gain its **Fused Ability**.

At Level 10, you have achieved **Fusion Mastery**, and your mental control over a variety of disciplines is beyond mortal comprehension.

After you roll your **Action Dice** for your turn, select one number in your **Action Pool** with a value of 6 or less, and add a copy of that number to your **Action Pool**.

Frantic Heroes

COMPLEXITY ★★★

Frantic Heroes are the most difficult Heroes to build and play. They do not have a unifying theme, like other Heroes do. They are a hodgepodge of whatever you want. They lack the consistent power of other Heroes, but make up for it with unparalleled flexibility.

In combat, **Frantic Heroes** are ever-changing. You do not create set **Stances**, like every other Hero does. Instead, you build them on the fly, as you need them. You have the **Frantic Versatility Ability**:

Frantic Versatility

When you are the active character, at the start of **Phase 1** of your turn, you pick one **Frantic Ability**, one **Style**, and one **Form**, and combine them to create your **Stance** for the turn. You cannot pick an **Ability**, **Style**, or **Form** that you used on your previous turn.

The first step to building a **Frantic Hero** is to find three **Styles** you like, from **Chapter 7**. These **Styles** can be from any **Archetype,** but each **Style** must be from a *different* **Archetype**.

Second, you gain three **Frantic Archetype Abilities**. These **Archetype Abilities** come from the **Styles** you picked. For example, if you pick **Bleeding Style** as one of your three **Styles**, then because that **Style** is from the **Punk**, you get the **Frantic Punk Ability**.

Then, you need to pick three **Forms** from **Chapter 6.** They can be any **Forms** you like, but you'll want to pick **Forms** that have synergy with more than one of your **Styles**, so you have options during play. Be sure to write them down with the **Form Name** you want to use.

Next, you must pick a **Build** from page 88. Your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**. It is the only constant in a **Frantic Hero's** abilities.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Overconfident Punk**, or **Fiery Athlete**, or **Old Soldier**.

Frantic Bleed

Your frantic desperation keeps you going when your blood starts flowing.

At the start of your turn, if you are Bleeding, then **choose one**:

Add D10 to your **Action Dice** this turn; ***-or-***

add D6 D4 to your **Action Dice** this turn.

Usable once per fight.

Frantic Hero Advancement

Level	XP	Bonus Die	+HP	Benefit
1	0	-	0	Frantic Hero Traits
2	5	D4	1	1st Super Move; 4th Form
3	10	D4	2	Improved Frenzy
4	15	D6	3	4th Style
5	20	D6	4	Gain a Fused Archetype
6	25	D8	6	2nd Super Move; 5th Form
7	30	D8	7	Greater Frenzy
8	35	D10	8	5th Style
9	40	D10	9	Gain a 2nd Fused Archetype
10	50	D12	10	Frenzy Mastery

After every fight that ends in victory, the heros gain 2 XP.
After every fight that ends in a loss, the heroes gain 1 XP.

When they reach 5 XP, Level Up! All Heroes are always the same level, even if a new player joins late. Every 5 XP, increase your level, except to reach level 10, which requires 10 XP to obtain.

Level 1 is the default state of the game, with a fully built character. Level 10 is the maximum, when you are a master with nothing more to learn.

When you Level Up, you may swap out one **Form** or **Style** for another valid option, within any of your **Stances**. You must continue to have at least one **Style** from each of your **Archetypes**.

Frantic Hero Traits: You have the **Frantic Abilities** of three different **Archetypes**. You have the **Frantic Versatility Ability** and the **Frantic Bleed Ability**. You have any three **Forms**, and you have three total **Styles** - one from each of your **Archetypes**.

At level 2, you gain your **Bonus Die**. It starts at D4, but at every even level after that (4, 6, 8, and 10), it increases by one size until level 10, when it becomes the mythical D12, an **Action Die** spoken of in legends, only wielded by the mightest of martial artists who have attained perfection.
When you roll your **Stance's Action Dice** at the start of your turn, you also roll your **Bonus Die** and add the result to your **Action Pool**.

At level 2, you gain increased HP. The bonus HP increases by 1 at each level afterwards, and by 1 more at level 6.
This HP bonus increases the amount of HP in your Health Bar. If you have multiple Health Bars, each one is improved by your bonus HP.

At level 2 and level 6, you gain one **Super Move**. Each **Archetype** has two different **Super Moves** available - the **Alpha Super** and the **Delta Super**. **Alpha Supers** are more straightforward and damaging, while **Delta Supers** are weirder and require more skill to get the most out of them. This **Super Move** can be chosen from any **Archetype** you have an **Ability** from.

At level 3, you gain **Improved Frenzy**. Your desperate tenacity keeps you one step ahead of everyone else. Choose one new **Frantic Ability** from an **Archetype** you do not yet have. **Once per Round**, after you see the results of your **Action Dice**, you may change your **Style** or your **Archetype**.

At levels 2 and 6, you gain an additional **Form**.

At levels 4 and 8, you gain an additional **Style**. It must be from the new **Archetype** you gained during the previous level.

At level 5, you gain a **Fused Archetype**. Choose any **Archetype** other than the four you already have, then gain its **Fused Ability**. This **Fused Ability** will always be active, regardless of the rest of your turn's current build.

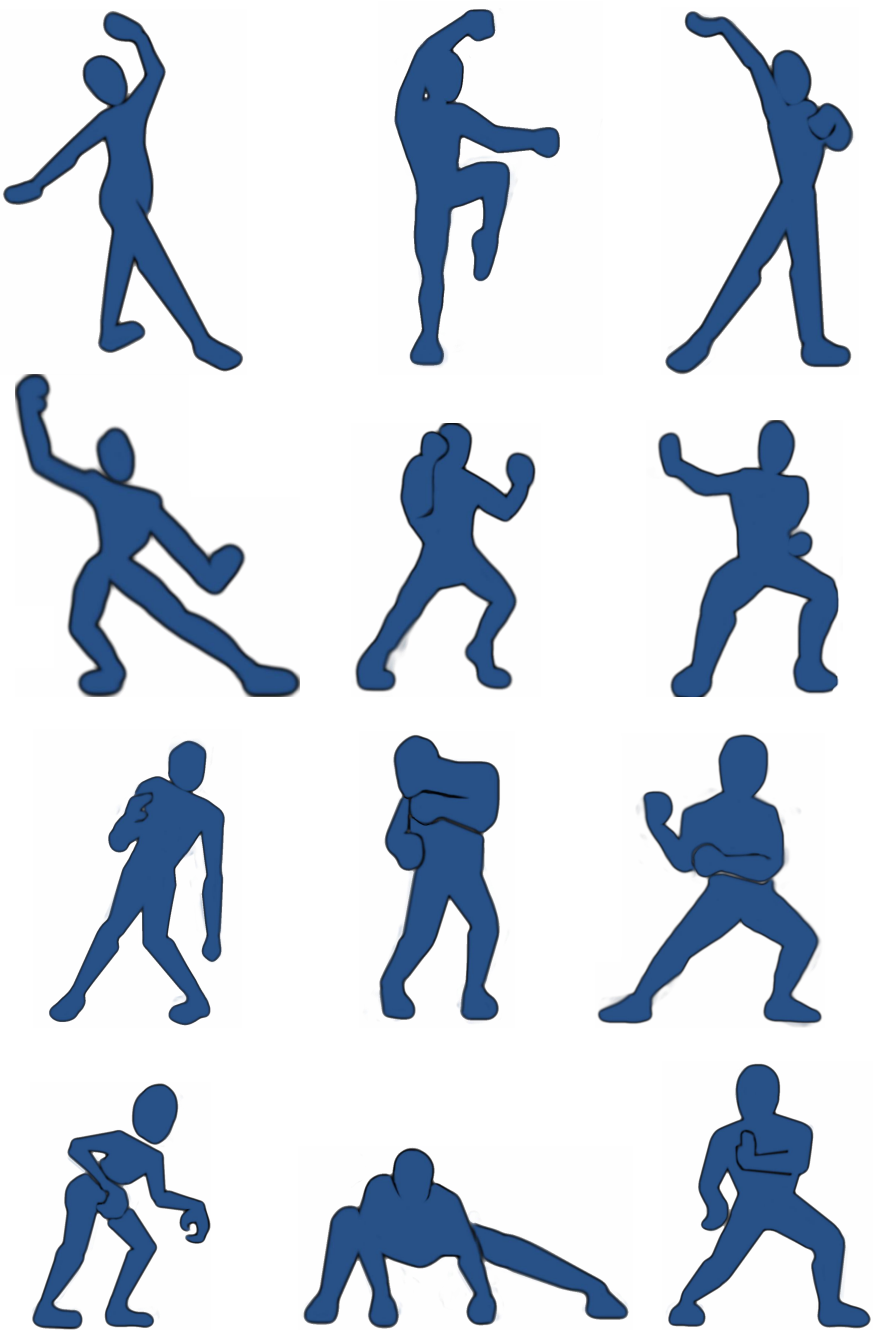
At level 7, you gain **Greater Frenzy.** Choose one new **Frantic Ability** from an **Archetype** you do not yet have. **Once per fight,** you may choose to use two **Frantic Abilities** on the same turn.

At level 9, you gain a second **Fused Archetype**. Choose any **Archetype** other than the six you already have, then gain its **Fused Ability**. This **Fused Ability** will always be active, regardless of the rest of your turn's current build.

At Level 10, you have achieved **Frenzy Mastery**, and your explosive potential is beyond comprehension.

After you roll your **Action Dice** for your turn, roll the mythical D12 and you may replace one number in your **Action Pool** with the result.

Chapter 6
Forms



Forms are the fundamental building blocks of fighting. Every possible combat stance and fighting technique in *Panic at the Dojo* uses a **Form** as its baseline, modified by your **Style** and **Archetype**.

Forms give you your **Action Dice**. Without a **Form**, you could not take any **Actions** each turn.

Each **Form** is attached to a **Style**, which gives you your Range in that **Stance**. Without a **Style**, you couldn't hit anything.

Each **Form** has its own strengths, and a strong character is made by combining **Forms** with **Styles** that play to their strengths.

Blaster Form strikes multiple targets simultaneously.

Control Form negates, or even outright steals, your enemy's attacks.

Dance Form flutters across the battlefield, dragging friend and foe with you.

Iron Form is immovable and unbreakable, ensuring you'll last.

One-Two Form hits them again with every attack you make.

Power Form is an unstoppable force that crushes whoever gets close.

Reversal Form takes things slowly, taking their turn all throughout the Round.

Shadow Form disappears in a puff of smoke, always out of reach.

Song Form inspires their allies, healing and buffing them all at once.

Thorns Form strikes back at enemies who harm you.

Vigilance Form can survive any situation, through careful threat analysis.

Wild Form gives you more **Action Dice** when you're losing.

Each **Form** also has one **Skill**, in **Orange**, which you can use to solve problems outside of combat scenarios. You have each of the **Skills** attached to the **Forms** you chose. When it is your turn to solve a problem that doesn't require a fight, you can use a **Skill** either to solve a **Trouble** entirely, or to assist you in completing a **Test** or a **Contest**.

During Hero Creation, you will be able to trade one of your **Form's** default **Skills** for any other **Skill** of your choice.

Each **Form** has six potential names - a default name and five alternative names. When you attach a **Form** to a **Style** to create a **Stance**, choose which name you want to use. Which name you want to use is entirely up to your taste, but the **Style** name always goes first.

For example, when combining **Blaster Form** with **Inferno Style**, you could name the stance **Inferno Blaster**, **Inferno Dragon**, **Inferno Dynamo**, **Inferno Gold**, **Inferno Star**, or **Inferno Volcano**.

Each **Form** has a Complexity rating. 1 Star is easy to use and always helpful, while 3 Stars is difficult to use and requires advanced knowledge of the rules. 2 Stars is somewhere in the middle.

Purple Dice

Each **Form** has 1 to 3 **Purple Action Dice**. When using the **Form** normally, these do nothing special and are simply part of your **Action Dice**, same as the **Green Dice**. Ignore their coloration.

However, **Freestyles** (**Chapter 8**) modify the **Action Dice** of the **Form** they become attached to. They come with **Purple Dice** of their own, and these will replace all **Green Dice** from the **Form** they attach to.

For example, **Ego Freestyle** has **Action Dice** of D8 D8. If combined with **Control Form** to create **Ego Control Stance**, you will discard the **Green Dice** from **Control Form** (D10 D4). This will give **Ego Control Stance Action Dice** of D8 D8 D8 D6.

Keywords

Forms and **Styles** have keywords, describing what that **Style** or **Form** is best used for. These keywords do nothing themselves - they simply help a player to understand what they are looking at.

Generally, if you combine a **Form** and a **Style** that share a keyword, it is probably a good **Stance**. Use these keywords to help you decide your **Stances**.

The keywords are: Aggro, Desperation, Guard, Mobility, Ruinous, Support, Technical, and Zoning.

Aggro Forms/Styles increase your overall damage.
Often includes Power tokens and/or damage boosting Abilities.
Aggro Forms include **Blaster, One-Two, Power**, **Wild**, and **Thorns**.

Desperation Forms/Styles help you recover, or do more when you are hurting.
Often includes self-healing and/or conditional buffs.
Desperation Forms include **Dance, Vigilance,** and **Wild**.

Guard Forms/Styles decrease the damage you or your allies take.
Often uses **Armor**, Shields, and/or Iron tokens.
Guard Forms include **Iron, Reversal**, and **Thorns**.

Mobility Forms/Styles let you pick your fights and be where you're needed.
Often uses Speed tokens, obstacle immunity, and teleportation.
Mobility Forms include **Dance, One-Two,** and **Shadow**.

Preparation Forms/Styles set you up for your future success.
Often gives yourself basic tokens or effects that last more than one turn.
Preparation Forms include **Iron, Power,** and **Song.**

Ruinous Forms/Styles disable, slow down, and interfere with enemy plans.
Often includes abilities that limit choices and/or punish certain strategies.
Preparation Forms include **Control** and **Reversal.**

Support Forms/Styles protect or bolster yourself and your allies.
Often spreads healing, shields, movement, and/or basic tokens to allies.
Support Forms include **Song**.

Technical Forms/Styles involve Status tokens and/or complicated effects.
Often uses Burning, Fatigue, and/or Weakness tokens.
Technical Forms include **Vigilance**.

Zoning Forms/Styles keep your foes away from you, with terrain and range.
Often includes long range, forced movement, and/or obstacle manipulation.
Zoning Forms include **Blaster, Control,** and **Shadow**.

Blaster Form

Dragon / Dynamo / Gold / Star / Volcano

Aggro
Zoning

COMPLEXITY ★☆☆

ACTION DICE: D8 D8 D8

Your **Actions** may apply to one extra target within range.

When you add **Blaster Form** to a **Style**, increase that **Style's** maximum range by 1.

Pay 2 HP: Amplify

Your next **Action** this turn has its maximum range increased by 3, and may apply to one additional target.

3+ or 6+: Shockwave

Unblockable by Armor and Shields.
Deal 1 damage to each enemy within range.
6+: Deal 2 damage to one enemy within range.

Basically Magic

You have an ability that's beyond normal, like lycanthropy, telekinesis, fire magic, ghost powers, or something else. When you take this skill, write down what kind of power you have.

Blaster Form is the multi-targetting master, giving an extra target to every **Action** you perform. **Blaster** makes every active type of **Style** better. Support **Styles** support more allies, aggro **Styles** damage more enemies, technical **Styles** ruin more folks' days, and so on.

The **Blaster Ability** allows you to apply your **Actions** to an additional target for free, every time you use an **Action**. This extra target is optional, and cannot target anything the **Action** is already targeting. You can't 'double up.' If you cannot use the extra target, you do not get to use it.

The extra target granted by the **Blaster Ability** must be within your range, in addition to any targeting limitations provided by the **Action** itself. So if the **Action** targets "one enemy within sight", your extra target must be within sight AND within range. If the **Action** targets "one adjacent enemy," but your **Stance** has a minimum range of 2, you cannot apply the

Blaster Ability's extra target, because no enemy is both within range and adjacent to you.

Amplify does not have this limitation. Its extra target may be any legal target, from within the **Action's** normal targetting options.

Actions that target only yourself, like **Unbreakable Style's Eyes Open**, gain no benefit from **Amplify** or the **Blaster Ability**.

Valid extra targets include any enemy, ally, or obstacle the **Action** could have targeted normally, as long as that target is also within your range. If an **Action** places obstacles, you may use one extra target to place one more of those obstacles.

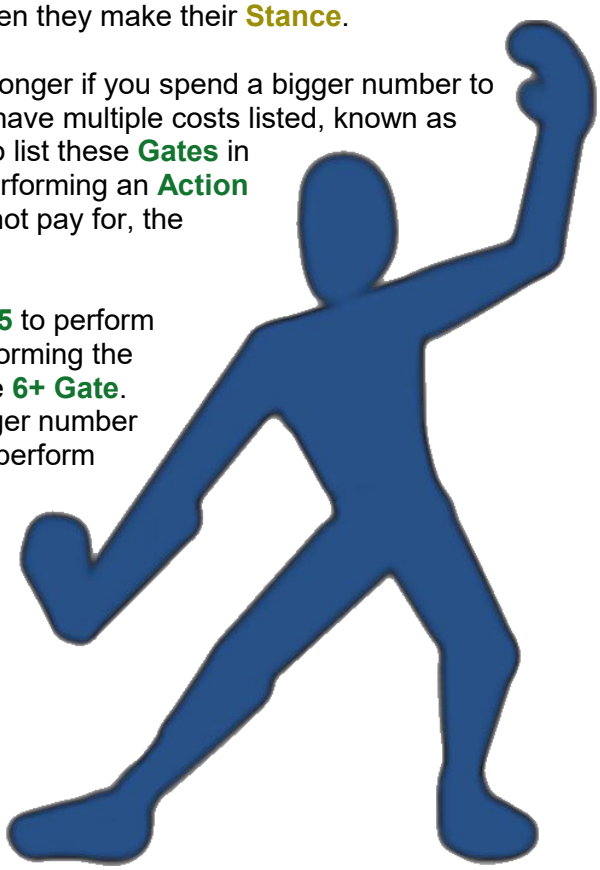
If an **Action** targets multiple kinds of targets, you decide which one(s) you want to apply your extra target(s) to. You choose what you want your extra target(s) to be as you take the **Action**.

For example, **Zombie Style's Raise The Dead** targets one enemy, then places two Copy obstacles adjacent to that enemy. You may use your extra target to either target a second enemy (letting you place two Copies adjacent to each enemy), or you could use your extra target to place a third Copy adjacent to the initial enemy.

Frantic Heroes increase the maximum range of the **Style** they attach to **Blaster Form** when they make their **Stance**.

Tiered Actions get stronger if you spend a bigger number to use them. These **Actions** have multiple costs listed, known as **Gates**. These **Actions** also list these **Gates** in their text. When you are performing an **Action** and reach a **Gate** you did not pay for, the **Action** ends.

If you spend a **3**, **4**, or **5** to perform **Shockwave**, you stop performing the **Action** when you reach the **6+ Gate**. If you spend a **6** or any larger number on a **Shockwave**, you will perform the entire **Action**.



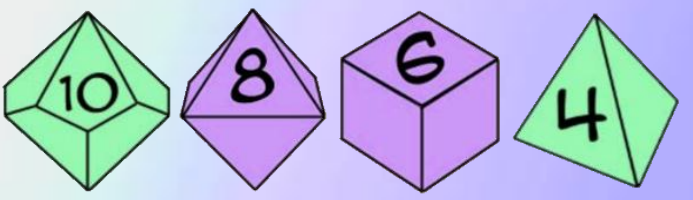
Control Form

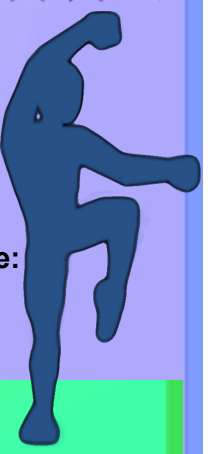
Blizzard / Gravity / Owl / Reach / Watcher

Ruinous Zoning

COMPLEXITY ★★☆

ACTION DICE: D10 D8 D6 D4





After you spend **Control Tokens**, you may Push 1 or Pull 1 to the enemy whose **Action** you **Controlled**.

When you add **Control Form** to a **Style**, **choose one:**

- Increase that **Style's** maximum range by 3.
- Set that **Style's** minimum range to 0.

3+ or 6+ or 9+: Suppression

You gain 1 **Control token** and may Move 1.
6+: You gain 1 **Control token** and may Move 1.
9+: You gain 1 **Control token** and may Move 1.

Professional

You always look stylish, cool, and in control. People listen when you make demands of them, and you have some lackeys or followers who will do what you say.

Control Form is the counterspell, the negate, the tech cancel of *Panic at the Dojo*. **Control Tokens** are a powerful but limited resource that can copy, dodge, or parry anything a foe throws your way. You just need to be within range, and **Control's** range boost helps with that.

Control Token: A Unique token primarily granted by **Control Form.**

After an enemy within your range declares and pays for an **Action**, but before they perform it, you have an opportunity to spend **Control Tokens**. You may spend 1 **Control Token** to **Copy** that **Action**, 2 **Control Tokens** to **Dodge** that **Action**, or 3 **Control Tokens** to **Parry** that **Action**.

Control Tokens may only be used once per turn.

Copy: After the **Action** resolves, you may perform the same **Action** immediately, as a **Reactive Action**. For **X** Values and **Gates**, use a value of **4**. You cannot **Copy** an **Action** that is only usable once per turn.

Dodge: You or an ally within your range become immune to the **Action**. That **Action** will deal no damage, give no tokens, cause no forced movement, and apply no other effects to the one who Dodged it.

Parry: The **Action** is negated and immediately ends. Then, you deal 2 damage to the one who used the **Parried Action**, and may Move up to 2.

Super Moves are not **Actions**, and cannot be **Controlled**.

Frantic Heroes decide whether to increase the maximum range or decrease the minimum range of the **Style** they attach to **Control Form**, when they make their **Stance**. They are not “locked in” to this decision, and may make a different decision when making the same **Stance** later, even if **Control Form** is being attached to the same **Style**.

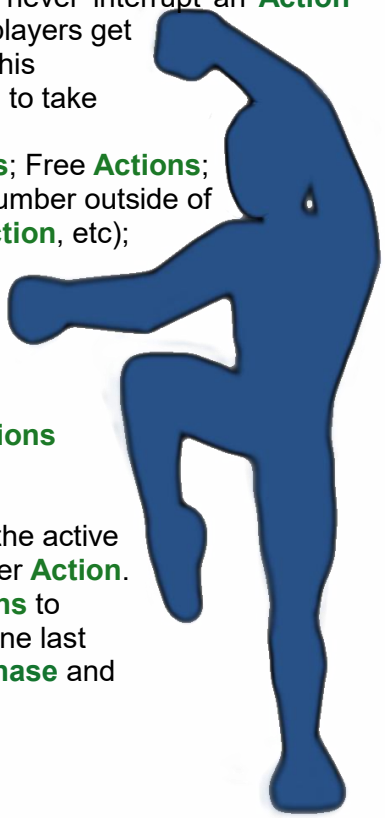
Range: 0 is the space you are in. Having **Range: 0** allows you to target enemies standing in the same space as you are. This mostly applies against **Giants, Vehicles**, or **Weightless Style**, which all grant the ability to share spaces with enemies or allies.

Unique Tokens are tokens only used in a few places, by specific **Archetypes**, **Styles** or **Forms**. These Tokens are described wherever they are generated.

Unique Tokens share the color of the source that generates them - purple for **Archetypes**, blue for **Forms**, or red for **Styles**. Unique Tokens include **Control Tokens**, **Chaos Tokens**, **Mentor Tokens**, **Luck Tokens**, **Poltergeist Tokens**, **Training Tokens**, and others.

When someone takes an **Action** while it is not their turn, it is known as a **Reactive Action. Reactive Actions** can only be performed after the active player completes an **Action**, and can never interrupt an **Action** while it is being resolved. All enemies and all players get the chance to take a **Reactive Action** during this window, before the active player may continue to take their turn as normal.

Reactive Actions include: **Token Actions**; Free **Actions**; **Dice Actions** when something grants you a number outside of your turn (**Reversal Form**, the **Sing Along Action**, etc); using a **Chaos Token** to take an immediate **Action**; an **Action Stolen** by a **Control Token**; or anything an **Ability** allows you to do during someone else's turn.



Allies get the chance to use **Reactive Actions** before enemies do.

Once all **Reactive Actions** are resolved, the active character regains priority, and may take another **Action**. When the active character has no more **Actions** to resolve, all other characters may each make one last **Reactive Action**, before ending the **Action Phase** and starting the **Late Movement Phase.**

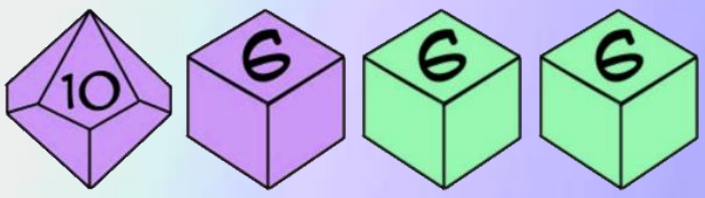
Dance Form

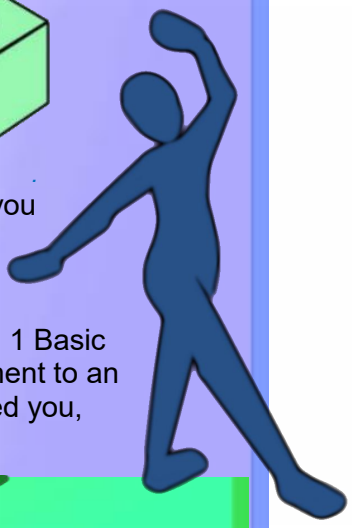
Butterfly / Circle / Hurricane / Rhythm / Shuffle

Mobility
Desperation

COMPLEXITY ★★★

ACTION DICE: D10 D6 D6 D6





(Forced Movement is any Push or Pull effect)

After you take damage, pay HP, or are healed, you gain 1 Speed token.

When you Bleed, gain 3 Speed tokens.

After each **Dice Action** you perform, if it applied Forced Movement to an enemy, they must discard 1 Basic token, if they have any. If it applied Forced Movement to an ally, they heal 1. If it moved, swapped, or teleported you, you heal 1.

3 Speed Tokens: Dance Together

Choose someone within range. Pull them 1, then you Move 1, then you Pull them 1 more.

Usable once per turn.

3+ or 6+ or 10+: Tango

Swap spaces with an adjacent enemy, then Push them 1.

6+: Pull them 2, then deal 2 damage to them.

10+: Push them 4, then deal 3 damage to them.

4+ or 7+: Dance Apart

Push 3 to someone within range, then Move 1.

7+: Move 2 more, then heal.

Put On A Show

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

Dance Form excels in repositioning at any moment. You slide across the battlefield as you wish, dragging along enemy and ally alike as you go. A Dancer can never be pinned down, and must always be pursued.

The first **Dance Ability** will gain 1 Speed token for each triggered instance. If an **Action** deals 1 damage to you, then 2 damage to you, you will gain 2 Speed tokens from that **Action**.

The key to a powerful **Dancer** is in using their **Token Actions** at just the right moment. How you use your **Reactive Actions** separates the lesser **Dancers** from the Olympic contenders.

Token Actions are **Actions** that cost something other than a number to perform. Like the name implies, they usually require you to spend some tokens, but not always - they may have you spend your Shield, or pay using your HP.

As the only kind of **Action** that doesn't require numbers in your **Action Pool**, you can always use **Token Actions** during other's turns, as **Reactive Actions**, if you can afford them.

Speed Tokens: Speed tokens are basic tokens that grant Free Movement. Speed Tokens are primarily used by **Dance Form** and **Shadow Form**, but they are common in many **Archetypes** and **Styles**.

While you hold any speed tokens, you may move one space in any direction at any time before each **Action** you perform. You can use Free Movement during enemy turns, but only during the **Movement Phases**, or to Save Yourself.

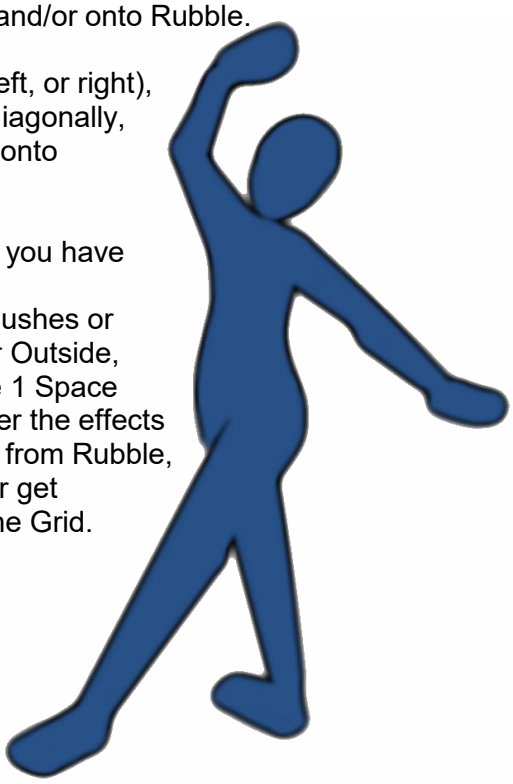
After you use Free Movement, you must discard Speed Tokens. You discard your tokens after moving, so even if you only have 1 Speed token, you can still use it to move diagonally and/or onto Rubble.

If you moved laterally (up, down, left, or right), discard 1 Speed token. If you moved diagonally, discard 2 Speed tokens. If you moved onto Rubble, you gain 1 Fatigue token.

You cannot use Free Movement if you have no Speed tokens.

After any Forced Movement that pushes or pulls you onto Rubble, a Trap, a Pit, or Outside, you can spend 1 Speed token to move 1 Space immediately. If you do, you do not suffer the effects of that space. You do not gain Fatigue from Rubble, or take damage from a Trap or a Pit, or get removed from play by going Outside the Grid.

At the end of each turn, everyone discards 3 Speed tokens.



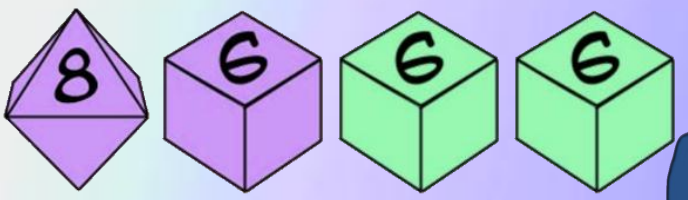
Iron Form

Armor / Castle / Hammer / Mountain / Turtle

Guard
Preparation

COMPLEXITY ★☆☆

ACTION DICE: D8 D6 D6 D6



You have **Armor**.
When your **Armor** triggers, you gain 1 Iron token.
When you gain Speed tokens, replace half of them (rounded down) with Iron tokens.
You may spend 1 Iron token to take 1 less damage from any source (even Reduced Hits).

3+: Secure

Choose two: Gain 2 Iron tokens; ***-or-*** an ally within range other than yourself gains 2 Iron tokens; ***-or-*** give **Shield 2** to an ally within range.

3+: Contain

Target an enemy within range, then **Choose two:** Challenge them; ***-or-*** Give them 2 Fatigue tokens; ***-or-*** place a Trap into their space.

6+: Protect

Choose four from the **Secure** and **Contain** lists. Options from the **Contain** list must target an enemy within range.

Immovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

Iron Form is unbreakable, a dominant and incredibly tough **Form** that can take hit after hit after hit and remain standing after it all.

The final **Iron Ability** can reduce 1 damage from any source of damage. It can reduce an already Reduced Hit. It can reduce damage from Pits or from Traps, or from Burning Tokens. It can even reduce damage from an **Unblockable Action** that normally prevents Iron tokens!

For ordering purposes, **Protect** goes through the **Secure** list before going through the **Contain** list. Once you start resolving the **Contain** effects, target an enemy within range for them to apply to.

If you have **Armor** from multiple sources, then each time any of your **Armor** triggers, the **Iron Ability** will give you 1 Iron token. It does not have to be specifically **Iron Form's** **Armor**, any **Armor** will do.

Traps: When you move into a space with a Trap, it deals 1 damage to everyone in that space. At the end of every single turn, everyone standing on a Trap takes 1 damage.

Each Trap can only deal damage once per turn.

Armor is a once per turn, automatic block. The first time each turn that you take damage, if you have **Armor**, reduce that damage by 3. This can apply to any type of damage, including Fall damage, burning token damage, **Super Move** damage, or damage dealt by a Trap.

HP costs (such as paying for **Lash Out, Heart Strike,** or **Forbidden Style**) are not damage, and so they are not reduced by **Armor**.

Armor stacks, as well. If you have **Armor** from two sources, such as being in **Lucky Iron Stance**, then your **Armor** can trigger twice per turn. However, additional **Armor** triggers are weaker - the second time **Armor** triggers in the same turn, it only blocks 2 damage. The third time and beyond, **Armor** only blocks 1 damage.

If you take damage that ignores **Armor**, your **Armor** does not trigger.

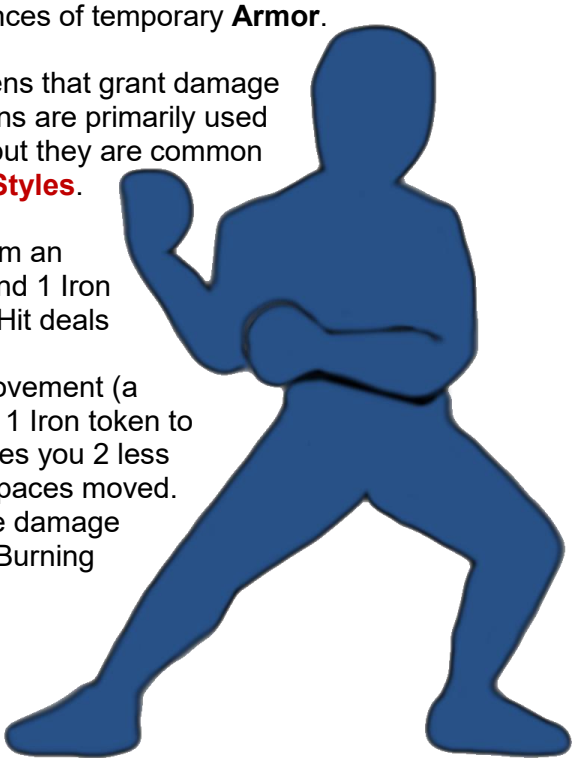
Some **Abilities** grant temporary **Armor**, which is used after all other **Armor** and only triggers once. Once your temporary **Armor** has triggered, it is lost. Temporary **Armor** is a binary - you either have it or you do not. You cannot have multiple instances of temporary **Armor**.

Iron Tokens are basic tokens that grant damage reduction on demand. Iron tokens are primarily used by **Iron Form** and **Tricksters**, but they are common across many **Archetypes** and **Styles**.

When you take damage from an **Action** or **Ability**, you may spend 1 Iron token to Reduce it. A Reduced Hit deals 1 less damage.

When you suffer Forced Movement (a Push or a Pull), you may spend 1 Iron token to Resist it. A Resisted Force moves you 2 less spaces, to a minimum of zero spaces moved.

Iron Tokens cannot Reduce damage from other sources, like Traps, Burning Tokens, Pits, or **Super Moves**.



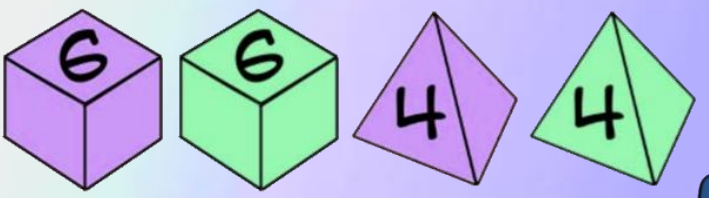
One-Two Form

Chaos / Drill / Sky / Warrior / Wolf

Aggro
Mobility

COMPLEXITY ★☆☆

ACTION DICE: D6 D6 D4 D4



Before each **Action** you perform, you may Move 1.

After your first **Action** on your turn, Move 1, then deal 2 damage to an enemy within range.

At the end of each turn where you performed any **Actions**, you may deal 1 damage to an enemy within range, then Move 2.

1+ or 4+: Slide In

Teleport 2.

4+: Teleport 2 more, then you may deal 1 damage to an enemy within range.

4+: Left, Right!

Deal 1 damage to an enemy within range, then deal 2 damage to a different enemy within range.

Think Fast

You can come up with plans and act on them in an instant. You never lose in games of skill, and you can fast talk anyone into seeing things your way.

One-Two is a highly aggressive skirmisher **Form**, focused on only two things: Dealing damage, and getting closer so you can deal damage. **One-Two Form** is a rushdown player's dream.

One-Two's Abilities are not **Actions**, so when you use an **Ability** that triggers off of dealing damage with an **Action**, **One-Two's Abilities** do not trigger that **Ability** again.

The extra hits from **One-Two's Abilities** will remove a Weakness token you hold.This makes **One-Two Form** excellent for both removing your own Weakness tokens, as well as triggering enemy Armor, to let you get hits in past their defenses.

Movement comes in 6 types: Free Movement, **Action** Movement, Teleportation, Swapping Spaces, Forced Movement, or Saving Yourself.

Movement can only be used to enter empty spaces, regardless of the movement type. You cannot enter full spaces. A full space is any space with a Wall, a Copy, or another Unit already occupying it.

Free Movement: Movement granted by spending Speed tokens. Each space costs 1 Speed token. On a square grid, diagonal movements cost 2 Speed tokens. Leaving a Pit costs +1 Speed token.

On your turn, you may use Free Movement before each **Action** you take. On others' turns, you may only use Free Movement during the **Early Movement Phase** and the **Late Movement Phase**.

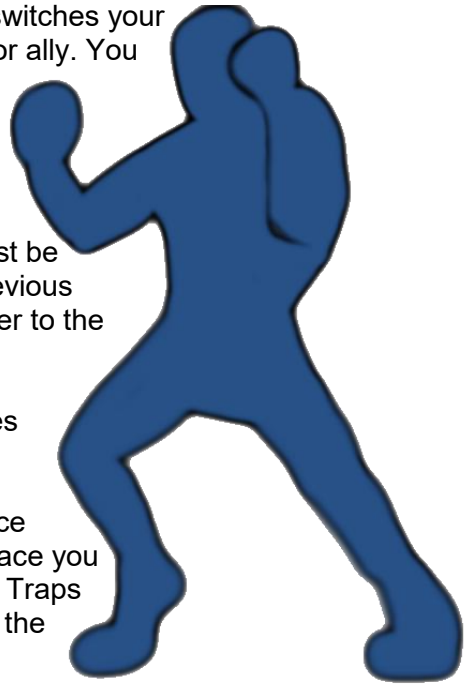
Action Movement: Any movement granted by an **Action** or **Ability**. Move the listed number of spaces, stopping if you enter Rubble or a Pit.

Teleportation: Movement that ignores intervening spaces. You directly enter the target space from your current space. You can teleport to any space within the max, and do not have to go the full distance.

Swapping Spaces: Movement that switches your position with that of an obstacle, enemy, or ally. You teleport into the target's space and they teleport into yours, simultaneously.

Forced Movement: A Push or Pull effect, almost always applied to you by someone else. Each space of a Push must be farther away from the Pusher than the previous space. Each space of a Pull must be closer to the Puller than the previous space.

Saving Yourself: After someone uses Forced Movement on you, after the last space, you may spend 1 Speed token to move into an adjacent space of your choice and ignore any terrain effects from the space you dodged. Rubble will not give you Fatigue, Traps and Pits will not deal damage to you, and the Outside will not remove you from play.



Power Form

Blade / Rage / Slam / Sun / Tiger

Aggro
Preparation

COMPLEXITY ★☆☆

ACTION DICE: D10 D10 D4

When you gain Speed tokens, replace half of them (rounded down) with Power tokens.
You can Enhance a Hit two additional times.

X: Yell

You gain Power tokens equal to half of **X** (rounded up), then you gain a **Shield** with a value equal to half of **X** (rounded down).

6+ or 9+: Crush

Unblockable by Abilities and Tokens.
Deal 3 damage to an enemy within range.
9+: Deal 5 damage instead, and **Crush** is **Unblockable**.

Unstoppable

You can smash through any door, wall, or vehicle.

Power Form has a very simple, very effective plan: yell really loud, then hit them really hard. What else do you need?

When you gain an odd number of Speed tokens, the **Power Ability** keeps the odd token out as a Speed token. So if you should gain 5 Speed tokens, you instead gain 2 Power tokens and 3 Speed tokens.

Normally, you can use 1 Power token to Enhance a Hit. The **Power Ability** allows you to use up to 3 Power tokens per hit, allowing you to turn even a weak 1 damage hit into a devastating 4 damage blow. Each Power token spent will add “Push 1”, however, so they will be sent flying away!

A full powered **Crush** is nearly unstoppable. Enemy tokens and **Abilities** cannot be used in response. On a **9+,** they can’t even use **Armor**!
They just get **Crushed**.

Power Tokens: Power tokens are basic tokens that give your attacks more impact. Power tokens are primarily used by **Power Form**, but they are common across many **Archetypes** and **Styles**.

When you hit an enemy, you may spend up to 2 Power tokens. For each Power token spent, that hit deals 1 more damage and applies 1 more space of forced movement. Power tokens do not increase damage when Enhancing a hit with no damage, and they do not increase forced movement when Enhancing a hit with no forced movement.

A "hit" is any individual attempt to deal damage or apply forced movement, and you spend Power tokens on each hit individually.

You can spend a maximum of 2 Power tokens per hit. If you spend any Power tokens on a hit, you have Enhanced the hit.

Abilities that trigger when you Enhance a hit only trigger when Power tokens are used to increase your damage or forced movement, not when spent on other things (like **Token Actions**).

Damage Calculation: When someone deals damage to someone else, go through these steps to calculate the damage dealt. The one dealing damage is the Attacker, and the one taking it is the Target.

1. Determine base damage.

2. If the attacker has Weakness tokens, discard one and reduce the damage by 2.

3. Weird effects go here.

4. The attacker may spend 1 Power token to increase the damage dealt by 1 and add "Push 1".

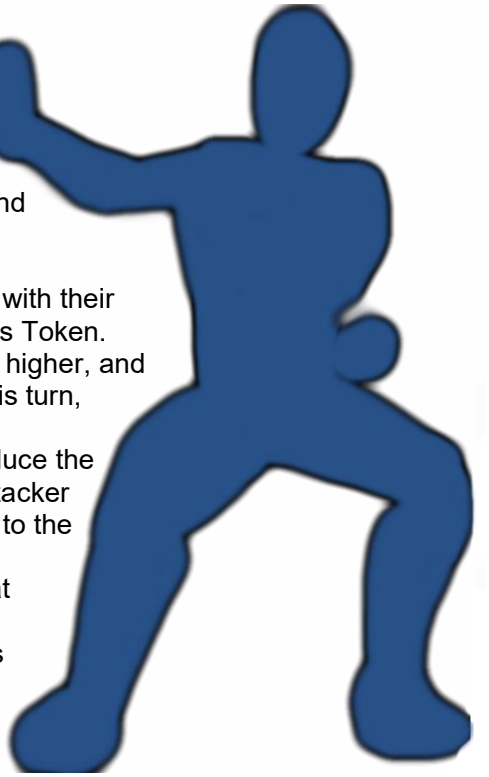
5. The target may now spend 1 Iron token to reduce the damage by 1, and may spend 1 Iron token to reduce any Forced Movement by 2.

6. The target decides what to block with their **Shield:** either damage or a type of Status Token.

7. If the damage number is still 1 or higher, and the target hasn't used their **Armor** yet this turn, reduce the damage by 3.

8. If the final number is positive, reduce the target's health by that much, then the Attacker applies all on-hit and on-damage effects to the target.

9. If the target has any **Abilities** that trigger from taking damage or being hit, those apply now. If the final damage was zero, do not trigger on-damage effects. On-hit effects are still applied.



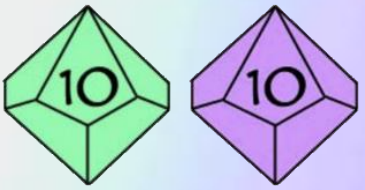
Reversal Form

Counter / Panic / Scorpion / Time / Tornado

Guard
Ruinous

COMPLEXITY ★★☆

ACTION DICE: D10 D10



You have **Armor**.
Unblockable by **Control Tokens** and Iron Tokens.
The first time your **Armor** triggers each turn, you may Teleport 2. Then, if your **Action Pool** is empty, add a 3 to your **Action Pool**.

3+: Palm Strike

Push 3 and deal 1 damage to an adjacent enemy.

X: Deep Breathing

Move up to 2. This movement ignores obstacles.
At the start of the next turn, add **X** to your **Action Pool**.
Usable once per turn. **Unblockable**.

X: Rupture

An enemy within range gains **X** Burning Tokens.
This can only target the active character.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

Reversal Form takes its turn slowly, throughout the entire Round. They act when needed, and at no other times. With the right **Action** at the right time, you can steal an entire turn away.

Reversal's Ability triggers when your **Armor** triggers, no matter how you did it. If you step into a Trap, bam! Gain a 3.

Numbers gained during the End Phase of a turn will not be discarded during that turn, so standing on a Trap will give you a 3 for next turn when it triggers your **Armor**.

Unblockable means “this defense can’t be used.” So, Iron Tokens cannot be used to reduce damage or resist force you deal, and **Control Tokens** cannot copy, dodge, or parry your **Actions** while in **Reversal**.

Burning Tokens represent the status of delayed damage, whether you are on fire, bleeding out, or poisoned. Burning Tokens are primarily used by **Reversal Form** and the **Flametongue**.

At the end of your turn, if you have any Burning tokens, you take damage equal to the number of Burning tokens you hold. Then, you discard half of your Burning tokens, rounded up.

For example, say you have 5 Burning tokens. When you end your turn, you will take 5 damage, then discard 3 of your Burning tokens, leaving you with 2 Burning tokens left.

Burning token damage cannot be reduced by Iron tokens. Burning tokens eat through Shield HP before regular HP.

Action Resolution: When you perform an **Action**, follow these steps:

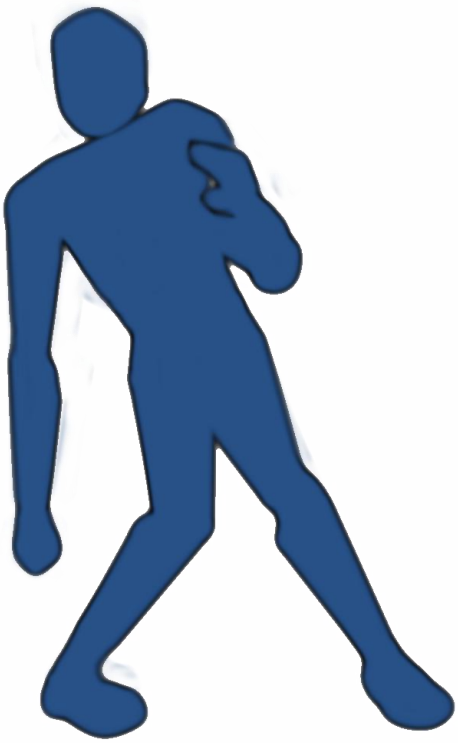
1. Declare your **Action**. Pay any Costs required, and set the value of **X** (if applicable). Determine which **Gates** you will go through, and if it is not all of them, determine where your **Action** will stop.

2. If an enemy whose range you are within has **Control Tokens**, they get the option to **Copy**, **Dodge**, or **Parry**.

3. Go through the **Action** in order, as it is described. Declare targets as they come up in the **Action**. Make any **Choices** as they come up. If you reach a **Gate** you did not pay for, the **Action** ends.

4. If the target has a **Shield**, they decide what to block with it now, after seeing all that you will do to them. The **Shield** then eats the chosen damage or Status Tokens, one for one.

5. Once the **Action** has been resolved, any **Abilities** that trigger after **Actions** are now applied and resolved. The **Abilities** of the user resolve first, then the **Abilities** of any targets resolve next. Then, the **Action** is over.

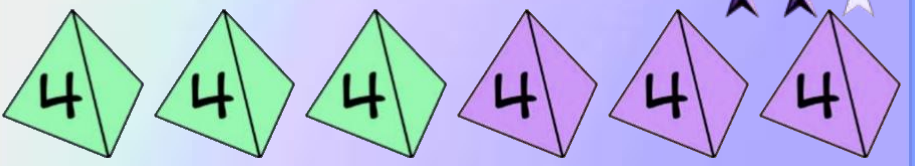


Shadow Form

Moon / Rat / Silence / Silver / Snake

Mobility
Zoning
COMPLEXITY ★★☆

ACTION DICE: D4 D4 D4 D4 D4 D4



At the start and end of your turn, you gain 2 Speed tokens.

At the start of each **Movement Phase**, you may Move 1.

You do not discard any Speed tokens during the **End Phase**.

3 Speed Tokens: Stunt

Place one Fog, Copy, Pit, or Trap obstacle into an adjacent space, then teleport 2.

During enemy turns: usable once per turn.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

Shadow Form skulks in the shadows, always moving and never stopping. While **Dance Form** repositions everyone, **Shadow** runs away and harries any pursuers instead, leaving obstacles as they go.

Free Movement is granted by spending Speed tokens.

When it is your turn, you can use Free Movement as much as you'd like before each **Action** you perform. Free Movement cannot be used mid-**Action** - once an **Action** begins resolving, you must completely resolve the **Action** before anything else can be done.

When it is not your turn, you can only use Free Movement during the **Movement Phases**. You cannot use Free Movement between **Actions** when you are not the active character.

Free Movement costs 1 Speed token per space. It costs 1 extra Speed token to leave a Pit. If you are playing on a square grid, it costs 1 extra Speed token to move diagonally.

Even outside of Free Movement, you can use Speed Tokens to Save Yourself. After you suffer Forced Movement, you may spend 1 Speed token to immediately move one space. If you used this to move out of a Trap, Pit, or Rubble space that you would have landed in, you do not

suffer damage or gain a Fatigue token - you dodged the danger. If you used this to escape the Outside, you are not removed from play.

Copies: Copies are replicas of yourself. Copies can be targeted as either enemies or as obstacles, but cannot be targeted as allies.

When the Original takes an **Action,** they may use that **Action** as though they were in the location of one of their Copies.

You can move your Copies with Free Movement, by spending Speed tokens on them just as you would for yourself.

Anything done to a Copy only happens to that Copy, and is not reflected onto the original. Copies have 1 HP. Copies cannot hold tokens or shields. If a Copy is reduced to zero HP, it is destroyed.

Copies count as players, for the purposes of occupying spaces.

Fog: Enemies inside or adjacent to Fog can only be targeted at **Range 1**. Allies in Fog can be targeted normally.

For the purposes of **Actions** and **Abilities**, anyone benefiting from Fog is 'in Fog,' even if they are standing next to it.

Pits: Pits are holes in the floor that you can fall in.

While you are in a Pit, you take 1 less damage from all **Actions** or **Abilities** from Range 3+. All Forced Movement against you is reduced by 1, to a minimum of zero spaces moved. It is difficult to leave a Pit.

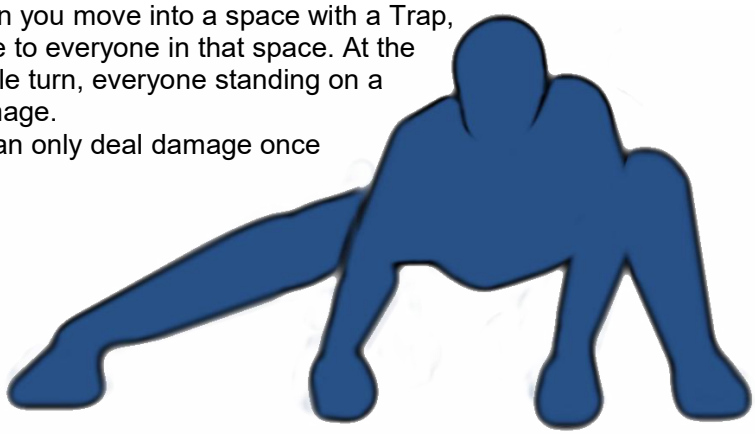
When you enter a Pit from Forced Movement, that push or pull immediately ends, then you take 2 Fall damage. If a Pit is placed directly under you, you take 2 Fall damage.

When leaving a Pit's space with Free Movement, it costs 1 additional Speed token to do so.

If you are pushed or pulled from one pit into another pit, you do not take fall damage. If you move from one pit into another pit with Free Movement, it does not cost an additional Speed Token to do so.

Traps: When you move into a space with a Trap, it deals 1 damage to everyone in that space. At the end of every single turn, everyone standing on a Trap takes 1 damage.

Each Trap can only deal damage once per turn.

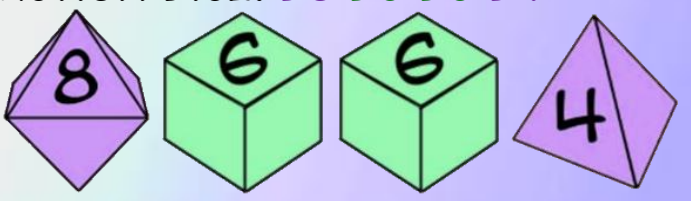


Song Form

Melody / Parrot / Remix / Scream / Wave

Support
Preparation
COMPLEXITY

ACTION DICE: D8 D6 D6 D4



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each ally (other than yourself) gains 1 token of the chosen type.

2+ or 4+ or 6+: Sing Along

Target an ally you can see. **Choose one:** They discard one token; ***-or-*** they heal 2; ***-or-*** they gain 2 tokens from your song.
4+: They also **choose one** from the list.
6+: Add a **4** to their **Action Pool.**
Usable once per turn.

3+ or 5+ or 6+: Diss Track

Target an enemy you can see. **Choose one** to give them**:** 2 Burning tokens; ***-or-*** 2 Fatigue tokens; ***-or-*** 2 Weakness Tokens.
5+: They also **choose one** from the list.
6+: Pull 2 and Challenge them.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

Song Form is the diva of support, improving not just yourself but your entire team. A good beat can pick up any team.

Healing removes damage that has been taken. Healing can never take someone above the maximum hit points of their current health bar.

If you heal someone at zero HP, they revive immediately, and may take turns and be attacked by enemies again.

When healing does not list a number, it heals equal to the Heal Value, which is set by the **Cinematic Weight** of the fight.

Choice Actions have you choose one or more options from a list. When performing a **Choice Action**, each choice is known as an **option**, and you must perform each **option** in the order listed.

Any **option** you did not pick is ignored, and does not happen.

Each choice must be different. When you use **Sing Along**, for example, you cannot pick “they heal” twice. If you chose “they heal,” the second choice must be one of the other two options. Even though **Sing Along** and **Diss Track** force someone else to make the second choice, they still cannot choose the same option you chose.

Challenge Tokens: Challenge tokens are a special Status Token. You can only hold 1 Challenge token at a time, and each Challenge has a name attached to it - "Redd's Challenge," for example. If you hold a Challenge token, the person named in that token is your Challenger.

When an **Action** tells you to Challenge someone, it means “give them a Challenge token with your name on it.” You cannot Challenge someone who is already holding your Challenge.

If you are given a different Challenge token while you already hold one, you may choose whose Challenge you wish to keep.

When you hold someone's Challenge, all of your damage-dealing **Actions** must include them as one of their targets. **Actions** without a damage-dealing component, and **Actions** that do not target enemies at all, are not affected by a Challenge. At the end of your turn, if you tried to deal damage to your Challenger this turn, discard their Challenge (even if that damage was reduced to zero).

If your Challenger ever leaves play or falls to zero HP, everyone holding their Challenge discards it immediately.

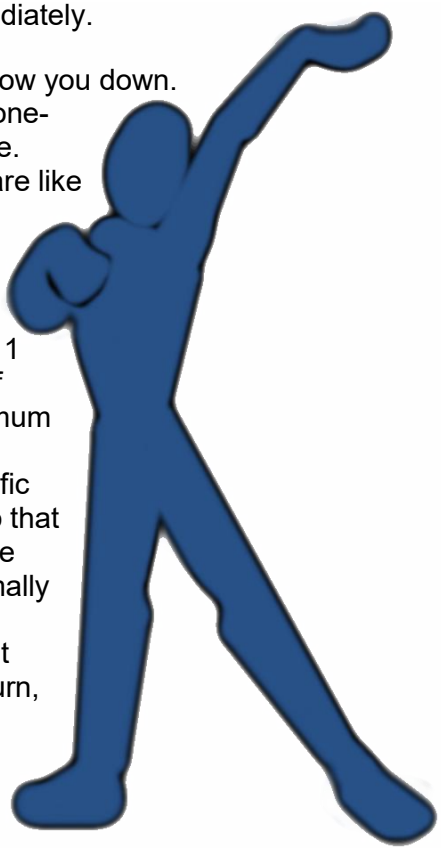
Fatigue Tokens: Fatigue Tokens slow you down.

Fatigue Tokens eat Speed Tokens one-for-one. You can never hold both at once. Essentially, Fatigue and Speed tokens are like matter and anti-matter. They instantly disappear on contact.

While you are holding any Fatigue tokens, whenever you try to Move or Teleport any number of spaces, discard 1 Fatigue token and reduce the number of spaces you would move by 2 (to a minimum of 1).

If an **Action** teleports you to a specific space (like **Suddenly…**), you teleport to that space anyway, and still discard 1 Fatigue token. Pushes and Pulls affect you normally and do not make you discard Fatigue.

At the end of your turn, if you did not move from the space you started your turn, you may discard up to 3 Fatigue tokens.



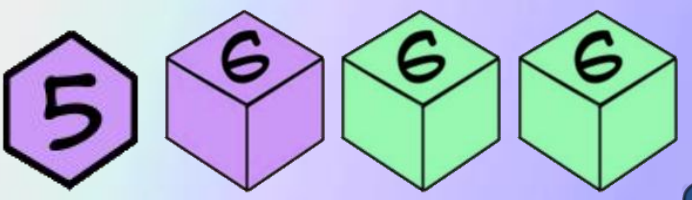
Thorns Form

Danger / Mantis / Moment / Rose / Tree

Guard
Aggro

COMPLEXITY ★★★

ACTION DICE: 5 D6 D6 D6



At the start and end of your turn, you gain **Shield 2**.
After your Shield absorbs from an enemy **Action**, you deal 1 damage to them. If it broke your Shield, you deal 2 damage instead.

3+ or 6+: Blossoms

You gain **Shield 2** and **choose one:**
Gain 1 Power token; ***-or-*** Move 1; ***-or-*** heal 1.
6+: Instead, gain **Shield 4** and **choose two**.

Destroy Your Shield: Brambles

*This is a **Token Action** that costs your Shield.*

Deal 1 damage to up to **X** enemies within Range 1-**X**, then gain 1 Power token. **X** is equal to the value of the destroyed Shield.
Usable twice per turn.

Rose Heart

You can redirect others' anger to more productive ends. Your soothing voice and gentle touch can calm rampaging beasts, unruly mobs, and anyone else acting out of hurt or anger.

Thorns Form is a sinister flower. Its defensive Shields are lined with thorns, damaging any foe that attacks you. But if they ignore you, your **Brambles** and **Blossoms** will grow out of control until nothing can stop you. **Thorns Form** puts its foes into a beautiful lose/lose scenario.

One of **Thorns Form's Action Dice** is a preset number, and is not rolled. There is no "*5*" die, you just take a *5* into your **Action Pool**.

Damage dealt to your Shield by an **Ability** will not trigger the **Thorns Ability**. The extra hit from **One-Two** is not damage from an **Action**, so you will not deal 1 damage back to them from that hit.

If you are Challenged by an **Angel,** their **Angel Ability** will deal 1 damage to you. Even if that Challenge came from an **Action**, the actual damage was dealt by an **Ability**, so Thorns will not redirect it.

X Actions include an **X** listed in their effect, and usually also cost **X** to perform. You can spend any number in your **Action Pool** to pay for an **X Action**, and the **X** listed in the effect is the same value as the number you used to pay for the **Action**.

For example, if you spend a **4** point Shield to use **Brambles**, then the effect reads: "Deal 1 damage to up to 4 enemies within Range 1-4, then you gain 2 Power token."

If the **Action** does not cost **X**, then the value of **X** will be defined in the **Action's** description. In **Brambles'** case, **X** is the value of the Shield used to pay for **Brambles**. **Brambles** will always give you 1 less Power token than the value of the Shield used to pay for it.

Shields are used to deflect incoming harm, when you need them. They have a value that represents how much they can absorb. Shields can be used to block either Damage, a specific kind of Status Token, or Nothing, from any **Action** or **Ability** that includes you as a target. Your Shield will block everything of the chosen type.

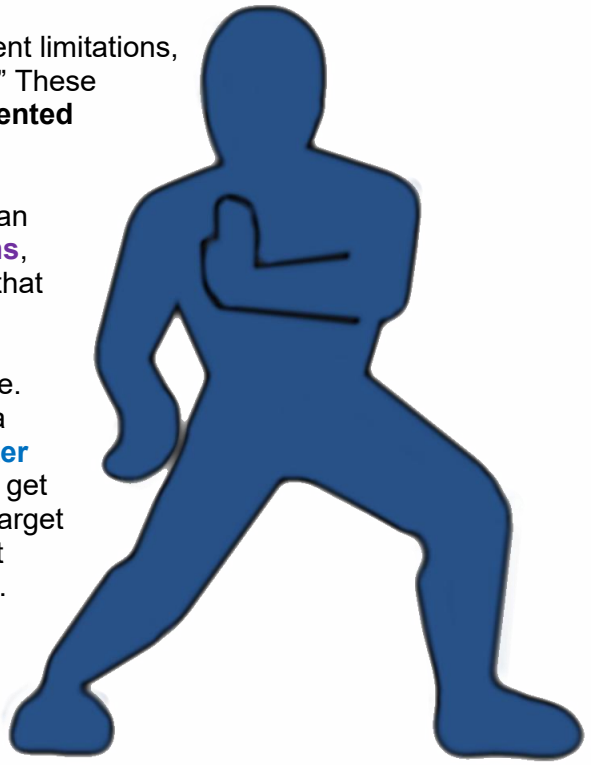
You can only hold one Shield at a time - if you gain a new Shield, you can either replace your old Shield or increase the value of your current Shield by 1, your choice. There is a **Shield Cap** of 8. You can never hold a Shield with a value of 9 or higher.

When an **Action** or **Ability** targets you while you hold a Shield, you must decide how to use your Shield. It may be used to absorb Damage, Burning Tokens, Challenge Tokens, Fatigue Tokens, Weakness Tokens, or Nothing, at your discretion. It will absorb the chosen resource at a rate of 1 for 1. When your Shield absorbs its total value, it breaks, and the excess is applied to you as normal.

Some **Actions** have inherent limitations, such as "Usable once per turn." These limitations **cannot be circumvented by any means**.

Even if you have a way to increase the numbers listed in an **Action**, like **Poltergeist Tokens**, you cannot change an **Action** that says "Usable once per turn" to become usable twice per turn. It cannot be used a second time.

Even if you can apply extra targets, such as from the **Blaster Ability** or **Amplify**, that cannot get past a limitation like "can only target the active character." You must only target the active character.



Vigilance Form

Bear / Eternity / Heart / Spiral / World

Desperation
Technical
COMPLEXITY ★★☆

ACTION DICE: 5 4 3 2 1

At the start of your turn, discard up to 2 Status tokens you hold; then, if you are Bleeding, you heal.

At the end of your turn, choose up to two enemies within range and give them each 1 Weakness token.

2+ or 4+: Bow Down

Give 1 Weakness token to an enemy within range.
4+: Give 1 Weakness token to each enemy within range.

1+ or 3+ or 5+: Stand Strong

1+: Give 1 Power token to an ally within range.
3+: Heal that ally.
5+: Heal and give 1 Power token to a different ally within range.
Usable once per turn.

Eyes Wide Open

Your senses are unusually strong. You cannot be surprised by anything, and always have a chance to react first.

Vigilance Form is reliability incarnate. You always know exactly what numbers you will have, and you can guarantee being alive to take your turn thanks to its start of turn heal. And if you don't need the heal, you can get rid of pesky Status tokens that would stop your plans.

Vigilance Form's Action Dice are preset numbers, and are not rolled. There is no "*5*" die, you just take a *5* into your **Action Pool**.

Weakness Tokens: Weakness tokens represent the status of lost strength, whether you are drained of energy, blinded, or emotionally compromised.

Whenever you deal damage, if you are holding any Weakness tokens, reduce that damage by 2, to a minimum of 0. Then, discard 1 Weakness token.

Healing restores lost HP. You cannot heal above the HP value of your current health bar. When an effect heals you, it will either list a number (like Heal 3) and you heal that much damage, or it will just say “Heal.” If a number is not listed, you heal equal to the Heal Value set by the fight’s Cinematic Weight.

Each **health bar** has an HP value determined by the Cinematic Weight of the fight. Your health is reduced when you take damage, and it is increased when you heal.

When you have multiple health bars, you take damage to them one by one. When one health bar falls to zero, that health bar breaks, and you can no longer Heal past that point. The hit that broke your health bar does not carry into the next health bar, and the extra damage is lost.

When a Health Bar becomes zero, it breaks and you become Dizzy until the end of this turn. If it was your last Health Bar, you are Taken Out.

While you are **Dizzy**, you cannot take damage, you cannot perform **Actions**, and you exit your current **Stance**. You cannot enter a new **Stance** until you take a turn. You still become Dizzy even if you were Taken Out - if an ally heals you, you will get up, but you won’t be in a **Stance** until the next time you take a turn.

While you have no **Stance**, your Range is 1. Your **Archetype Abilities** and **Build Abilities** still apply, but anything your **Stance** gave you - **Form Abilities**, **Style Abilities**, and your **Unique Actions** - is not available to you.

While you are **Taken Out**, you cannot take **Actions** and your **Abilities** are mostly deactivated, but not completely. Any part of an **Ability** that targets enemies or allies doesn't apply. Any part of an **Ability** that would provide passive rules or effects does not apply. What DOES apply are the parts that affect only yourself. **Shadow Form** still gives yourself Speed tokens, which you keep even while Taken Out. **Vigilance Form** still heals you, letting you pick yourself back up.

If an **Ability** gets you back to a positive HP number, your **Abilities** return online and work as normal. If you heal as the first part of an **Ability** (such as with the **Angel Archetype Abilities**), you may continue to use the rest of that **Ability**, now that you are no longer Taken Out.

Heroic Spirit: Even if a unit is taken out, they still take turns! When you've been Taken Out and you take a turn, your turn plays out mostly as normal, to begin with. You choose your **Stance** and roll your **Action Dice** for the turn.

But, since you've been Taken Out, you don't use your **Action Dice** to take your own **Actions** - you choose another player, and give them the numbers you rolled. They take another turn, using your roll and their current **Stance**. This sharing of power is known as your **Heroic Spirit**.

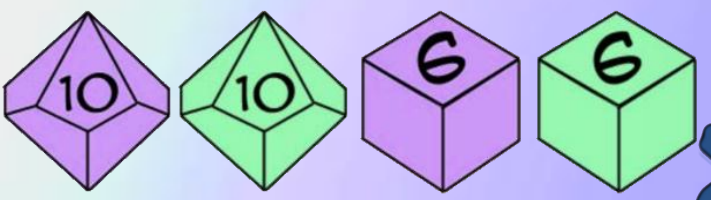
Wild Form

Beast / Boar / Pain / Platinum / Soul

Desperation
Preparation

COMPLEXITY ★★☆

ACTION DICE: D10 D10 D6 D6



After each **Action** you perform, if you are not Bleeding, you pay 1 HP.

At the start of your turn, you gain 2 Power tokens.

When you Bleed, add a 4 (4) to your **Action Pool**.

Free: Pounce

Pull yourself 3 towards an enemy you can see.
Usable once per turn.

4+: Howl

Gain 1 Power token, then heal 4, then give 1 Weakness token to each enemy you can see.
Usable once per turn.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

Wild Form goes hard, harder than your body can handle. You rush in with overwhelming strength, able to pile on pain and use powerful **Unique Actions** with ease. But if that rush of power doesn't end the fight, you're in trouble, as you are left tired, burnt out, weak, and vulnerable.

So if you go this hard, you best not miss.

The **Bleed Value** is set by the Cinematic Weight of the fight. While your current HP is equal to the Bleed Value or less, you are **Bleeding**. You are still considered to be Bleeding while you are at zero HP.

When you take damage that reduces your HP to the Bleed Value or less, you Bleed. **You can only Bleed once per Round**.

If you heal above the Bleed Value and fall below it again during the same Round, you will not re-trigger your **Build Ability**. If a new Round starts and your HP is below the Bleed Value, "When you Bleed" Abilities will not trigger until you take damage during that Round.

There are three categories of **Action**, determined by their cost: **Dice Actions, Token Actions,** and **Free Actions**.

Dice Actions cost a number to use, and can only be used while you have numbers in your **Action Pool.**

Token Actions cost anything else, and can only be used when you have their cost available to spend.

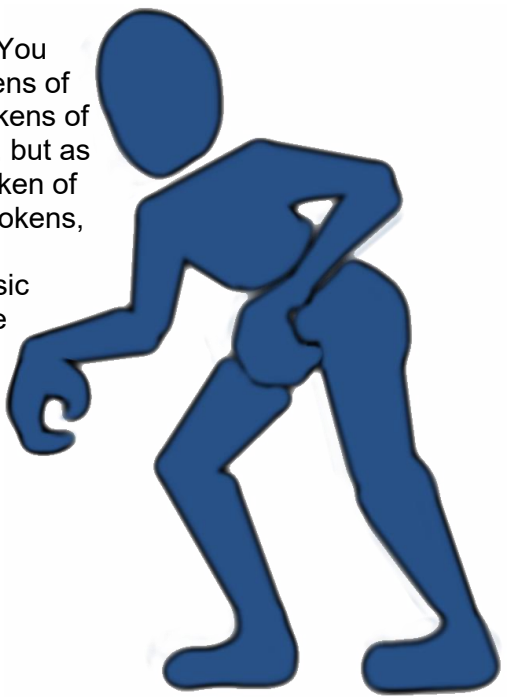
Free Actions have no cost at all, and can be used whenever you are able to use an **Action**. You can use a **Free Action** as a **Reactive Action**, or as a regular **Action** when you are the active character.

Any **Action** you perform without paying its Cost becomes a **Free Action**, as well. **Free Actions** do not count as **Dice Actions** or **Token Actions** - they are their own, separate **Action** type.

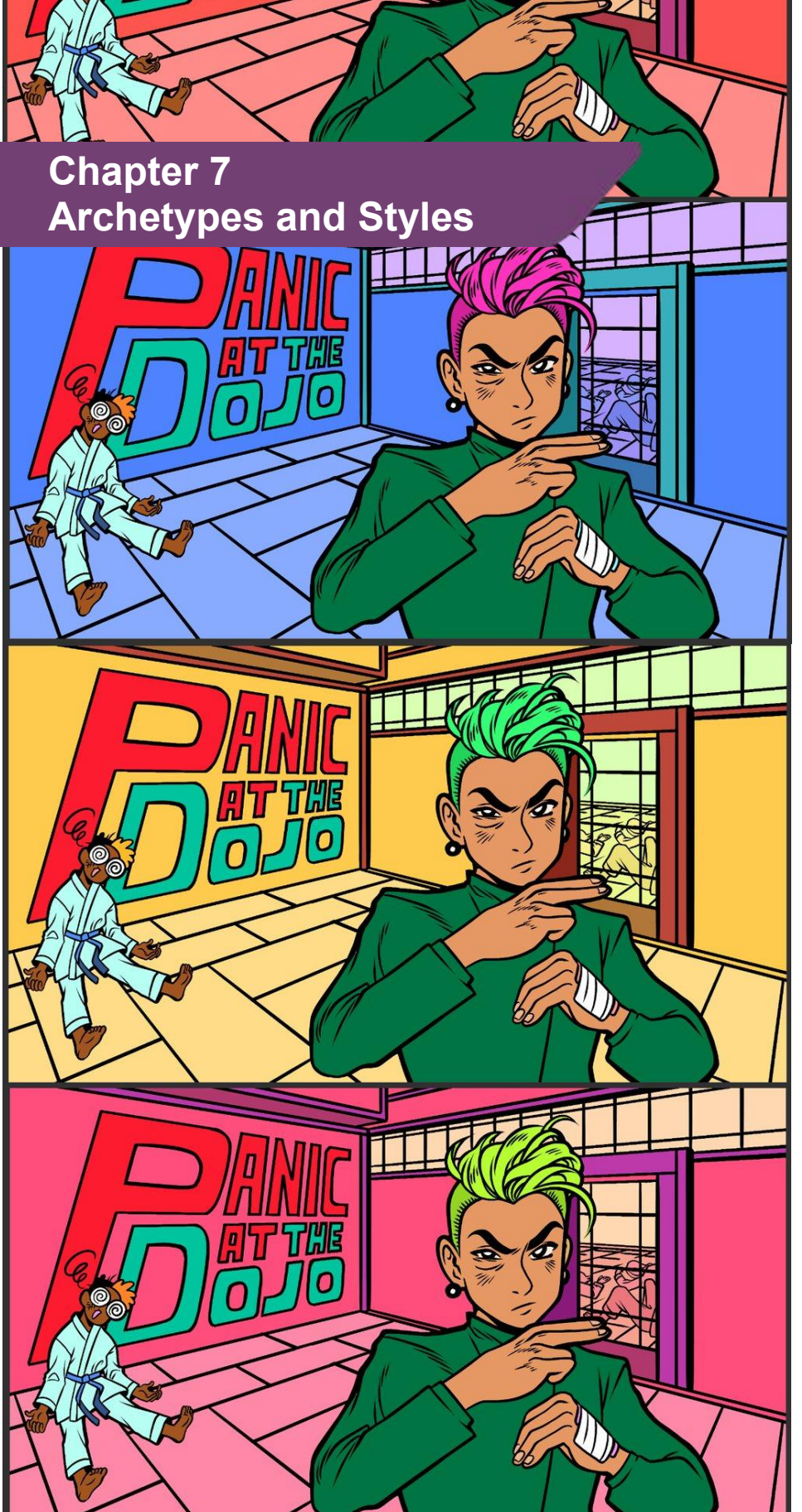
They are usually only granted by **Abilities** or **Actions**, like the **Gunkata Abilities**, **Demon's Chaos Tokens**, **Seize The Opening**, and **Teacher's Remember Your Training**.

There is a **Token Cap** of 10. You can never have more than 10 tokens of a single type. You can have 10 tokens of as many token types as you want, but as soon as you would gain an 11th token of any type, you stop gaining those tokens, and remain at 10.

All tokens share this Cap: Basic tokens, Status tokens, and Unique tokens all. The only exception is the Challenge token. Each unit can only hold one Challenge at a time, so they effectively have a Token Cap of 1.



Chapter 7
Archetypes and Styles



Styles are the main way you make your fighting style yours. While the **Forms** are the building blocks of fighting, your **Styles** transform these basic fundamentals and twist it into something special.

Styles are organized by the **Archetype** they come from. An **Archetype** consists of a set of three **Abilities** and five **Styles**. The **Ability** you get depends on if your Hero is **Focused**, **Fused**, or **Frantic**.

Focused Heroes get a single **Archetype**, and must pick all three of their **Styles** from that **Archetype**. In return, they get a strong, dependable **Focused Ability** that they can always rely on.

Fused Heroes get two **Archetypes**. They pick two of their **Styles** from one of those **Archetypes**, and their third **Style** from the other **Archetype**. They get the **Fused Ability** of each of their **Archetypes**, which are each half as powerful as a **Focused Ability**.

Frantic Heroes get three **Archetype Abilities**, and one **Style** found within each of those **Archetypes**. They have ultimate flexibility, but trade it for inconsistency. Every turn, they cannot use the **Form**, **Style**, or **Frantic Ability** they used in the previous turn.

The Archetypes are:

Angel: A Ruinous Guard tank focused on Challenge tokens.

Cavalry: A Mobility Support leader focused on Shields and mobility.

Cyborg: A Preparation Technical warrior focused on all Basic tokens.

Demon: A Ruinous, Mobile monster focused on combo breaking.

Flametongue: An Aggro Technical fighter focused on Burning tokens.

Gunkata: An Aggro Zoning gunner focused on long range damage.

Phantom: A Ruinous Zoning spirit focused on controlling positioning.

Punk: A Desperate Aggro teenager focused on revenge.

Teacher: A Supportive mentor focused on Preparing their allies for battle.

Trickster: A Zoning Guard fool focused on deception and trickery.

Underdog: A Desperate nobody who relies on Prepared luck and tenacity.

Wardancer: A Mobile Aggro brawler focused on high numbers.

Winterblossom: A Technical Guard bastion focused on Weakness tokens.

Angel

COMPLEXITY

Ruinous Guard Archetype

Angels are the embodiment of law, purity, and order. Their enemies cannot defy them. **Angels** will find you, hunt you, and destroy you.

Angels are a controlling, defensive **Archetype**. They specialize in durability and tenacity, and it is a focused tenacity. **Angels** pick an enemy and they make that enemy's life real difficult. They are excellent Saboteurs, but can also play a solid Harrier or Attrition game.

Angels don't dish out a lot of damage, but they can reliably withstand a ton of it, and they Challenge their enemies to focus on the **Angel** before they can deal with her friends. The **Angel's Ability** heals her every turn, so **Angels** cannot be Taken Out by HP loss while anyone else on her team is still standing.

Angels make heavy use of Challenge tokens, using them to control their enemies, and every **Style** they have gives them a different means of dealing with having a lot of enemies who all want you dead.

Focused Angel

Your Challenges are **Unblockable By Shields**.

At the start of your turn, you may heal, then if you did, Challenge an enemy you can see and deal 1 damage to them.

After you Challenge an enemy, deal 1 damage to them and heal 1.

Fused Angel

Your Challenges are **Unblockable By Shields**.

At the start of your turn, you may heal 2, then if you did, Challenge an enemy you can see.

After you Challenge an enemy, you deal 1 damage to them.

Frantic Angel

Your Challenges are **Unblockable By Shields**.

At the start of this turn, you may heal, then if you did, Challenge an enemy you can see and deal 1 damage to them.

Until your next turn, after you Challenge an enemy, deal 1 damage to them and heal 1.

2+ or 5+: Siren Song

Challenge one enemy you can see. You may Pull them up to 3.

5+: Challenge every enemy adjacent to the initial target, then Pull 1 to everyone Challenged by **Siren Song**.

The second half of the **Focused Angel Ability** does trigger off of the first half. The end result is that at the start of your turn, you Challenge an enemy, deal 2 damage to them, and heal equal to the Heal Value +1.

The second half of the **Fused Angel Ability** does also trigger off of the first half. The end result is that at the start of your turn, you Challenge an enemy, deal 1 damage to them, and heal 2.

Halcyon Style **Range: 1-2** **Guard**

At the start of your turn, you may discard one token you hold.
After you discard tokens using an **Action** or **Ability**, you gain an equal number of Iron tokens.

1+ or 3+ or 6+: Purify

Discard one token from an ally within range.
3+: Discard up to two tokens from someone within range.
6+: Discard up to two tokens from someone within range.

Halcyon Style is focused on Iron tokens and support, so it pairs well with defensive and support **Forms**. Paying for **Token Actions** does not count as removing tokens for **Halcyon's Ability**.

Recommended Halcyon Stances

Vigilance and **Song** are the only **Forms** that can remove tokens without **Purify**, allowing them to trigger **Halcyon's Ability** more often and more easily.

Halcyon Iron is an extremely hard to kill supporting stance, with easy access to a massive stack of Iron tokens, **Armor** that regenerates Iron tokens when popped, and a support kit to protect your allies, too.

Halcyon Blaster allows for very wide-reaching **Purifies**. Your extra targets can apply to any part of the **Action**, so an **Amplified 6+ Purify** could remove as many as 9 tokens!

Judgment Style **Range: 1** **Ruinous**

When an enemy with your Challenge token starts their turn, they do not roll their lowest **Action Die**. It is discarded and unused. If they are in a **Stance** that does not roll **Action Dice**, they get rid of their bonus die, if they have one, or their smallest number, if they do not.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, all numbers currently in their **Action Pool** are reduced by 2 (to a minimum of 1).

4+: Denial

Teleport into an empty space adjacent to an enemy you can see, then Challenge them.

Judgment Style is great for singling out one enemy and making it hard for them to do anything.

Reminder: **Abilities** do not work while you are Taken Out, so once you go down, Challenged enemies will no longer lose an **Action Die** at the start of their turns, and they may remove your Challenge token safely.

Recommended Judgment Stances

Judgment Power can reliably use **Denial,** which covers for **Power Form's** mobility problem. A sudden, cross-map **Crush** can do a lot to help you win a fight.

Judgment Iron and **Judgment Reversal** give you **Armor**, as well as other defensive benefits, letting you Challenge many enemies and survive the attention.

Judgment Control is one of the hardest lock-down **Stances** in the game, letting you remove two of an enemy's **Actions** per turn at the cost of one Challenge and 1 **Control token** per enemy. **Control tokens** also give you the flexibility to decide which of their **Actions** to negate, as they declare it, and if they spend the time to use **Put It Out** on your Challenge, that's a third **Action** gone. **Judgment Control** is extremely rude.

Judgment Thorns helps your Shields survive through your Challenged enemies' turns by limiting their **Actions**, and the **Thorns Ability** makes Challenged enemies defeat themselves for you.

Shining Style **Range: 1** **Ruinous**

At the start of your turn, Push 1 to all obstacles and enemies adjacent to you.

Enemies cannot use **Action Movement**, Free Movement, or teleports to enter a space adjacent to you.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, the enemy who held the token takes 3 damage.

1+ or 4+: Beacon

Pull up to 4 to an ally you can see, other than yourself.

4+, Once per turn: You and that ally heal.

2+ or 5+: Blinding Light

Challenge an adjacent enemy, then Push 1 and give them 1 Burning token.

5+: Instead, Push 3 and give them 3 Burning tokens.

Shining Style lets you act as a living wall, completely shutting down enemies limited to Range: 1, especially after you Challenge them. Anyone who tries to ignore or remove your Challenge will suffer blinding pain.

Recommended Shining Stances

Shining Vigilance and **Shining Song** generate a lot of breathing room, providing both healing and safety. **Song** provides you and your allies with buffs as a bonus, while **Vigilance** weakens your enemies.

Shining Dance and **Shining Shadow** are hard to catch, making it extremely tempting for your foe to discard your Challenge some other way, but if they do, the power of the sun will burn them for their arrogance.

Shining Control and **Shining Blaster** increase your range, allowing you to attack from behind the safety of the **Shining Ability**. Without this range boost, you have to move close enough to where enemies can hit you to attack them.

Singing Style **Range: 2-4** **Technical**

At the start of your turn, choose a Mood: Despair, Sorrow, or Rage.
If you picked Despair, give 1 Fatigue token to all enemies.
If you picked Sorrow, give 1 Weakness token to all enemies.
If you picked Rage, give 1 Burning token to all enemies.

2+ or 5+ or 8+: Rip Chord

Give one of your Mood's tokens to an enemy within Range.
5+: Give one of your Mood's tokens to each enemy within Range.
8+: Give one of your Mood's tokens to each enemy you can see.

6+: Mood Shift

Apply all of your **Start Effects** as this **Action's** effects.
Usable once per turn, only during your own turn.

Singing Style sings a dour song that weakens all enemies, and has a strong tendency to change the mood frequently.

Mood Shift applies ALL of your "start of turn" effects as its **Action**. Any **Ability** that triggers during **Phase 2: Start Phase** will be triggered again, as **Mood Shift's** effect. This includes your current **Archetype Ability,** your current **Form Ability**, the **Singing Ability**, and your **Build**. As such, this **Style** pairs well with **Archetypes** and **Forms** with good start of turn **Abilities**, like **Angel, Cavalry, Cyborg, Phantom, Punk, Vigilance Form**, **Wild Form**, and especially **Song Form**.

Recommended Singing Stances

If you are in **Singing Song Stance, Mood Shift** lets you choose both your Song and Mood, and applies both (new) Start of Turn effects.

Singing Vigilance can use **Mood Shift** for additional heal or token discard, depending on your needs. It also lets you pile on additional Weakness tokens, making Sorrow a good mood choice. It is generally better to stack one type of Status on a foe you want to disable, than to give them a one or two of each type.

Winged Style **Range: 1-2** **Mobility**

You do not take Fall Damage.
Rubble does not give you Fatigue tokens.
At the end of every turn, you may move 1 space.
After you give an enemy your Challenge token, you may Move 2.

1+ or 4+: As The Crow Flies

Teleport 4.
4+: Challenge an enemy within range, then Teleport 2.

Winged Style is a highly mobile harassment style, able to be anywhere it needs to be to best cause trouble. The **Winged Ability** triggers on every turn, not just your own, letting you stay out of reach.

Recommended Winged Stances

Winged Power, Winged Blaster, and **Winged One-Two** let you put that speed to good use, getting wherever you need to be to hurt things.

Winged Reversal takes advantage of both parts' strengths, with **Winged Style's** free movement at the end of every turn putting you in position for **Reversal Form's** out of turn **Actions**. **Winged's** immunities combined with **Reversal's** **Armor** makes for a very good utility stance.

Winged Shadow is possibly the fastest stance in the game, letting you constantly move around while creating obstacles as you go. If you want to be truly uncatchable, nothing gives you more off-turn mobility.

Angel Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Angel** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Heaven's Piledriver — α Super

Deal 6 damage to an adjacent enemy. That enemy cannot use Free Movement until after the end of their next turn.

The **Angel's Alpha Super** inflicts massive damage on a single target and slams them into the dirt so hard, they can't move. Even if they survive the attack, they aren't going anywhere anytime soon.

Siren's Scream — Δ Super

Challenge and deal 2 damage to all enemies. Then, you gain an 8-point Shield.

The **Angel's Delta Super** is the ultimate in drawing aggro. Enemies must focus on you, and they will have trouble breaking through the massive shield you've put together. Excellent when paired with **Thorns Form**, so your foes take damage for breaking through your mighty shield.

Cavalry

COMPLEXITY

Support Mobility Archetype

No one keeps up like the **Cavalry**. Your job is to get in, exactly where you need to be, and keep everyone on their feet. Nobody is there for them like you can be. **Cavalry** are protectors, heroes, and all around nice people to have on your side of the battlefield.

Cavalry provide a wide variety of support abilities for their team, giving Shields to anyone who fights alongside them. The **Cavalry** can get wherever they need to be and provide just the back up your team needs. This makes them excellent Harriers, with solid Growth potential.

Cavalry need to watch their positioning. Many of their **Abilities** work by being within range of their allies, and being where you need to be can make a huge difference in the flow of battle.

Cavalry are all about the team buffs. When you have the **Cavalry** around, you can expect to get a bunch of small bonuses every turn. When playing as the **Cavalry**, be sure to keep track of these bonuses for your team, so they can properly take advantage of them.

Focused Cavalry

At the start and end of your turn, you may Move up to 2, then you and each ally within range gains **Shield 2**.

Fused Cavalry

At the start of your turn, you may Move up to 2, then you and each ally within range gains **Shield 2.**

Frantic Cavalry

At the start and end of this turn, you may Move up to 2, then you and each ally within range gains **Shield 2**.

1+ or 4+ or 6+: First Aid

Target an ally within Range 1-5. Pull yourself towards them, 1 space at a time, until you are adjacent to that ally.
4+: Heal that ally.
6+: Give that ally **Shield 4**.
First Aid can only target an ally once per turn.

The Pull granted by **First Aid** does not need to be in a totally straight line. You can curve it, so to speak. As long as each space of movement is closer to your target than the previous, it is a valid option.

This is especially important because Rubble or Pits will end this movement prematurely, and Pits or Traps will damage you if you rush over them. Avoiding those obstacles is crucial to being a good medic.

Shields cannot stack. If you give the **6+ First Aid** shield to someone who already held a Shield, they must choose to either take the new Shield, or increase their existing Shield by 1.

Charging Style **Range: 1** **Support**

At the start of your turn, you gain temporary **Armor** and may Move up to 2.
At the start of each ally's turn, that ally may Move up to 2.

3+ or 6+: Follow My Lead

You may move 1, then deal 1 damage to an enemy within range. An ally you can see (other than yourself) may move 1, then deal 1 damage to an enemy within their range.
6+: You may move 1, then deal 1 damage to an enemy within range. An ally you can see (other than yourself) may move 1, then deal 1 damage to an enemy within their range.

Charging Style provides team support regardless of your own positioning, so its ideal for getting your team where they need to be.

You are your own ally, so the **Charging Ability** to move at the start of each ally's turn includes you, on your own turn. When it is your turn, you will get to Move up to 4 spaces and gain temporary **Armor**.

Temporary **Armor** is used after all other **Armor** and only triggers once. Once your temporary **Armor** has triggered, it is lost. Temporary **Armor** is a binary - you either have it or you do not. You cannot have multiple instances of temporary **Armor**.

Recommended Charging Stances

One-Two Form is a natural pair with **Charging Style**, even when it isn't *your* **One-Two Form**. An ally using **One-Two** will trigger the **One-Two Ability** when they **Follow Your Lead**. Be on the lookout for allies with other **Abilities** that trigger when they deal damage with an **Action**.

Charging Blaster is a powerful combination. Each extra target for **Follow My Lead** can be an extra ally moving and attacking, letting the whole team strike in unison.

Charging Shadow puts its six **Action Dice** to use, letting you use **Follow My Lead** many times.

Charging Iron and **Charging Power** benefit from **Charging Style's** sheer quantity of **Action Movement**, to get around their Speed problems.

Heroic Style **Range: 1-2** **Guard**

At the start of your turn, you heal 1.
Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

3 HP: Burning Heart

Each ally within range gains 2 Iron tokens and 2 Power tokens.
Usable once per turn, only while you hold no Power tokens.

7+: Hero's Moment

Deal 4 damage to an adjacent enemy and Push them **X**.
X is equal to **2**, or to half the damage on your current health bar, rounded up, whichever is higher.

Heroic Style keeps everyone else safe, no matter what. As long as you're in the middle of the squad, they will barely get hurt at all.

If multiple allies with **Heroic Style** are within range of an ally who took damage, only one of them gets to use the **Heroic Ability** to redirect that damage. They must choose between them who takes half the hit.

You are your own ally, so **Burning Heart** will also give 2 Iron tokens and 2 Power tokens to yourself.

Recommended Heroic Stances

Heroic Iron and **Heroic Reversal** are obvious choices, as **Armor** drastically increases the **Heroic Ability's** benefits.

Heroic Shadow can keep their Speed tokens between turns, so you can move to where you need to be to take damage. **Shadow Form** also lets you escape with **Stunt** if you start getting too badly hurt, while **Reversal** allows you to throw an off-turn interception.

Heroic Thorns is a punishing stance. If you're positioned right, the **Thorns Ability** will deal damage to your enemies every time they attack anyone on your team, as long as you can keep your Shields up.

Heroic Control is less obvious than other choices, but Range 1-5 with **Burning Heart** is a powerful combo. The **Control tokens** also help you deal with those attacks that you can't afford to take head on.

Heroic Power cares less about the ability to protect their team, and more about using **Hero's Moment** to launch someone across the map.

Jumping Style **Range: 1** **Mobility**

At the start and end of your turn, you may Teleport 3.
When you Bleed, you may Teleport 3.

3+: Leap In

Teleport 3. Then, deal 2 damage to an enemy within range.

5+: Leap Out

Deal 2 damage to an enemy within range, then teleport 3. Then, **choose one:** Deal 2 damage to a different enemy within range; ***-or-*** heal 2; ***-or-*** gain 2 Power tokens.

Jumping Style lets you dive onto threats that need to go down quickly, then leap back out of the fray after you're done. Sometimes the best team support is to take out the problem yourself.

Teleportation is a type of movement that ignores all intervening space. "Teleport three spaces" effectively means "directly enter any space within range 1-3." You do not take fall damage from Pits or gain Fatigue tokens from Rubble you teleport to, but you do trigger Traps.

Recommended Jumping Stances

Jumping Power and **Jumping One-Two** are obvious choices, as these **Forms** give you the damage you want when you dive onto a threat. **Power Form** always appreciates extra mobility, and **One-Two Form** loves cheap damage-dealing **Actions**.

Jumping Blaster is also an option, as the **Jumping Ability** and **Leap In** let you easily get into position for a widespread **Shockwave**.

Jumping Vigilance lets you easily get in position to heal or hand out Weakness tokens, then jump away to safety. You can trigger your **Abilities** in any order, so at the end of your turn, you can either use the **Vigilance Ability** before jumping away, or after jumping to an enemy.

Rallying Style **Range: 1-3** **Support**

At the start of each ally's turn, if they are within Range of you or your Copies, they may heal.

At the end of your turn, choose an ally you can see other than yourself. They heal and gain **Shield 2**.

2+ or 3+ or 5+: Group Up

Pull up to 3 to one ally you can see.

3+: Pull up to 3 to one ally you can see.

5+, Once per turn: Choose one to apply to each ally within range: Heal; ***-or-*** Gain 2 Power tokens; ***-or-*** Gain **Shield 3**.

Rallying Style is healing focused, capable of picking your whole team back up off the ground.

You are your own ally who is within your range, so the **Rallying Abilities** will heal you at the start and end of your own turn, and a **5+ Group Up** will affect you as well as any allies pulled into range.

Recommended Rallying Stances

Rallying Song and **Rallying Vigilance** are obvious, as the primary healing **Forms**. If you want an excellent support stance, look no further.

Rallying Iron gives you **Armor** and access to **Secure**, which combos well with **Group Up**. The self-healing of the **Rallying Ability** also combines with **Iron** to create a powerful desperation stance, where you know you can get back up and you will likely stay up until your next turn.

Rallying Shadow lets you get into position to heal your allies on their own turns, greatly improving the flexibility of the **Rallying Ability**. Being able to **Stunt** out of danger is also a good tool for a healer to have.

Rallying Blaster and **Rallying Control** increase your Range, greatly improving the **Rallying Ability's** flexibility. **Blaster's** extra target can let **Group Up** pull an extra ally within range of your healing, while **Control tokens** allow you to actively protect your team with your massive Range.

Unbreakable Style **Range: 1-2** **Guard**

Your allies within range may spend your tokens.
At the start and end of your turn, give 1 Iron token to each ally within range.

5+: Eyes Open

You gain 4 Iron Tokens and may Move 1.

4 Iron Tokens: Stay Out Of This

Give 3 Weakness tokens and Push 3 to an enemy within range.

Unbreakable Style lets you buff your team by proxy. Any token you hold becomes a token your friends hold.

You are your own ally, so the **Unbreakable Start Ability** will always give you an Iron token, too.

Recommended Unbreakable Stances

Unbreakable Control is the obvious choice, increasing your range to make sharing tokens easier. The **Unbreakable Ability** also lets your allies use your **Control tokens,** letting you use them as a range boost.

Unbreakable Power and **Unbreakable Iron** let you build up a lot of Power or Iron tokens, to share with the **Unbreakable Ability**.

Unbreakable Shadow keeps their Speed tokens outside of your turn, letting your allies borrow movement as they need it. There is no better **Stance** for protecting your team from a ring-out.

Unbreakable Song gathers many basic tokens to share with your allies. It spreads the love even more than **Song Form** normally does.

Cavalry Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Cavalry** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Call In The Cavalry

α Super

Deal 2 damage to all enemies, then deal 2 damage to all enemies.

The **Cavalry's Alpha Super** hits ALL enemies, whether you can see them or not. Whether this cavalry is your clan backing you up, your biker gang driving through the arena, your pirate crew firing the cannons, your herd of sheep trampling everyone, your military buddies sniping from afar, or something else is up to you - they will still find an opening and beat down on all enemies, before running off stage.

Inspire Perfection

Δ Super

Remove up to 4 Status tokens from yourself and each ally you can see. Heal, give 2 Power tokens, and give 2 Iron tokens to each ally you can see, including yourself.

The **Cavalry's Delta Super** provides an incredible amount of support, making it a great panic button. It is especially effective against opponents relying on Burning and Weakness tokens, but also provides a nice boon against foes relying on Challenges or Fatigue.

But even if there are few Common Tokens to remove, giving two Power and 2 Iron tokens to yourself and each ally is no small benefit.

Cyborg

COMPLEXITY ★★☆

Preparation Technical Archetype

Cyborgs build power over time. They adapt to the threat in front of them, growing stronger, tougher, or faster, as needed. If you let a **Cyborg** build up, they will destroy you.

Cyborgs is a Growth **Archetype**, using their constant flow of basic tokens to trigger powerful **Unique Actions**. They are good at everything, and only weak to being struck down before they can properly prepare.

Cyborgs need to pay close attention to their token management. Basic Tokens are their bread and butter, and everything they do relies on keeping a stock of the tokens they need when they need them.

With a variety of powerful **Token Actions** and an **Ability** that gives you the tokens you need, the **Cyborg** sets itself up for success. As long as you stay focused, the **Cyborg** can handle anything in front of them.

Focused Cyborg

At the start of your turn, you gain 3 Basic Tokens of one type, 2 Basic tokens of a different type, and 1 Basic token of the final type.

Fused Cyborg

At the start of your turn, you gain 2 Basic Tokens of one type, and 1 Basic token of each other type.

Frantic Cyborg

At the start of this turn, you gain 3 Basic Tokens of one type, 2 Basic tokens of a different type, and 1 Basic token of the final type.

2 to 5 Basic Tokens: XYZ-BURST

*You may pay for **XYZ-BURST** using **2**, **3**, **4**, or **5** Basic Tokens.*

You heal **X**, then teleport **Y**, then deal **Z** damage to an enemy within range.

X is equal to the number of **Iron tokens** spent to pay for this.
Y is equal to twice the number of **Speed tokens** spent.
Z is equal to the number of **Power tokens** spent.
Usable once per turn, only during your own turn.

The **Cyborg Abilities** give you many Basic tokens of each type. The Basic tokens are Iron tokens, Power tokens, and Speed tokens.

Each choice in the **Cyborg Abilities** is exclusive. If a **Focused** or **Frantic Cyborg** chooses to gain 3 Power tokens, they cannot pick Power Tokens for the next two options. They must pick Iron or Speed. And if they choose to gain 2 Iron tokens afterwards, then they are forced to gain 1 Speed token, as it is the only type of Basic token remaining.

The **XYZ-BURST Archetype Action** is the only **Action** in the game to use multiple different **X** values. **Y** and **Z** function the same as **X** normally does in other **X Actions**, but each variable's value is set separately.

While that sounds really complicated, **XYZ-BURST's** effect is actually very simple. The healing effect scales with Iron tokens spent, the teleport distance scales with Speed tokens spent, and the damage inflicted scales with Power tokens spent to pay for **XYZ-BURST**. Easy!

Armored Style **Range: 1-2** **Guard**

After you spend Iron tokens or trigger your **Armor**, you heal 1. This can heal a maximum of 3 HP per turn.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, the enemy who held the token gains 2 Weakness tokens.

2+ or 6+: Hard Body

You gain temporary **Armor**.
6+: You gain 4 Iron tokens.

2 Iron Tokens or 5 Iron Tokens: You, Stay

Challenge an enemy within range.
Give that enemy 2 Fatigue tokens.
5 Iron: Instead give them 4 Fatigue tokens. You gain **Shield 3**.
Usable once per turn.

Armored Style is tough as nails. With each Iron token you hold negating two damage instead of one, you are very difficult to take down.

Spending Iron tokens to use **You, Stay** or **XYZ-BURST** will heal you with the **Armored Ability**.

Temporary **Armor** is used after all other **Armor** and only triggers once. Once your temporary **Armor** has triggered, it is lost. Temporary **Armor** is a binary - you either have it or you do not. You cannot have multiple instances of temporary **Armor**.

Recommended Armored Stances

Armored Iron is the obvious pair, giving you **Armor** and the Iron tokens to spend on **You, Stay**. **Iron** also gets you extra healing from the **Armored Ability**, compared to any other **Form**.

Armored Vigilance is a powerful recovery **Stance**. With the **Vigilance Ability** picking you up, the **Cyborg Ability** giving Iron tokens, and the **Armored Ability** making each Iron token count, this combination all but guarantees you'll survive to your next turn to try something else.

Like all **Cyborg Stances**, **Armored Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Incinerator Style **Range: 1-3** **Aggro**

After you use a Power token to Enhance a Hit, give 1 Burning token to the target of that hit.
After you take damage from Burning Tokens, gain 1 Power token.

1+ or 5+: Overclock

Gain 2 Power tokens and 1 Burning token.
5+: Gain 2 more Power tokens and 1 more Burning token.
Usable once per turn.

2 Power Tokens or 4 Power Tokens: Flamethrower

Deal 1 damage and give 1 Burning token to an enemy within range.
4 Power: Instead, deal 2 damage and give 2 Burning tokens, and also, **Flamethrower** now applies to each target adjacent to the initial target(s).
Usable once per turn.

Incinerator Style is extremely aggressive, getting enemies out of your face and setting them on fire.
Incinerator's Ability only gives one Burning token to a Power-boosted hit, no matter how many Power tokens you spend.

Recommended Incinerator Stances

Incinerator Power is the obvious stance to take, as it gives you easy access to more Power tokens to spend on **Flamethrower**.

Incinerator One-Two and **Incinerator Blaster** give you more hits with each **Action**, giving you more opportunities to hand out Burning tokens with **Incinerator's Ability**.

Incinerator Control has a very large range of 1-6, letting you use Incinerator as more of a zoning stance. With sudden off-turn pushes with **Flamethrower**, you can keep your foes away from where they want to be.

Like all **Cyborg Stances**, **Incinerator Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Machine Style **Range: 1-2** **Preparation**

At the start of your turn, you gain 1 Iron token.
You may spend your Iron Tokens as if they were Power tokens or Speed tokens.

1+ or 4+ or 8+: High Efficiency

Choose two: You heal 1; ***-or-*** you gain 1 Iron token; ***-or-*** you gain 1 Power token; ***-or-*** you gain 1 Speed token; ***-or-*** you deal 1 damage to an enemy within range.
4+: Choose all five instead.
8+: Replace all **1's** in **High Efficiency** with **2's**.

Machine Style is a well-rounded **Style** that pairs well with any **Form**.
A **4+ High Efficiency** performs all five choices, in the order listed. An **8+ High Efficiency** also performs all five, but at twice the value: you heal 2, gain 2 of each Basic Token, and deal 2 damage to an enemy within range.

Recommended Machine Stances

Machine Iron can gain more Iron tokens, allowing you to use them with the **Machine Ability**. Being able to use Iron tokens as Speed tokens completely removes **Iron's** usual mobility downside.

High Efficiency does a lot at low cost, so **Machine Shadow, Machine One-Two,** and **Machine Wild** make the best use of this with their many **Action Dice**. **Wild's** extra **Action Dice** are conditional, which makes it a little more unreliable as a preparation stance, but you can gain Iron tokens for the once you couldn't get, which are effectively every token type.

Machine Vigilance can guarantee a **4+** and **1+ High Efficiency**, making it an excellent preparation **Stance** that impacts the battlefield now.

Like all **Cyborg Stances**, **Machine Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need. You have little reason to choose a song other than Iron, though.

Rocket Style **Range: 1** **Mobility**

After you Push, you may Teleport to an empty space adjacent to the target of that Push.

At the start of your turn, you may Push 3 to an obstacle, ally, or enemy within range.

3+ or 6+: Nitro Boost

Teleport 2, then gain 2 Speed tokens.

6+: Teleport 2, then gain 3 Speed tokens.

3 Speed Tokens or 5 Speed Tokens: Rocket Tackle

Push 2 to someone within range.

5 Speed: If they are an ally, they Move up to 3. If they are an enemy, Push 2 and deal 2 damage to them.

Usable once per turn.

Rocket Style carries your allies to where they should be, and pushes enemies away from where they want to be.

The **Rocket Triggered Ability** teleports you AFTER the Push is finished, allowing you to stick right next to them.

Recommended Rocket Stances

Rocket Dance is incredibly mobile, letting you **Throw** someone, teleport to them, and take home a bunch of Speed tokens for your trouble. The ability to use an off-turn **Rocket Tackle**, or to teleport after any of your **Dance Unique Actions**, is also particularly excellent.

Rocket Shadow can keep hold of your Speed Tokens for impromptu **Rocket Tackle** interrupts, letting you rescue allies in danger or push enemies away.

Like all **Cyborg Stances**, **Rocket Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Syphon Style **Range: 1-2** **Preparation**

At the start and end of your turn, you may choose 1 token you hold. Either replace it with a Power token, or gain another copy of it.

2+ or 6+: Power Converter

Target a single token held by you or someone within range.
Choose one or both: You steal the targeted token(s) from them; and/or replace the targeted token(s) with Power tokens.
6+: Power Converter instead applies to every token they hold of the targeted token's type.

Syphon Style filters out excess tokens into more Power, letting you turn weakness into strength. A **6+ Power Converter** will steal and/or replace every token of a single type held by your target. So if an ally has 3 Weakness tokens, you may turn them into 3 Power tokens.

Recommended Syphon Stances

Syphon Power and **Syphon Wild** can efficiently use all the Power Tokens you gain from **Power Converter**.

Syphon Blaster lets you remove more tokens at once. An **Amplified 6+ Power Converter** can remove 5 types of tokens from anyone with range, giving all of them back to you as Power tokens. Extra targets don't give you more choices - you must make the same choice for every target.

Syphon Reversal can potentially steal your opponent's tokens the moment they gain them, before they even get to use them.

Syphon Thorns guarantees you get a **6+ Power Converter** each turn.

Like all **Cyborg Stances**, **Syphon Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Cyborg Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Cyborg** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Draining Knuckle

Alpha Super

Deal 3 damage to an adjacent enemy, and they discard all Basic Tokens they hold. Then, you gain 2 Power tokens, 2 Iron tokens, and 3 Speed tokens.

The **Cyborg's Alpha Super** syphons away all of your foes' power, stripping them of their speed, power, and durability. It also takes some of that power for yourself. A well rounded and always reliable move.

Drive Install

Delta Super

You gain 6 Power tokens, 6 Iron tokens, and 6 Speed tokens. For the rest of this fight, you can spend 1 more Power token and 1 more Iron token per hit. For the rest of this fight, you only discard 1 Speed token at the end of each turn, instead of 3 of them.

The **Cyborg's Delta Super** grants you incredible power for the rest of the fight. While many **Super Moves** have a bonus that lasts until the end of the Round, **Drive Install** lasts for the entire fight, giving you a small but permanent edge over everyone else.

Demon

COMPLEXITY ★★★

Ruinous Mobility Archetype

Demons are big bullies. They get their strength from making others weak. They drain your strength, toss you aside, and just when you think you've got the upper hand, they sneak in a surprise attack.

Demons are an aggressive **Archetype**, focusing on picking off their enemies one by one. They stay on their feet by keeping their enemies off balance, and limiting their ability to counterattack effectively. They are excellent at Rushdown and solid Harriers, with their ridiculous mobility.

Demons need to be wary of their enemy's capabilities, because they are relatively fragile. They rely on their tricks, their Fog and Weakness tokens and teleports, to avoid being punished for their aggressive antics.

But what really makes a **Demon** vicious is their **Chaos Tokens**, which they can spend to take **Actions** out of turn. They need to keep track of the best time to use those tokens, because a key interruption can mean the difference between defeat and domination.

Focused Demon

At the end of your turn, you gain 2 **Chaos Tokens**.

At the start of each enemy turn, you may Pull yourself up to **X** spaces towards the active character, where **X** is the number of **Chaos Tokens** you hold.

Fused Demon

At the end of your turn, you gain 1 **Chaos Token**.

At the start of each enemy turn, you may Pull yourself up to **X** spaces towards the active character, where **X** is the number of **Chaos Tokens** you hold.

Frantic Demon

At the end of this turn, you gain 2 **Chaos Tokens**.

Until your next turn, at the start of each enemy turn, you may Pull yourself up to **X** spaces towards the active character, where **X** is the number of **Chaos Tokens** you hold.

4+: Devil Dive

Teleport 3, then deal 2 damage to an enemy within range.

Chaos Token: This Unique Token is only used by the **Demon**.

You may spend a **Chaos Token** to take a **Reactive Action**, as if you had spent a **4**. Any **Action** that could be taken by spending a **4** is a valid option for a **Chaos Token Action**.

Chaos Tokens are usable only once per turn.

Dark Style **Range: 2-4** **Mobility**

You can see and target enemies through Fog.
At the end of your turn, place a Fog obstacle into your space.

4+: Darkness Dawns

Place one or two Fog obstacles into empty spaces within range.
You may teleport to an empty space within those Fog obstacles.

4+: Twilight Sorrow

Each enemy standing within Fog gains 1 Weakness token and 1 Fatigue token. Then, you gain 3 Speed tokens.

Dark Style lets you set up a lot of Fog to hide in, and punish any enemies who try to use it by handing them Weakness tokens.

For **Twilight Sorrow**, enemies standing adjacent to Fog still count as being in Fog. **Twilight Sorrow** gives you the same number of Speed tokens as the number of Weakness tokens it hands out.

The **Dark Ability** replaces any obstacle in your space with Fog.

Recommended Dark Stances

Dark Shadow can use **Stunt** to create more Fog. The **Shadow Ability** lets you keep your Speed tokens when you use **Twilight Sorrow** out of turn with a Chaos Token.

Dark Blaster lets you place more fog with **Darkness Dawns**, as well as taking advantage of its **Ability** to target through Fog for unavoidable, long-range **Shockwaves** or **Amplified Damage Actions**.

Dark Control increases your Range, so **Darkness Dawns** can take you farther, and you can use your Control tokens through the Fog you spread. Your enemies cannot do the same to you.

Dark Vigilance loves the high range of **Dark Style** for the **Vigilance End Ability** and to use **Bow Down** from afar, and having the option to **Stand Strong** from within the safety of Fog.

Ogre's Style **Range: 1-2** **Zoning**

Your **Throws** may target any number of enemies within range.
After you perform an **Action** that inflicted Forced Movement on any enemies, you deal 1 damage to each enemy moved by that **Action**.

4+: Gate Guardian

Pull 2 to all enemies you can see, then deal 1 damage to each enemy within range.

4+: Watch Your Step

Target an enemy you can see that moved during this turn.
You Push 1 and deal 2 damage to them.

Ogre's Style relies on **Throws** to trigger **Watch Your Step**, and its **Ability** makes those **Throws** better and easier to use.

Recommended Ogre's Stances

Ogre's Dance is a powerful ruinous stance, as your wide-reaching Pulls and Pushes will remove basic tokens from each enemy affected.

Ogre's Blaster can **Throw** a bunch of enemies, then use an **Amplified Watch Your Step** to hit all of them at once.

Ogre's Control has **Range: 1-5**, letting you use one **Throw Action** on as many enemies as possible. **Gate Guardian** is also especially good with **Chaos Tokens**, for keeping enemies within range of your **Control Tokens**.

Slasher Style **Range: 1-2** **Aggro**

After an effect Pushes you, you may Pull yourself up to 2 towards the source of that Push.

At the end of every turn, you may Move 1, then you deal 1 damage to an enemy within range.

4+: Suddenly…

Teleport into an empty space adjacent to someone who is alone, then if they are an enemy, you deal 1 damage to them.

Someone is alone if nobody is adjacent to them.

Slasher Style wants to be in the thick of things. You slowly stalk your foes at the end of every turn, slicing into whatever enemy you can get close to. If they run too far away, you can use your **Chaos tokens** to **Suddenly…** be back in position.

The **Slasher Ability** deals damage every turn, not just your turn.

Recommended Slasher Stances

Slasher Reversal and **Slasher Shadow** can move out of turn, letting you stick close to enemies you want to focus on with the **Slasher Ability**. **Reversal** is especially nasty for this, because they can't do anything about your inevitable victory without giving you a free **Reactive Action**.

Slasher Power and **Slasher Song** give you Power tokens, so you can deal more damage with the **Slasher Ability**.

Slasher Iron and **Slasher Thorns** gives you the survivability you'll need to stand next to your enemies for several turns, and **Contain** can pull them close and place Traps for them to fall in while escaping from you.

Vampire Style **Range: 1** **Desperation**

After you deal damage with an **Action** or **Ability**, you heal 1. This **Ability** cannot heal you more than the Bleed Value in a single turn.
After you give Weakness tokens to an enemy, you gain 1 Power token, to a maximum of 4 Power tokens per turn.

4+: Life Steal

Deal 2 damage and give 1 Weakness token to an enemy within range.

4+: Hypnotic Gaze

Target an enemy you can see. Pull them up to 4, then if they are now within your range, give them 2 Weakness tokens.

Vampire Style drains power with every blow, growing stronger as your enemies grow weaker. There is no better means of winning a game of Attrition than literally stealing HP and damage from your enemies.

Recommended Vampire Stances

Vampire One-Two and **Vampire Blaster** have several multi-hit options, letting the **Vampire Ability** heal you more.

Vampire Vigilance has many ways to give out Weakness tokens, which all turn into extra Power.

Vampire Thorns deals 1 damage each time an enemy hits your Shield, which triggers the **Vampire Ability's** heal. If you put up your Shields while you are already damaged, enemies trying to break you will only help to heal you up again.

Zombie Style **Range: 1-2** **Zoning**

After an enemy destroys any of your Copies, you deal 1 damage to them.

At the start of your turn and when you Bleed, place a Copy into a space within range of you or your Copies.

At the end of your turn, you deal 1 damage to each enemy adjacent to any of your Copies.

4+: Hunger

One target within range discards 3 tokens of their choice (or all of their tokens, if they have less). For each token they discarded, place a Copy into an empty space adjacent to them.

4+: Raise The Dead

Give 2 Fatigue tokens to an enemy within range, then place 2 Copies in empty spaces adjacent to that enemy.

Zombie Style is focused on aggressive defense, dealing damage with your throwaway cannon fodder as you throw more and more at them. You will drown the field in a sea of ~~zombies~~ Copies, and anyone trying to stem the flow will suffer harm for doing so.

Recommended Zombie Stances

Zombie Shadow lets you place Copies with **Stunt**, as well as enabling out of turn movement, so you can more easily keep foes within range of the **Zombie Ability**.

Zombie Vigilance is a durable stance that plays up the immortality of a zombie, reviving you at the start of your turn.

Zombie Thorns puts your foes in a lose-lose position. They can go after your Copies and suffer harm for doing so, or go after you and take damage anyway!

Demon Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Demon** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Unending Despair

Target an adjacent enemy. Give them 4 Burning tokens, 3 Fatigue tokens, and 2 Weakness tokens. You gain 2 Iron tokens, 2 Power tokens, 2 Speed tokens, and 2 **Chaos tokens**.

The **Demon's Alpha Super** does not deal damage directly, but it instead heavily cripples a single foe and steals their power for yourself. A truly cruel despair, snatching away any hope the enemy has of winning.

Dancing Mad

Teleport 3, then deal 2 damage to an adjacent enemy. You may repeat this as many times as you like. After you damage the same enemy twice, you deal 1 damage to all enemies within Range 1-3, then this **Super Move** ends.

A dance of death. The **Demon's Delta Super** teleports madly around the map, damaging as many enemies as you can reach. Once you hit someone twice with this **Super Move,** you end with a dramatic flourish that deals 1 damage to everything near you.

A flashy but difficult to execute **Super Move**.

Flametongue

COMPLEXITY ★☆☆

Aggro Technical Archetype

Flametongues want to watch the world burn. They specialize in fire, explosions, and blasts of all sorts, destroying the terrain around them as they fight. They hand out a lot of Burning tokens, which deal more and more damage the more of them your enemies have.

Flametongues are vulnerable to foes who can remove tokens easily. The **Angel's Purify**, the **Cyborg's Power Converter**, and the **Trickster Ability** can turn your blistering heat into their own strength. Also, Burning Tokens don't trigger until the end of their turn, and everyone can use **Put It Out!**, so don't rely solely on Burning Tokens to finish your foes off.

The main way a **Flametongue** defeats their foes is by giving them more to deal with than they can reasonably handle. You give out so many Burning tokens, and lay out so many Traps, and punish them for hitting you, and just make fighting back the last thing they can afford to do.

Focused Flametongue

Three times per turn, after you deal damage to an enemy, give them 2 Burning tokens.

Fused Flametongue

Three times per turn, after you deal damage to an enemy, give them 1 Burning token.

Frantic Flametongue

Until your next turn, three times per turn, after you deal damage to an enemy, give them 2 Burning tokens.

2+ or 5+ or 8+: Incinerate

Deal 1 damage and give 1 Burning token to an enemy within range.
5+: Deal 2 damage and give 2 Burning tokens instead.
8+: Deal 3 damage and give 3 Burning tokens instead.

The **Flametongue Abilities** not only give Burning tokens to your enemies, they also accelerate how rapidly they burn. Your enemies don’t just take Burning damage on their own turn, they also take burning damage at the end of YOUR turn.

Triggering Burning Tokens: During the **End Phase**, if the active character has any Burning tokens, they take damage equal to the number of Burning tokens they hold. Then, they discard half of their Burning tokens, rounded up.

Blazing Style **Range: 1-3** **Technical**

At the start of each allied turn, give 1 Burning token to each enemy within range.

1 HP: Blazing Speed

Target an enemy you can see that has Burning Tokens. Pull yourself up to **X** spaces towards them, where **X** is the number of Burning Tokens they hold.
Usable once per enemy turn.

6+: Ignition

Deal **X** damage to an adjacent enemy. **X** = the number of Burning tokens they hold.
Usable once per turn.

Blazing Style hands out Burning tokens to anyone who sticks too close to you. Even if they try to escape, **Blazing Speed** allows you to use your burnt enemies for mid-turn mobility, catching up to keep the Burning tokens building. Once enough Burning Tokens are in play, **Ignition** is a powerful finisher, burning down an enemy's HP all at once.

Recommended Blazing Stances

~Coming Soon~

Explosion Style **Range: 1-2** **Aggro**

After you perform an **Action** that destroyed any obstacles, deal 1 damage to all enemies on or adjacent to any of those obstacles.

3+ or 5+ or 7+: Demolition

Choose one: Place a Pit into a space within range; ***-or-*** place 2 Traps into spaces within range; ***-or-*** destroy up to 3 obstacles within range.
5+: Choose two instead.
7+: Choose three instead.

2+ or 4+ or 6+: Ka-Boom!

Place Rubble into an adjacent space, then destroy it. Push yourself 2 spaces away from that Rubble.
4+: Place Rubble into an adjacent space, then destroy it. Push yourself 2 or 3 spaces away from that Rubble.
6+: Place Rubble into an adjacent space, then destroy it. Push yourself up to 3 spaces away from that Rubble.

Explosion Style creates shrapnel. It tears the map apart, and shards of terrain will hurt any enemies standing too close to the chaos.

When you place a Pit directly under an enemy, they immediately take 2 Fall damage unless they can Save Themselves.

The **Explosion Ability** only triggers once per **Action**. If you destroy 3 obstacles adjacent to a single enemy, that enemy only takes 1 damage. Conversely, if you destroy 1 obstacle adjacent to three different enemies, all three of those enemies take 1 damage.

Recommended Explosion Stances

~Coming Soon~

Inferno Style **Range: 1-2** **Guard**

You have **Armor** against damage from Burning tokens.
After you Reduce a Hit, give 1 Burning token to your attacker.

Pay 1 HP: Flame Guard

You can only use **Flame Guard** while you hold no Iron tokens.
You gain 2 Iron tokens.
Usable once per turn.

4+: Heat Beam

Unblockable.
Deal 3 damage to an enemy you can see that is holding at least 2 Burning tokens, then they discard 2 Burning tokens.

Inferno Style involves setting yourself on fire to discourage enemies from attacking you. That's just smart.

Like all **Token Actions, Flame Guard** can be used as a **Reactive Action** on anyone's turn. If you want to use **Heat Sink** early, you should start combat in **Inferno**, but don't take the first turn. Use **Flame Guard** during others' turns to build up Iron and Burning tokens, then get rid of those tokens for value with **Heat Sink**.

Recommended Inferno Stances

~Coming Soon~

Phoenix Style **Range: 1** **Desperation**

At the start of your turn, you gain **Shield 2**, then if you are Bleeding, you heal.
When you Bleed, you heal and gain **Shield 3**.
You do not take damage from Burning Tokens.

4+: Cleansing Fire

Choose two: Give 2 Burning tokens to an enemy within range; ***-or-*** heal an ally within range; ***-or-*** discard up to 3 status tokens from an ally within range.
Usable once per turn.

4+: Firebird's Flight

Teleport 3, then give 2 Burning tokens to all adjacent enemies.

Phoenix Style rises from the ashes, returning you to life from the brink of defeat. Also, its immune to fire, which is a nice bonus.

The **Phoenix Ability** heals you half as much damage as the Burning tokens would have dealt. So if you held 3 Burning tokens, you would heal 2 when they trigger. If you held 9 Burning tokens, you would heal 5.

Recommended Phoenix Stances

~Coming Soon~

Volcanic Style **Range: 1-3** **Zoning**

At the start and end of your turn, you may place a Trap into a space within range.
After an enemy within range takes damage from a Trap, give that enemy 1 Burning token.
You do not take damage from Traps.

1 Speed Token: Lava Walk

Move 1, then place a Trap into the space you left.
Usable twice per turn.

3+: Pyroclasm

Place 3 Traps into spaces within range.

Volcanic Style covers the world around you with fire. Traps within your range are scarier than usual, giving Burning tokens to anyone they successfully deal damage.

Recommended Volcanic Stances

~Coming Soon~

Flametongue Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Flametongue** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Erupting Burning Fist

Alpha Super

Deal 4 damage and Push 4 to an adjacent enemy, then give them Burning Tokens until they hold 6.

The **Flametongue's Alpha Super** deals incredible single target damage. Not up front, but the incredible burn left by your touch destroy them quickly.

Watch The World Burn

Delta Super

Place a Trap under each enemy you can see, then give each of those enemies 2 Burning tokens and 3 Fatigue tokens.

An unavoidable flame that burns everything.

The **Flametongue's Delta Super** creates an eruption of flame underneath every enemy, trapping and burning them all equally. In fights against many foes, this is an absolutely devastating **Super Move** that forces your foes to make difficult choices on who gets to escape their fire traps first, and who is left to burn.

Gunkata

COMPLEXITY ★★☆

Aggro Zoning Archetype

Gunkata is the ancient combat art of shooting people. Usually with guns. Ideally in the face. Probably a lot.

Gunkata is a high-damage **Archetype** that hits its enemies over and over and over. They embody the idea of death by a thousand cuts, and they do it all from fairly far away, making them phenomenal Harriers.

Big downside: your **Styles** have to deal with a minimum range. You need to be very wary of putting obstacles between you and your targets. Fog completely shuts you down and Walls make life difficult, but Rubble and Traps make it harder for your enemies to punish your ranged pokes.

Gunkata has a weapon for every occassion. Play to your strengths and punish their weaknesses, and you'll find that victory is an easy target.

Gunkata have **2** **Archetype** **Actions: Grape Shot** and **Slug Shot**.

Focused Gunkata

At the start and end of your turn, you perform one **Gunslinger Action** of your choice without paying its cost, from among those available to you in your current **Stance**.

Fused Gunkata

At the start ***-or-*** end of your turn, you perform one **Gunslinger Action** of your choice without paying its cost, from among those available to you in your current **Stance**.

Frantic Gunkata

At the start and end of this turn, you perform one **Gunslinger Action** of your choice without paying its cost, from among those available to you in your current **Stance**.

4+: Grape Shot

*This is a **Gunslinger Action.***

Deal 1 damage to up to four enemies within range. Any target that takes 0 damage from **Grape Shot** is pushed 1 space.

5+: Slug Shot

*This is a **Gunslinger Action.***

Push 4 and deal 2 damage to an enemy within range.

“Gunslinger Actions” are labeled as such in their description. Each **Gunkata Style** has one **Gunslinger Action** unique to it.

Your free **Gunslinger Actions** from the **Gunkata Abilities** do not count towards the once per turn **Action** limit of **Reversal Form**.

Akimbo Style **Range: 2-4** **Mobility**

At the start and end of your turn, Move 2.
After each **Action** you perform, Move 1.

3+ or 5+ or 8+: Firing Wild

Choose one: Deal 1 damage to each adjacent enemy; ***-or-*** deal 1 damage to up to 3 enemies within range; ***-or-*** deal 1 damage to up to 2 enemies you can see beyond your maximum range.
5+: Choose two instead.
8+: Deal 2 damage instead.

4+: Kneecapper

*This is a **Gunslinger Action.***
Choose one or two enemies within range. Deal 1 damage and give 2 Fatigue tokens to each target.

Akimbo Style hits the ground running, firing wildly at your foes then disengaging beyond their reach.

The **Akimbo Abilities** are not optional. At the start of your turn, the end of your turn, and after each **Action** you perform, you must Move.

Recommended Akimbo Stances

~Coming Soon~

Crosshair Style **Range: 4-5** **Aggro**

Whenever you deal 3 or more damage to an enemy in a single hit, they gain 1 Weakness token and you gain 1 Power token.

1+: Take Aim

*This is a **Gunslinger Action.***

Your next damage-dealing **Action** is **Unblockable by Armor, Iron Tokens, and Shields**.

6+: Headshot

Deal 5 damage to an enemy within range.
Usable once per Round.

Crosshair Style keeps your enemies in your sights, ignoring their defenses and hitting them where it hurts, as long as you can keep them within your narrow range.

Recommended Crosshair Stances

~Coming Soon~

Fullmetal Style **Range: 3-6** **Technical**

At the start of your turn, choose your Ammo: **Incendiary**, **Toxin,** or **Tracer**. You have the chosen Ammo effect until your next turn.

Incendiary: After each damage-dealing **Action** you perform, give each enemy dealt damage by that **Action** 1 Burning token.

Toxin: After each damage-dealing **Action** you perform, give each enemy dealt damage by that **Action** 1 Weakness token.

Tracer: You can see and target enemies through Fog and Walls. You have +2 maximum Range.

5+: Bombardment

*This is a **Gunslinger Action.***

Place a Trap into any space within range. Then, deal 2 damage to each enemy adjacent to, or on, that Trap.

7+: Bazooka

Deal 4 damage to an enemy within range, then deal 1 damage and give 2 Burning tokens to an enemy adjacent to you.

Fullmetal Style has a toolbox of unique ammo types, granting you exactly the tool you need to handle your current enemies. Toxin ammo to weaken dangerous foes, Tracer ammo to pick out foes in hiding, and Incendiary ammo to pile the damage on when you don't need the other two types of ammunition.

Recommended Fullmetal Stances

Fullmetal Control can either have a massive Range of 3-9, letting you hit just about anyone on the map, or close off your weakness to close range combat by making your Range 1-6.

~Coming Soon~

Quickdraw Style **Range: 2-3** **Desperation**

Add D6 to your **Action Dice**.
If an enemy discards your Challenge token using an enemy **Action** or **Ability**, the enemy who held the token gains 2 Fatigue tokens.

1+ or 4+: Point Blank Shot

Push 1 and deal 1 damage to an adjacent enemy.
4+: Instead, Push 3 and deal 3 damage.

4+: Showdown

*This is a **Gunslinger Action.***
Challenge an enemy within range. If they take the next turn for their side, they cannot discard your Challenge before the end of that turn. If they do not, you deal 3 damage to them.
Usable once per turn. **Unblockable by Shields**.

Quickdraw Style lets you do just a little bit more with any **Form**, making it a universally solid **Style**. Thanks to **Point Blank Shot**, you don't even need to worry about adjacent enemies escaping your range.

Recommended Quickdraw Stances

~Coming Soon~

Ricochet Style **Range: 2-5** **Zoning**

After each **Action** you perform, you may **choose one:** deal 1 damage to one enemy within range that was not targeted by that **Action**; ***-or-*** replace one obstacle you can see with Rubble.

3+ or 6+ or 9+: Trick Shot

Choose one obstacle within range. Destroy it, then deal 2 damage to an enemy within Range 1-3 of that obstacle.

6+: Then, deal 2 damage to an enemy within Range 1-3 of that first enemy.

9+: Then, deal 3 damage to a third enemy within Range 1-3 of that second enemy.

4+: Scatter Shot

*This is a **Gunslinger Action.***

Place Rubble into a space within range. Then, each enemy on or adjacent to that Rubble takes 1 damage and is pushed 3 spaces away from that Rubble.

Ricochet Style spreads your damage around rapidly, letting you remove problematic obstacles and soften up many enemies at once.

Trick Shot draws line of sight from the obstacle you chose with **Trick Shot**, instead of drawing from you. After each **Gate**, you draw line of sight from the enemy you hit with the previous part of **Trick Shot**, allowing you to shoot around corners.

Trick Shot can shoot through Walls and Fog, by using the Wall or Fog in your way as your target. If you choose a Wall or Fog as the targeted obstacle, any enemy within 3 spaces of that Wall or Fog is a legal target, even if you couldn't hit them normally.

If you place your **Scatter Shot** Rubble directly onto an enemy, the first space of their Push 3 can be in any direction. From there, the remaining two spaces must be away from the Rubble. This gives tons of flexibility on where you want to reposition an enemy.

Recommended Ricochet Stances

~Coming Soon~

Gunkata Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Gunkata** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Sniping Point

α Super

Your maximum range is infinite, until the end of this Round. Then, deal 7 damage to an enemy within range.

The **Gunkata's Alpha Super** sets you up in a high vantage point, from which you immediately fire a devastating critical shot. You get to keep the range increase for the rest of the round.

Lead Rain

Δ Super

Choose an enemy within range.
Deal 1 damage to that enemy and all adjacent enemies, then
deal 1 damage to that enemy and all adjacent enemies, then
deal 1 damage to that enemy and all adjacent enemies, then
deal 1 damage to that enemy and all adjacent enemies, then
deal 1 damage to that enemy and all adjacent enemies.

The **Gunkata's Delta Super** is an unending barrage of gunfire. If nothing else works, try more gun.

Phantom

COMPLEXITY ★★★

Phantoms are strange and unusual. They use their paranormal powers to fight their battles for them. Invisible barriers, telekinesis, teleportation, flight - you have all sorts of strange tricks that are tough for many enemies to handle.

Phantom is a flexible **Archetype** that can adapt to anything. Their main gimmick is granted by their Poltergeist Tokens, which give them the Ability to modify their Actions as they perform them, changing and twisting them to accomplish what they could not before.

Phantoms lack power. You need to rely on your team to actually defeat most foes, as the **Phantom's Styles** don't have any damage dealing **Abilities** or hard hitting **Unique Actions**.

Phantoms have an answer to every problem, and can control the battlefield as you see fit. The outside of the ring is your friend, and tossing enemies out of bounds is child's play to a **Phantom**.

Focused Phantom

At the start of your turn, you gain 4 **Poltergeist Tokens**.

Fused Phantom

At the start of your turn, you gain 2 **Poltergeist Tokens**.

Frantic Phantom

At the start of this turn, you gain 4 **Poltergeist Tokens**.

1 Poltergeist Token: Telekinesis

Choose one: Push 3 to an enemy or obstacle within range; ***-or-*** Pull 3 to an enemy or obstacle within range. If this movement ends with an enemy and an obstacle sharing a space, you deal 1 damage to that enemy.

Usable once per turn.

Telekinesis is in the interesting position where you can spend 1 **Poltergeist Token** to pay for it, then 2 more to enhance it. Since you spent 3 **Poltergeist Tokens** on a single **Action**, you get to choose 3 **Poltergeist Options** that each have an **X** value of **3**.

In addition, you will always have spent 1 **Poltergeist Token** to use **Telekinesis**, so you will get to pick one **Poltergeist Option** with an **X** value of **1**, even if you don't enhance **Telekinesis** at all.

Poltergeist Token: This **Unique Token** is used by the **Phantom**.

When you pay the cost of an **Action**, you may spend **Poltergeist Tokens** to modify that **Action**. You can spend up to 2 additional **Poltergeist Tokens** per **Action**. If you spend multiple **Poltergeist Tokens** on an **Action**, each choice must be different.

All modifications made using **Poltergeist Tokens** are considered to be a part of the **Action** they modified, and will trigger **Abilities** as such.

X is equal to the number of **Poltergeist Tokens** spent on this **Action**.

Choose X:

- Increase the value of up to **X** different numbers listed in this **Action** by 1. This option cannot increase Damage or Choices.

("Choose 2" cannot become "Choose 3", and "Deal 2 damage" cannot become "Deal 3 damage")

- Increase this **Action's** maximum Range by **+X**.
- Start of this **Action:** you teleport **X**.
- Start of this **Action:** place Rubble into **X** spaces within range.
- End of this **Action:** deal 1 damage to **X** enemies within range.
- End of this **Action:** Push 1 or Pull 1 to **X** previous targets of this **Action**.

If you spend 2 **Poltergeist Tokens** on an **Action,** not only is the **Action** improved with 2 choices, but **X = 2** for each of those choices as well. Do you spend your tokens in bursts for maximum power output, or save some for **Telekinesis** to disrupt your foes' plans? Or do you do both, and fully enhance your **Telekinesis** for maximum **Poltergeist** power?

Reminder: Placing Rubble into a space will remove all other obstacles that were in that space.

The final **Poltergeist** option (Push/Pull 1) can be applied to any targets of the **Action**. This includes targets given by **Poltergeist** modifications, such as Rubble placed or enemies damaged.

Aura Style **Range: 1-3** **Guard**

At the start of your turn, you gain **Shield 3**.

After an enemy within range damages or breaks an ally's **Shield**, or has their own **Shield** damaged or broken, you may Push 1 or Pull 1 to that enemy.

After a Shield within range breaks, you gain 1 Power token.

4+ ***-or-*** **1 Poltergeist Token: Aura Surge**

Choose one: 1 ally within range gains **Shield 3**; ***-or-*** Remove up to 4 points of **Shield** from 1 enemy within range. If this breaks their **Shield**, deal 2 damage to them.

You always count as an ally within range of your own **Actions**, so **Aura Manipulation** can give yourself a Shield.

Aura Style is a shield-based support **Style** that punishes enemies who try to attack your team. You both crush enemy shields and bolster allied shields with supreme ease.

If you pay for **Aura Surge** with **1 Poltergeist Token**, you will get to pick one **Poltergeist Option** with an **X** value of **1**.

Recommended Aura Stances

~Coming Soon~

Crying Style **Range: 1-4** **Technical**

At the start of your turn, give 1 Weakness token to all enemies within range.

At the end of your turn, Challenge an enemy within range and give them 1 Weakness token.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, the enemy who held it gains 3 Burning tokens.

6+: Banshee's Wail

All enemies within range gain 1 Weakness token and take 2 damage. All Traps, Pits, and Walls within range become Rubble.

Crying Style weakens all of your enemies at once, while also calling out one specific enemy as the focus of your wailing rage.

Recommended Crying Stances

~Coming Soon~

Puppet's Style **Range: 1-5** **Support**

After each space you move using Free Movement, you may Move 1 to one ally or obstacle within range. Obstacles you move with this **Ability** become Rubble.

At the end of your turn, each enemy that moved this turn takes 1 damage, and each ally that moved this turn heals 2.

2+ or 4+ or 7+: Pull The Strings

Target an enemy or ally you can see. Pull them 3.

4+: Target an enemy or ally within range. Push them 3.

7+: Target an enemy or ally within range. **Choose one:** Push them up to 4; ***-or-*** Pull them up to 4.

Puppet's Style can re-arrange the battlefield however you see fit.

The second **Puppet Ability** will heal yourself, if you moved during your turn.

Recommended Puppet's Stances

~Coming Soon~

Spirit Style **Range: 1-3** **Zoning**

You and your Copies do not take damage from Pits or Traps.
You and your Copies treat Walls as if they were Rubble.
After each space of Free Movement you do, any number of your Copies may Move 1.

1+ or 3+ or 5+ or 7+: Now You See Me…

Place a Copy into an empty space within range.
3+: Place a Copy into an empty space within range.
5+: Place a Copy into an empty space within range.
7+: Each of your Copies may Move up to 3.

Free: …Now You Don't

Swap spaces with one of your Copies.
Usable once per turn.

Spirit Style is a defensive style, letting your move freely while hiding yourself behind a wall of Copies. Your foes will never be able to tell which one is you, when you can swap spaces with a Copy in an instant.

Recommended Spirit Stances

~Coming Soon~

Vortex Style **Range: 1-4** **Mobility**

You do not take damage from Pits.
When you are standing on a Pit, every other Pit counts as an adjacent space you can move to. Your range is still calculated only from the space you are currently standing in.

1+ or 4+: Wormhole

Place a Pit into your own space.
4+: Place 1 Pit into an empty space you can see.

3+: Black Hole

Target 1 empty space within range. Place a Pit into that space, then target someone within range and Pull them 2 towards the Pit.

Vortex Style opens portals you can use to your advantage, both for mobility and as defense. Your movement defies all normal rules, and trying to catch you becomes a game of whack-a-mole.

The **Vortex Ability** only counts for movement, not Range. You cannot stand on a Pit and attack any enemy within Range 1-2 of every other Pit. You must move through them first.

Recommended Vortex Stances

Coming Soon~!

Phantom Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Phantom** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Poltergeist Panic

α Super

You may move each Rubble or Trap you can see, up to three spaces each. Each must be moved into a different space - you cannot stack obstacles on top of each other. After you've finished moving obstacles, every enemy standing on an obstacle takes 3 damage, even if it wasn't an obstacle you moved onto them.

The **Phantom's Alpha Super** is one of the strangest **Alpha Super Moves**, but is still much more straightforward than the **Phantom Delta Super Move**. **Phantoms** are just weird like that.

This **Super Move** rearranges the battlefield entirely, and anyone you dropped an obstacle on top of takes 3 damage for their trouble.

Arcana Install

Δ Super

You gain 6 **Poltergeist Tokens**.

Until the end of this Round, you can spend up to 3 **Poltergeist Tokens** per **Action**, instead of only 2 per **Action**.

Until the end of this combat, at the start of your turn, you gain 2 **Poltergeist Tokens.**

The **Phantom's Delta Super** does not deal any direct damage. Instead, it amplifies your **Phantom Ability,** granting you much greater manipulation of your **Actions**. When you spend 3 **Poltergeist Tokens** on an **Action**, you get to pick 3 options from the list, and **X = 3** for each of those options.

Punk

COMPLEXITY

Punks are all about tearing down the world. They need to make their mark, stand by their convictions, and rebel against the system. You've got guts, and you're not afraid to show 'em. The more the **Punk** gets beaten down, the harder they rise up and hit back.

The **Punk** is a tanking **Archetype.** You want to take hits, because the more you bleed, the stronger you hit back on the rebound. The **Punk** knows that if you outlast your enemy, you win.

The **Punk's** greatest weakness is biting off more than they can chew. Their **Styles** and **Abilities** encourage going aggro, and punishing any enemies who take the bait. But if you aren't careful, you'll wind up hurt. Bait doesn't live a long life.

If you can take the heat, though, nobody hits back like a **Punk**. Once they give you a reason, nothing will hold you back.

Focused Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar, to a maximum of **13**. If your health bar is full, **X = 3**.

Fused Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to half the damage on your current health bar, rounded up, to a maximum of **9**. If your health bar is full, **X = 2**.

Frantic Punk

At the start of this turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar, to a maximum of **13**. If your health bar is full, **X = 3**.

7+ or 13+: I'm Still Here

Push 4 and deal 4 damage to an enemy within range.
13+: Push 7 and deal 7 damage instead.

For example, if your Health Bar has 12 HP when full, and you currently have 7 HP, then you have 5 damage on your current health bar. The **Focused** and **Frantic Punks** will add a **5** to their **Action Pool**, while the **Fused Punk** will add a **3**.

Brawling Style **Range: 1** **Preparation**

At the end of each turn you took damage, you gain **Shield 2**.
After your Shield absorbs, you gain 1 Power token.

3+ or 11+: Tough It Out

Pay 1 HP, then gain a 3 point Shield.
9+: You instead pay 2 HP and instead gain a 7-point Shield.

Reduce your Shield's Value by 2: Jab

*You cannot use **Jab** unless you have a Shield with value 2+.*

Push 1 and deal 1 damage to an adjacent enemy.
Usable once per turn.

Brawling Style can keep up with the most vicious of foes, staying in the fight with pure willpower. The harder they knock you down, the more damage and status you can ignore.

Recommended Brawling Stances

~Coming Soon~

Flashy Style **Range: 1** **Desperation**

After you roll your **Action Dice**, you may combine two of your numbers into a single, larger number. Then, you may split one of your numbers in half (one rounded up, the other rounded down). You cannot split a **1** - the split number must be **2** or higher.

X: Show Off

Choose X: Move 1; ***-or-*** Pull 1 to an enemy you can see; ***-or-***
deal 1 damage to an enemy within range; ***-or-***
give 1 Burning token to an enemy within range; ***-or-***
give 1 Weakness token to an enemy within range; ***-or-***
give 1 Fatigue token to an enemy within range; ***-or-***
Challenge an enemy within range; ***-or-***
push 1 to an enemy within range; ***-or-*** gain 1 Iron token; ***-or-***
gain 1 Power token; ***-or-*** gain 1 Speed token; ***-or-***
heal 1; ***-or-*** gain **Shield 1**.
Usable once per turn.

Flashy Style is all about doing more with less. It favors **Forms** with many dice to add together with the **Flashy Ability**.

So you don't need to count them: **Show Off** has 13 options. If you pay for it using a **13**, you get to go down the entire list.

Recommended Flashy Stances

~Coming Soon~

Knockdown Style **Range: 1** **Aggro**

After you take damage from an **Action**, you deal 1 damage to each enemy that dealt damage to you. If that enemy holds your Challenge, you deal 2 damage to them instead.

Free: Slugfest

Move 1, then Challenge an enemy within range, then they deal 1 damage to you.
Usable once per turn.

Knockdown Style loves a good fight, and gives it out as good as it gets. Enemies who rely on hitting you multiple times will regret it.

If you use **Armor** or Iron Tokens or Weakness tokens to reduce the damage you take to zero, the **Knockdown Ability** does not trigger. They need to deal damage to you for you to hit them back.

Recommended Knockdown Stances

~Coming Soon~

Mad Style **Range: 1-2** **Aggro**

At the start of your turn, choose a Weapon: **Club**, **Knife,** or **Pistol**. You have the chosen Weapon's effect until your next turn.

Club: After each damage-dealing **Action** you perform, give each enemy dealt damage by that **Action** one Fatigue token.

Knife: Your **Actions** and **Abilities** are **Unblockable by Armor and Tokens**.

Pistol: You have +3 maximum Range.

2+: Weapon Throw

Deal 1 damage and give 1 Burning Token to an enemy you can see, then Disable your current Weapon until your next turn and choose a new one to take effect.

2+ or 5+ or 8+ or 11+: Slice & Smash

Deal 1 damage to up to 2 enemies within range.
5+: Deal 2 damage and Push 1 instead.
8+: Deal 3 damage and Push 2 instead.
11+: Deal 4 damage and Push 3 instead.

Mad Style pulls a weapon on 'em. You don't need to play fair, you need to win. They can die mad about it.

Recommended Mad Stances

~Coming Soon~

Taunting Style **Range: 1** **Guard**

After you take damage, you gain 1 Iron token.

After you take damage from an enemy with your Challenge, you may Move 1.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, you gain 2 Iron tokens.

1+ or 6+ or 12+: Is That All You Got?

Challenge an enemy you can see. You gain 1 Iron token.

6+: Challenge another enemy you can see, then gain 2 Iron tokens and heal 2.

12+: Challenge a third enemy you can see, then give each of those enemies 3 Weakness tokens and Push 2.

Your Challenge Token: Not Good Enough

*This **Action** costs your Challenge token held by an enemy within range. You must discard one such token to pay for **Not Good Enough**.*

Not Good Enough targets the enemy who held the Challenge Token you spent to pay for **Not Good Enough**. Give them 2 Weakness tokens.

Usable once per turn.

Not Good Enough gives out two less Weakness tokens than the number you spent on it. For example, if you spend a **9** to use **Not Good Enough**, you give them seven Weakness tokens. Spending a **1** or a **2** will give them zero Weakness tokens.

Taunting Style is a big distraction, letting you Challenge your enemies while keeping enough Iron tokens to survive anything.

Recommended Taunting Stances

~Coming Soon~

Punk Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Punk** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Knuckle Sandwich

Deal 5 damage to an adjacent enemy, then give them 4 Weakness tokens and your Challenge token. Then, Push them 3.

Eat this! The **Punk's Alpha Super** knocks them into next week, disorienting them and making you the only thing they can see clearly.

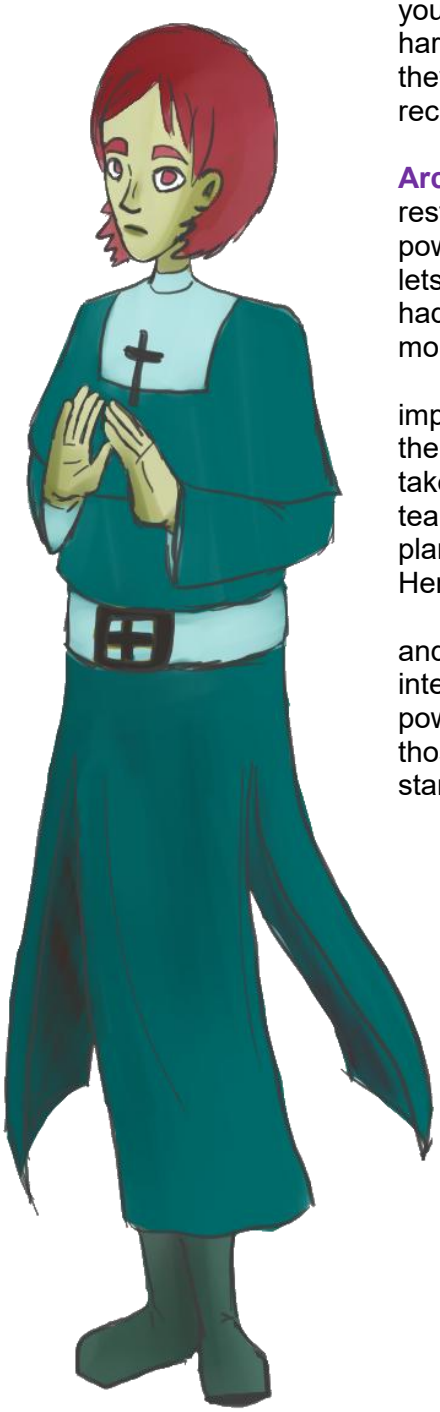
Everybody, Get 'Em!

Deal 3 damage to an adjacent enemy. Then, each of your allies in play (other than yourself) may each deal 3 damage to one enemy within their range.

The **Punk's Delta Super** is a coordinated assault, where you and your allies beat the crap out of whoever they can reach. Especially effective while all of you surround the Boss, but can also be rendered very ineffective by poor spacing or half your team being dead.

Teacher

COMPLEXITY



Your age only holds you back a little bit. You're strong, but not as strong as you used to be, and your lessons hit harder than your fist nowadays. But if they would listen to their **Teacher**, those reckless fools can do anything.

The **Teacher** is a support based **Archetype** that donates **Actions** to the rest of their team. You don't have much power yourself, although **Elder Style** lets you draw on the strength you once had. Your real strength is in how much more you let your team accomplish.

The **Teacher** is a force multiplier, improving the output of everyone around them. While force multipliers should be taken out immediately to weaken the team, going down is part of your lesson plan. Once the **Teacher** falls, their Heroic Spirit kicks in to overdrive.

The **Teacher** is patient, observant, and steady. They know a wide variety of interesting techniques from all sorts of powerful combat styles, and will share those techniques with allies who can stand as their equal.

Focused Teacher

At the start of your turn, you gain 2 **Mentor Tokens**.

Fused Teacher

At the start of your turn, you gain 1 **Mentor Token**.

Frantic Teacher

At the start of this turn, you gain 2 **Mentor Tokens**.

1 Mentor Token: Remember Your Training

The active character heals 1, then performs a **Unique Action** available to their current **Stance**, without paying its cost. For the purposes of **Gates** or the value of **X**, use a value of **4**.
Usable once per turn, only during allies' turns.
Usable while you are Taken Out.

The **Teacher Abilities** will still give you **Mentor Tokens** while you are Taken Out. A **Teacher** who has been struck down is more powerful than you can possible imagine.

You can use **Remember Your Training** during your own turn, to perform one **Unique Action** you know for free.

Remember Your Training doesn't allow the active character to bypass **Action** limitations. For example, **Extreme Violence** is only usable once per turn. If you use **Remember Your Training** on an ally who has already used **Extreme Violence** this turn, they cannot choose **Extreme Violence** as their free **Action**.

Mentor Token: This Unique token is only used by the **Teacher**.

Mentor Tokens have the passive effect to improve your Heroic Spirit, letting you mentor your allies and improve their skills. **Mentor Tokens** may also be used to pay for **Remember Your Training**.

Mentor Token Effect: If you are holding any **Mentor Tokens**, then when you give your Heroic Spirit, increase one of those numbers by 2. Then, repeat this for each **Mentor Token** you hold.

Decoy Style **Range: 1-2** **Ruinous**

At the start of each enemy turn, you may pay 1 HP to Challenge the active character.

After you Challenge an enemy, you deal 2 damage to them.

If an enemy discards your Challenge token using an enemy **Action** or **Ability**, heal your nearest ally to them, other than yourself.

2 HP: Leave My Student Alone

Pull 2 and Challenge an enemy you can see.
Usable once per turn.

The Inspired token you gain from the **Motivating Ability** is the same as the one used for the **Teacher Ability**.

Motivating Style is a support based style, and lets you fill the role of the **Cavalry**, encouraging you to group up with your team mates.

Recommended Judgment Stances

~Coming Soon~

Elder Style **Range: 1-2** **Desperation**

The cost of all **Actions** you perform are reduced by 1 (to a minimum of **1+** or **2 tokens/HP/Shield**).

The damage values of all **Actions** you perform are reduced by 1 (to a minimum of zero).

5+: Show You How It's Done

Target a **Unique Dice Action** available to someone's current **Stance** in this fight, other than **Show You How It's Done** or an **Action** you targeted earlier during this turn.

Perform that **Action**. For the purposes of **Gates** or the value of **X**, use a value of **4**.

Elder Style is a strange beast. It pairs well with any **Form**, but it also pairs with every other **Form** and **Style** you have, due to its **Ability**.

For the purposes of **Remember Your Training**, while you are in **Elder Style** you have access to the **Unique Actions** of all of your **Stances**.

Elder Style likes **Forms** with good **Unique Actions** it can use for free. Some of the best are **Blaster Form's Amplify**, **Iron Form's Protect**, **Power Form's Crush**, and **Song Form's Sing Along**.

You do not need to pair **Elder Style** with these **Forms** to use these **Actions**. You just need to have these **Forms** among your **Stances**.

Recommended Elder Stances

~Coming Soon~

Mastermind Style **Range: 1** **Support**

You cannot perform **Actions.** Instead, you pay their costs, but make your allies perform them for you.

Each **Action** you take uses an ally's current location, range, and **Stance** bonuses as if they'd taken that **Action** themselves. You can only give **Actions** to allies you can see.

After each **Action** an ally performs during your turn, you may Move 1.

5+ or 9+: Diabolical Plan

You teleport 2 and gain 1 **Chaos Token**.

9+: You teleport 2 and gain 1 more **Chaos Token**.

Mastermind Style directs your allies, deciding what they do for them. You can also time their actions more directly, whispering **Diabolical Plans** for exactly when they should strike.

While **Mastermind** does have a Range, it does not use it for any **Actions** under normal conditions. You will only use this Range for passive **Abilities**, or if **Mastermind Style** has its **Ability** **Disabled** somehow.

Diabolical Plan gives **Chaos Tokens** to your team, since they perform the **Actions** you pay for. Once you give them the token, they decide when and how they wish to use it. You laid out the plan, but they have to implement it.

Chaos Token: This **Unique Token** is normally used by the **Demon**.

You may spend a **Chaos Token** to take a **Reactive Action**, as if you had spent a **4**. Any **Action** that could be taken by spending a **4** is a valid option for a **Chaos Action**.

The **Action** granted by a **Chaos Token** does not count towards the once per turn **Action** limit of **Reversal Form**.

Chaos Tokens are usable only once per turn.

Recommended Mastermind Stances

~Coming Soon~

Patient Style **Range: 1** **Guard**

You have **Armor**.
At the end of each allied turn, you gain 1 Iron token.
After you use **Armor** or Iron tokens to reduce the damage you would take, one ally you can see other than yourself may heal 1.

5+: Take Your Time

You gain 2 Iron tokens and 1 **Mentor Token**.
Other **Actions** cannot be used to perform **Take Your Time**.

Patient Style knows they are not the star. The stars are the heroes you have taught. **Patient Style** buys them time, supporting and protecting your pupils until they are ready to win this fight.

"Other **Actions** cannot be used to perform **Take Your Time**" means that you cannot use **Take Your Time** through the effect of other **Actions**, such as **Seize The Moment** and **Remember Your Training**.

Recommended Patient Stances

~Coming Soon~

Training Style **Range: 1** **Preparation**

At the start of your turn, you gain 1 **Training Token**, then one ally you can see (other than yourself) heals 2 and gains 2 Power tokens.

After you spend a **Training Token**, give 1 **Training Token** to an ally you can see, other than yourself.

3+ or 6+ or 9+: Watch Closely

You gain 1 **Training Token**.
6+: You gain 1 **Training Token**.
9+: You gain 1 **Training Token**.

Training Token: This Unique Token is only used by **Training Style**.

You can only use **Training Tokens** while you are the active character. After any **Action** you perform, if you still have numbers in your **Action Pool**, you may spend 1 **Training token** to increase one of those numbers by 2. You may only spend 1 **Training token** per **Action**.

Training Tokens have a Token Cap of **4**, instead of 10.

Recommended Training Stances

~Coming Soon~

Teacher Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Teacher** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

My Final Technique

Alpha Super

Deal 99 damage to an enemy within range, then remove yourself from play for the rest of combat. You cannot come back.

The **Teacher's Alpha Super** ends their involvement in this combat, but it also ends whoever they point it at. A devastating blow, as much to its user as its target, that is only to be used in desperation.

While you are taken out by **My Final Technique**, you cannot use the Comeback Rule and you cannot be **Rescued**. You are simply gone. When your turn rolls around, you always give out your Heroic Spirit.

Transcendant Spirit

Delta Super

This is only usable while you are Taken Out, and does not require any numbers to perform.

When you pass on your Heroic Spirit, you may declare you are using this **Super Move**. If you do, instead of rolling your **Action Dice** this turn, give them the maximum number each of those dice could have generated. Then, add an **8** to their **Action Pool**, give them a 4-point Shield, and they heal.

The **Teacher's Delta Super** isn't even a technique they use themselves - instead, it is their teachings coming to fruition. You give an ally the best Heroic Spirit turn possible, with an extra number, some healing, and a shield on top of everything.

Trickster

COMPLEXITY ★★★

Everyone loves a good trick, unless the trick was played on them. **Tricksters** revel in confusion, changing the rules as they go. As long as you can stay one step ahead, nobody can handle you.

Tricksters are the Iron token masters, converting your ally's Status tokens and your enemy's buffs into more and more Iron. Once you've had a little time to build up, you can unleash an endless wave of **Token Actions** to interrupt your foes and reshape the battlefield.

Tricksters are extremely powerful when they have everything they need, but they rely on a lot of things to keep their tricks rolling. You need to build up a pile of tokens to spend on your various **Unique Actions**, and **Trickster Abilities** take their sweet time building those up for you. More than any other **Archetype**, **Tricksters** need careful planning so you don't run out of tricks right when you need them most.

Tricksters are hard to pin down, hard to fight reliably, and hard to deal with. You may not deal the most damage, but you'll give your enemies hell trying to keep up with everything you've got going on. Nothing is easy when you're fighting a **Trickster**.

Focused Trickster

At the start of each turn, you may target 1 non-Unique token held by someone within range of you or your Copies, then **choose one or both:**
Steal the chosen token; ***-and/or-***
Convert the chosen token into an Iron token.

Fused Trickster

At the start of each allied turn, you may target 1 non-Unique token held by someone within range of you or your Copies, then **choose one or both:**
Steal the chosen token; ***-and/or-***
Convert the chosen token into an Iron token.

Frantic Trickster

Until your next turn, at the start of each turn, you may target 1 non-Unique token held by someone within range of you or your Copies, then **choose one or both:**
Steal the chosen token; ***-and/or-***
Convert the chosen token into an Iron token.

???: Bag Of Tricks

Bag of Tricks *can be used as either a* ***Dice Action*** *or a* ***Token Action****.*
To pay for ***Bag of Tricks****,* ***choose one or more:*** *Spend a* ***2+*** *and 1 HP;* ***-or-*** *Spend a* ***3+****;* ***-or-*** *spend 2 Iron tokens;* ***-or-*** *spend 3 Speed tokens;* ***-or-*** *pay 3 HP.*

X is equal to the number of costs paid. **Choose X:**
Create a Copy within range and swap spaces with it; ***-or-***
Create a Pit Trap in an empty space within range; ***-or-***
Move up to 2, then swap spaces with an obstacle within range;
-or- Pull 3 to an enemy you can see and they discard 1 token;
-or- Give 2 Weakness tokens to an enemy within range.
Usable once per turn.

Bag of Tricks has 5 alternative costs. For each you pay, you choose one additional option from the list, to a maximum of all 5 choices if you pay with a **2+** and 1 HP, a **3+**, 2 Iron tokens, 3 Speed tokens, and 3 HP.

The target of the fourth option of **Bag of Tricks** decides which token they want to discard.

Swapping Spaces is not reduced by Fatigue tokens, and doesn't discard any Fatigue Tokens either.

Caged Style **Range: 1** **Ruinous**

Adjacent enemies cannot gain or spend Speed tokens, and any **Action Movement** they would take is reduced to zero.

2+: Welcome To My Maze

Deal 1 damage and Pull 3 to an enemy you can see.

4+ *-or-* 4 Iron Tokens: Rat Trap

***Rat Trap** can be used as either a **Dice** or **Token Action**.*

Deal 1 damage and give 2 Fatigue tokens to each adjacent enemy. Usable once per turn.

Caged Style traps your enemies until you're ready to let them go.

Recommended Caged Stances

~Coming Soon~

Hidden Style **Range: 1-2** **Guard**

At the start of your turn, place Fog into your space.
While you stand in Fog, you have **Armor** and your maximum range is increased by 3.

3 Basic Tokens: Ghost Walk

Place a Fog obstacle into an empty space within range. Then, teleport to an empty space both within Fog and within range.

The **Mysterious Ability** replaces an obstacle in your space with Fog.
You can pay for **Ghost Walk** with any quantity of each token, as long as you spend a total of 3 tokens. 3 Speed, 2 Speed and 1 Iron, 2 Iron and 1 Speed, and 3 Iron tokens are all legal costs to pay for **Ghost Walk**.
Mysterious Style strikes from hiding, using Fog to be untouchable.

Recommended Hidden Stances

~Coming Soon~

Mirrored Style **Range: 1-3** **Zoning**

After you spend Iron tokens, you may deal 1 damage to one enemy within range of you or your Copies.
Your Copies have 2 HP each.
You may spend Iron tokens to Reduce Hits to your Copies.

3+ or 6+: Reflections of the Self

Place a Copy into an empty space within range, then gain 2 Iron tokens.
6+: Place a Copy into an empty space within range, then gain 2 Iron tokens.

2 Iron Tokens: Shatter

Target one of your Copies. It deals 1 damage to each enemy within its range. At the end of this turn, destroy that Copy.
Usable once per turn.

Illusion Style punishes enemies who try to hurt you without clearing out your Copies. Once you set up, it takes a lot of effort to set you back.

Recommended Mirrored Stances

~Coming Soon~

Parkour Style **Range: 1-2** **Mobility**

You may move through and stand on top of Walls as though they were empty spaces. You can see and target enemies through Walls.
After you end movement within a Wall's space, you may Move 1.

1+ or 5+: Take Cover

Place a Wall into an empty adjacent space.
5+: Place up to three more Walls into empty spaces within range, then gain 2 Iron tokens.

3 Iron tokens: From Above!

Deal 2 damage to an enemy within range.
Usable once per turn.

The **Hidden Ability** lets you stand in Walls. A Wall you are standing in does not block line of sight to you.

Hidden Style is a defense oriented **Style**, but is generically useful with any Form you want to pair it with.

Recommended Parkour Stances

~Coming Soon~

Whip Style **Range: 2-5** **Zoning**

Your **Throw Actions** may target within range.
After you **Throw** or **Grapple** an enemy, you deal 2 damage to them.

5+ or 4 Basic Tokens: Grapple Hook

Grapple Hook can be used as either a Dice or Token Action.

Choose one or both: An ally within range teleports to an empty space within your range of their choice; ***-and/or-*** you teleport to an empty space within range.

The **Whip Ability** prevents you from **Throwing** adjacent enemies.

Whip Style is a zoning **Style**, staying out of enemy range and keeping your enemies from getting close.

Recommended Whip Stances

~Coming Soon~

Trickster Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Trickster** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Funny Little Box Of Pain

Super

Target an enemy at Range 2. Push everyone adjacent to the target one space. Then, place Walls into each space adjacent to the target, place a Deadly Trap beneath them, and give them 5 Fatigue tokens.

The **Trickster's Alpha Super** traps its target in a tiny prison. While it is not inescapable, it is difficult to flee from, and their allies will be hard-pressed to save them before they are overwhelmed.

The Deadly Trap is like a regular Trap, except for two things: Whenever it triggers, it deals 2 damage instead of 1 damage; and the Deadly Trap cannot be removed by **Actions** or **Abilities**.

Steal Strength

Super

Target an adjacent character. They discard all tokens they hold, and you gain Iron tokens equal to the number of tokens discarded.

The **Trickster's Delta Super** is not a deadly move, but it is very, very cruel. Not only do you take all they have built, but you also convert it into tons of blocking potential. Whether you steal a Boss's pile of basic tokens, or convert all the burning tokens of an ally on fire into your own health, **Steal Strength** will destroy the enemy's plans and leave you nearly invulnerable on top of that.

Super Tokens cannot be discarded by any means, even by other **Super Moves** like **Steal Strength.**

Underdog

COMPLEXITY ★★★

Desperation Preparation Archetype

You're just a regular kid, and you're in way over your head. Or you would be, if being an ordinary underdog didn't make you the most dangerous person in the room at all times. The harder they hit you down, the more they underestimate you, the stronger you rise back up.

Underdogs rely on a bit of luck and a lot of tenacity. They're hard to keep down, and things just keep working out for them somehow. Even when it doesn't look like it, as they bumble into traps or slip and fall away from their enemies, every mistake is their good luck in disguise.

Focused Underdog

At the start of your turn, you gain 2 **Luck Tokens.**
The first two times you take damage each turn, you gain 1 Basic token of your choice.

Fused Underdog

At the start of your turn, you gain 1 **Luck Token.**
The first time you take damage each turn, you gain 1 Basic token of your choice.

Frantic Underdog

At the start of this turn, you gain 2 **Luck Tokens.**
Until your next turn, the first two times you take damage each turn, you gain 1 Basic token of your choice.

3 Basic Tokens: Just What I Needed

Choose one: Teleport 3; ***-or-*** Push 2 and deal 2 damage to an enemy within range; ***-or-*** you gain temporary **Armor**.
Usable once per turn.

Just What I Needed essentially lets you convert any 4 basic tokens into one specific type, right at the moment you need it most. You can run away as if you had Speed, deal damage as if you had Power, or block a big hit as if you had Iron.

The unusual wording of the second half of the **Underdog Abilities** is that way so end of turn damage from Traps and Burning Tokens will count towards gaining **Luck**. End of Turn effects happen before those trigger, so it has to be a “start of turn” trigger to count that damage.

Luck Tokens are a Unique Token used only by the **Underdog**. They protect you in unforeseen ways, allowing you to evade danger and keep up with the fight even in the worst situations.

Once per turn, after any **Action** fully resolves, you may spend 1 **Luck Token** to Teleport 3 and Heal 1.

1 Luck Token may also be used to pay for (part of) any **Token Action**, in place of up to 3 Basic Tokens, 3 HP, or **3 Shield**. This can be used as often as you have **Luck Tokens** and costs to reduce.

Collateral Style **Range: 1-2** **Preparation**

After you deal damage to an enemy with an **Action**, you may destroy 1 obstacle within range per enemy dealt damage.

At the end of your turn, you gain 1 Power token per obstacle you destroyed during that turn.

4+: Roughhousing

As an additional cost, you may pay 2 or 4 Basic Tokens.

Choose one: Place Rubble into up to 3 adjacent spaces; ***-or-*** Pull 1 and deal 1 damage to up to two enemies within range; ***-or-*** Move 3 and deal 1 damage to an adjacent enemy.

2 Basic Tokens: Choose two instead.

4 Basic Tokens: Choose three instead.

Collateral Style tears the arena apart. If your enemies were relying on walls and traps to protect themselves, **Collateral** will put a stop to that.

Recommended Collateral Stances

~Coming Soon~

Distracting Style **Range: 1-2** **Guard**

After an enemy deals damage to you with an **Action**, give that enemy 1 Weakness token.

Your Challenge tokens cannot be discarded by enemy **Actions** or **Abilities**.

1+ or 5+ *-or-* 3 or 6 Basic Tokens: Flare

***Flare** can be paid for as either a **Dice Action** or a **Token Action**.*

Move 2, then give 1 Weakness token to an enemy within range.

5+ *-or-* **6 Basic Tokens:** Give them 2 more Weakness tokens, give them 2 Burning tokens, then Challenge them.

Distracting Style makes you the perfect distraction. Hard to catch and hard to hit, you can outlast all but the most aggressive assaults. Be sure to Challenge your enemies, so the distraction works!

Recommended Distracting Stances

~Coming Soon~

Lucky Style **Range: 1-2** **Desperation**

Add D4 to your **Action Dice**.
You have **Armor**.

1 HP or 2 HP or 3 HP: Slip Up

Move 2.
2 HP: Push 2 to someone within range, then Move 1.
3 HP: Deal 1 damage to someone within range, then Move 1.
Usable once per turn.

Lucky Style is basic, but extremely solid, granting you both **Armor** and an extra **Action** each turn. It combines well with any **Form**.

Recommended Lucky Stances

~Coming Soon~

Misfortune's Style **Range: 1-3** **Zoning**

After you take damage from anything other than an **Action** or an **Ability**, **choose one:** You deal 1 damage to an enemy within range; ***-or-*** you heal 2.

X HP: Bad Luck

Place **X** Traps into empty spaces within range.
Usable once per turn. **X** cannot be greater than **4**.

7 Basic Tokens: Karma

Deal **X** damage and give 4 Weakness tokens to the active character. **X** is equal to the amount of HP you have lost this turn.
Usable once per turn. Usable only during enemy turns.

Misfortune's Style turns your bad luck around, filling the terrain with Traps while becoming immune to them yourself.

Damage that does not come from **Actions** or **Abilities** includes: Damage from Traps, from Pits, from Fall Damage, and from Burning Tokens.

Karma does not have any range requirements. The target is the active character, regardless of where they are or where you are.

Recommended Misfortune's Stances

~Coming Soon~

Scrambling Style **Range: 1-2** **Mobility**

At the start of your turn, you gain 1 Power token and 1 Iron token.
After you spend Power tokens, you gain 1 Speed token.
After you spend Iron tokens, you gain 1 Speed token.
When you discard Speed tokens at the end of each turn, you do not discard below 2 Speed tokens.

3 or 4 or 5 Basic Tokens: Think Fast!

Target an enemy within range and **Choose one:** Give them 1 Weakness token; ***-or-*** give them 1 Fatigue token; ***-or-*** Push 3.
Then, you may Move 2.
4 Basic Tokens: Choose two instead.
5 Basic Tokens: Choose three instead.

Scrambling Style keeps moving. If any enemy gets too close, just throw something at their face, or knock over a convenient pile of bricks, and keep running until you can turn the tide.

Recommended Scrambling Stances

~Coming Soon~

Underdog Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Underdog** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Lucky Hit

Deal 4 damage to an adjacent enemy. Then, that enemy discards all Basic tokens they hold, discards all Shields they hold, and cannot have **Armor** or Shields for the rest of this Round.

The **Underdog's Alpha Super** strikes juuuust the right spot to completely destroy their defenses. Their Shields are down, their **Armor** is cast side, and any preparations they were making are torn down.

Hyper Install

Δ Super

You gain 3 Luck tokens and you heal.

For the rest of this Round, you gain a benefit at the start of every single turn, depending on whose turn it is.

If it is an enemy turn, you gain 1 Iron token and 1 Speed token.

If it is an allied turn, you gain 1 Power token and heal 1.

If it is your turn, you gain both effects: gain 1 Iron token, 1 Power token, 1 Speed token, and you heal 1.

A panic button to trump all others. The **Underdog's Delta Super** gives you a ton of extra… everything. Speed, power, durability. It even picks you back up from zero HP, all round! The only problem is, it doesn't give you everything at once. You need to stick around a little, and use this very early in a Round, to get the most out of your **Hyper Install**.

Wardancer

COMPLEXITY ★☆☆

You have mastered the art of combat. And to you, art is exactly what it is: temporary, ever-changing, always improving, never perfect. You fight to perform, and you will put on a better show than anybody.

The **Wardancer** is an aggressive **Archetype**, focused on high damage dealing and mobility. **Wardancer Styles** are hyper-focused on specific kinds of aggression, giving you exactly the hammer you need to pound down any nail.

Mechanically, the **Wardancer** has the highest numbers. All of their **Unique Actions** are **Tiered Actions**, and they get stronger when you spend larger numbers to use them. Their **Ability** increases their numbers after they roll, but they still favor **Forms** with large dice to begin with: **Control**, **Dance**, **Power**, **Wild**, and **Zen Forms** especially.

The **Wardancer** is a very simple fighter to play. But simple doesn't mean weak, as they are unrivaled in raw power and speed.

Focused Wardancer

At the start of the **Action Phase** of your turn, increase one of your numbers by **3**, a different one of your numbers by **2**, and one of your remaining numbers by **1**. This can only increase a number to a maximum value of **9**.

Fused Wardancer

At the start of the **Action Phase** of your turn, increase one of your numbers by **2**, and one of your other numbers by **1**. This can only increase a number to a maximum value of **5**.

Frantic Wardancer

At the start of the **Action Phase** of this turn, increase one of your numbers by **3**, a different one of your numbers by **2**, and one of your remaining numbers by **1**. This can only increase a number to a maximum value of **9**.

2+ or 5+ or 9+: War Dance

Move 1, then deal 1 damage to an enemy within range.
5+: Move 2, then deal 2 damage to an enemy within range.
9+: Move 3, then deal 2 damage to an enemy within range.

The **Wardancer Abilities** do not increase your numbers during **Heroic Spirit** turns, whether you give your dice or receive someone else's. When you receive **Heroic Spirit,** it isn't your turn, so the **Ability** will not trigger. When you give **Heroic Spirit,** you will give your numbers away before the **Ability** would trigger to enhance them.

Artistic Style **Range: 1-2** **Preparation**

At the start of your turn, you gain 2 Iron tokens.
After you deal damage to, or Reduce a Hit from, an enemy, you may spend 1 Iron token to give them 1 Status token of your choice.

2+ or 4+ or 7+: Poetry In Motion

Move 1 and gain 1 Iron token.
4+: Move up to 2, gain 1 Iron token, and gain 1 Power token.
7+: Move up to 3, gain 1 Iron token, and gain 1 Power token.

Artistic Style paints a beautiful picture upon your enemies.

Recommended Artistic Stances

~Coming Soon~

Overwhelming Style **Range: 1** **Aggro**

Your **Actions** and **Abilities** are **Unblockable** by **Armor**.
At the start of your turn, you gain 2 Power tokens.
After an enemy deals damage to you with an **Action**, you may spend a Power token to deal 1 damage and Push 1 to your attacker.

4+ or 8+: Power Strike

Deal 2 damage to an enemy within range, then you gain 2 Power tokens.
8+: Deal 4 damage and gain 4 Power tokens instead.

Overwhelming Style can break through the mightiest defenses, leaving your enemies reeling from your mere presence.

Unblockable means “this defense can’t be used.” So, **Armor** cannot be used to reduce damage you deal while in **Overwhelming Style**.

Recommended Overwhelming Stances

~Coming Soon~

Relentless Style **Range: 1** **Zoning**

Enemies holding your Challenge are within your range.
After you deal damage, Push 1.

Free: Hey.

Challenge an enemy within range.
Usable once per turn.

Your Challenge Token: Nothing Personal

*This **Action** costs your Challenge token held by an enemy within range. You must discard one such token to pay for **Nothing Personal**.*

Nothing Personal targets the enemy who held the Challenge Token you spent to pay for **Nothing Personal**. Teleport to an empty space adjacent to that target, then deal 1 damage to them.
Usable once per turn.

Relentless Style lets you smash your foes across the battlefield, Pushing them away with every strike. Once you have your target, they cannot escape you.

Recommended Relentless Stances

~Coming Soon~

Swift Style **Range: 1** **Mobility**

Before each **Reactive Action** you perform, you may Move 1.
After each **Action** you perform, you gain 1 Speed token.

2+ or 4+ or 6+ or 8+: Deadly Dance

Teleport 2, then deal 1 damage to an enemy within range.
4+: Teleport 2, then deal 1 damage to an enemy within range.
6+: Teleport 2, then deal 1 damage to an enemy within range.
8+: Teleport 2, then deal 1 damage to an enemy within range.

2 Basic Tokens: Swift Strike

Deal 1 damage to an enemy within range.
Usable once per turn, only during enemy turns.

Swift Style is fast. Real fast. So fast they can't see it coming.

Recommended Swift Stances

~Coming Soon~

Weightless Style **Range: 0-1** **Mobility**

You do not take Fall Damage.
Rubble does not give you Fatigue.
All spaces are Empty spaces to you. You can move into and share a space with Copies, Walls, and other units.
All spaces cost 1 Speed token to enter using Free Movement. Ignore all additional Speed token costs, from leaving Pits or moving diagonally or any other source.

3+ or 6+: Effortless

Teleport to an empty space you can see.
6+: Choose an ally within range. They may teleport to an empty space they can see.

Weightless Style ignores trouble in a way no other **Style** can. You have no way of stopping their tricks, so why not just ignore them?

Recommended Weightless Stances

~Coming Soon~

Wardancer Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Wardancer** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

Become My Canvas

Super

Deal 2 damage to an enemy within range, ignoring **Armor** and Shields. Then, deal 2 damage to an enemy within range, ignoring **Armor** and Shields. Then, deal 3 damage to an enemy within range, ignoring **Armor** and Shields.

The **War Dancer's Alpha Super** carves your name into your enemies, with a flurry of blows that ignore defenses and can either target one foe repeatedly, or be spread out among multiple foes within range.

Lightning Drop

Δ Super

Teleport to any space on the map.

Then, deal 4 damage to an adjacent enemy. Then, deal 2 damage to all enemies within Range 1-4.

You disappear, then strike hard like a bolt from the blue. The **War Dancer's Delta Super** is excellent for punishing enemies that group up, and can get you out of a dangerous spot and into an advantageous one.

Winterblossom

COMPLEXITY

Your style is calm, controlled, precise, and icy. A **Winterblossom's** fighting style revolves around controlling and weakening your enemies, reducing them to a helpless mess that cannot hope to fight back.

The **Winterblossom** is a controlling **Archetype** that shuts down your foes, similar to the **Angel**. But while the **Angel** buffs herself into being untouchable, the **Winterblossom** weakens her foes into uselessness, before destroying them with a well-timed power blow.

The **Winterblossom** has no problems against other defensive and controlling foes, winning the war of attrition with ease. But aggressive enemies are a problem, as they can dish out damage faster than you can stop it. **One-Two Form** is especially bad for you, as its users can remove two Weakness tokens per attack.

But if you can pile on the Weakness tokens, your opponents will never be able to touch you.

Focused Winterblossom

At the start of each turn, give 1 Weakness token to one enemy within range of you or your Copies.

Fused Winterblossom

At the start of each allied turn, give 1 Weakness token to one enemy within range of you or your Copies.

Frantic Winterblossom

At the start of each turn until your next turn, give 1 Weakness token to one enemy within range of you or your Copies.

1+ or 3+ or 5+ or 8+: Frostbite

Give 1 Weakness token to an enemy within range.
3+: Give 1 Weakness token to a different enemy within range.
5+: Give 1 Weakness token to up to two enemies within range.
8+: Give 1 Weakness token to up to three enemies within range.

Focused and **Frantic Winterblossoms** give out a Weakness token at the start of **every turn**, not just yours. Each ally's turn, and each enemy's turn, if there are any enemies within your range, then you will give one of them a Weakness token.

Fused Winterblossoms do the same, except they do not give out Weakness tokens during enemy turns.

Avalanche Style **Range: 2-3** **Zoning**

At the start of your turn, you may place up to three Walls into empty adjacent spaces.
You can see and target enemies through Walls.

3+ or 6+: Walled In

Place up to 3 Walls into empty spaces within Range 1-3.
6+: Place up to 3 Walls into empty spaces within Range 1-3, then you may swap spaces with one Wall placed by **Walled In**.

3+ or 7+: Icicle Fall

Deal 1 damage to each enemy adjacent to any Walls.
7+: Deal 2 damage instead, then give 1 Weakness token to each enemy dealt damage by **Icicle Fall**.

Avalanche Style is the ultimate defensive combat style, building a wall to hide behind while you continue to strike out at your foes. Your defensive fortifications will never fall! Probably!

Recommended Avalanche Stances

~Coming Soon~

Crystal Style **Range: 1-2** **Zoning**

After you perform an **Action** with exactly one target, you deal 1 damage to all enemies adjacent to that target.

The first time each turn one of your Copies is destroyed, you may place a Copy within range of your Original.

3+: Splintered Mirror

Place a Copy into an empty space within range. You may swap spaces with that Copy.

3+ or 7+: Crystal Spike

Target one enemy within range. Deal 1 damage to them and give them 1 Weakness token.

7+: Deal 2 more damage and give 2 more Weakness tokens.

Crystal Style creates explosive fragments of glass with everything it does, the shrapnel piercing nearby foes as you go.

The **Crystal Passive Ability** requires the **Action** to target exactly one enemy, ally, or obstacle. If an **Action** could have multiple targets (such as **Secure** or **Brambles**) but you choose the same target for each, then the **Crystal Ability** will apply.

Recommended Crystal Stances

~Coming Soon~

Frozen Style **Range: 1** **Guard**

At the start of your turn, you gain 2 Iron tokens.
After you Reduce a Hit, give 1 Weakness token to your attacker.

3+ or 7+: Exploit Weakness

Deal 2 damage to an enemy within range. You may spend Weakness tokens they hold as if they were Power tokens you hold.
7+: Deal 2 damage to an enemy within range. You may spend Weakness tokens they hold as if they were Power tokens you hold.

4+: Ice Block

Gain 3 Iron tokens, then give 1 Weakness token to all adjacent enemies.

Frozen Style makes it difficult to attack you, as anyone doing so has their strength stolen away from them.

Recommended Frozen Stances

~Coming Soon~

Heartless Style **Range: 1-2** **Technical**

Whenever you give Tokens to an enemy, you heal 1. This **Ability** cannot heal you more than the Bleed Value in a single turn.
Your **Actions** and **Abilities** are **Unblockable by Shields**.

5+: Block This

An enemy within range gains 1 Iron token, then you deal 4 damage to them. **Unblockable** by Iron Tokens.
Usable once per turn.

3+ or 7+: Heart Strike

An enemy within range pays 2 HP and gains 1 Weakness token.
7+: That enemy pays 2 more HP and gains 2 Weakness tokens.

Heartless Style punishes defensive strategies, crashing straight through their **Shields**. Your powerful (but expensive) **Unique Actions** pierce right through everything else.

Unblockable means “this defense can’t be used.” So, Iron Tokens cannot be used to reduce damage dealt by **Block This**.

Paying HP does not trigger Bleeding or any **Abilities** that trigger on taking or dealing damage. It cannot be reduced by Iron tokens, by **Armor**, by **Shields**, or by any defensive Abilities.

Recommended Heartless Stances

~Coming Soon~

Pressure Style **Range: 1-2** **Technical**

At the start and end of your turn, each enemy within range must pay 1 HP, then gain 1 Weakness token.

3+: Build Pressure

Give an enemy within range 1 each of three different Status tokens of your choice (Burning, Challenge, Fatigue, or Weakness).

7+: Apply Pressure

Target an enemy within range. Deal damage to them equal to the number of Status tokens they hold, to a max of 12 damage.
Usable once per turn.

Pressure Style is your big finisher. Once your enemies are drowning in Status tokens, **Apply Pressure** will destroy them.

Recommended Pressure Stances

~Coming Soon~

Winterblossom Super Moves

Super Moves are unlocked starting at level 2, and you gain a second **Super Move** at level 6.

If **Winterblossom** is one of your **Archetypes**, you may choose one of these two **Super Moves**:

You Are Nothing. Super

Deal 4 damage to an enemy within range, Pull them up to 3, then give them Weakness tokens until they hold 6.

The **Winterblossom's Alpha Super** brings them in and crushes their spirit. They will be helpless to harm you in the counter attack, even though you brought them right to you. How pathetic.

Blizzard Super

Until the end of this Round, increase your maximum range by 2.

Also until the end of this Round, at the end of every turn, you give 1 Fatigue token and 1 Weakness token to every enemy within range, then you may move 1 space.

Expand your domain. The **Winterblossom Delta Super Move** acts much like their **Focused Ability**, but stronger, over a wider range, and affecting everybody. You also still get to use your usual **Winterblossom Ability** while **Blizzard** is active, too, making your enemies even weaker.

Chapter 8
Free Styles

Freestyle

There are **13 Archetypes** in *Panic at the Dojo*, each with **5 Styles** of their own. That's 65 individual **Styles**! But each of those are locked behind a specific **Archetype**, where only some characters can use them.

That's where the **12 Freestyles** come in. They are **Styles** that do not have a home, and are available to anyone and everyone.

Freestyles have the following rules:

- **Freestyles** are **Red**, just like any other **Style**. They create a **Stance** by attaching to one **Form**, like any other **Style**.
- **Freestyles** are available for you to use as a **Style** in one of your **Stances**, regardless of your **Character Type** limitations.
- You can only have ONE **Freestyle**, among all of your **Stances.**
- **Freestyles** have **Purple Action Dice**. These **Purple Dice** replace the **Green Dice** of any **Form** they are attached to. Any **Stance** made using a **Freestyle** only rolls **Purple Action Dice** during the **Action Dice Phase** of their turn.
- All **Freestyles** have one **BANNED FORM** associated with them. If you take that **Freestyle**, the **Banned Form** cannot be anywhere else among all **Stances** you know. If you already have the listed **Form**, then that **Freestyle** is not available for you to learn as you level up.

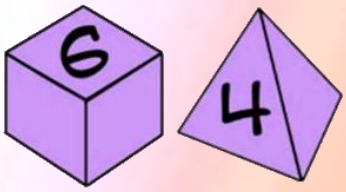
The 12 **Freestyles** are, and their Banned **Form** counterparts, are:

Chaotic Freestyle	**Banned: One-Two Form**
Circular Freestyle	**Banned: Dance Form**
Dangerous Freestyle	**Banned: Thorns Form**
Ego Freestyle	**Banned: Power Form**
Eternal Freestyle	**Banned: Vigilance Form**
Feral Freestyle	**Banned: Wild Form**
Grave Freestyle	**Banned: Control Form**
Mountainous Freestyle	**Banned: Iron Form**
Mythical Freestyle	**Banned: Song Form**
Persistant Freestyle	**Banned: Reversal Form**
Secret Freestyle	**Banned: Blaster Form**
Silent Freestyle	**Banned: Shadow Form**

Chaotic Freestyle **Range: 1** **Aggro** **Mobility**

BANNED: One-Two Form

ACTION DICE: D6 D4



Before each **Action** you perform, you may Move 1.

After your first **Action** on your turn, Move 1, then deal 2 damage to an enemy within range.

At the end of each turn where you performed any **Actions**, you may deal 1 damage to an enemy within range, then Move 2.

1+ or 4+: Slide In

Teleport 2.

4+: Teleport 2 more, then you may deal 1 damage to an enemy within range.

4+: Left, Right!

Deal 1 damage to an enemy within range, then you may Move 1, then you deal 2 more damage to that enemy.

Chaotic Freestyle is a highly aggressive skirmisher **Style**, focused on only two things: Dealing damage, and getting closer so you can deal damage. **Chaotic Freestyle** is a rushdown player's dream.

Recommended Chaotic Stances

Chaotic loves Power Tokens, so **Chaotic Power**, **Chaotic Wild**, and **Chaotic Thorns** are clear choices.

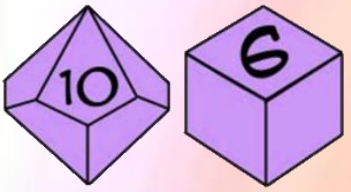
The **Chaotic Ability** lets you deal damage each turn you perform an **Action**, so **Forms** with off-turn **Action** capability like **Dance**, **Shadow**, **Reversal**, and **Wild** are all excellent options to keep up the pressure.

Circular Freestyle Range: 1

BANNED: Dance Form

Mobility
Desperation

ACTION DICE: D10 D6



(Forced Movement is any Push or Pull effect)

After you take damage, pay HP, or are healed, you gain 1 Speed token.

When you Bleed, gain 3 Speed tokens.

After each **Dice Action** you perform, if it applied Forced Movement to an enemy, they must discard 1 Basic token, if they have any. If it applied Forced Movement to an ally, they heal 1. If it moved, swapped, or teleported you, you heal 1.

3 Speed Tokens: Dance Together

Choose someone within range. Pull them 1, then you Move 1, then you Pull them 1 more.

Usable once per turn.

3+ or 6+ or 10+: Tango

Swap spaces with an adjacent enemy, then Push them 1.
6+: Pull them 2, then deal 2 damage to them.
10+: Push them 4, then deal 3 damage to them.

4+ or 7+: Dance Apart

Push 3 to someone within range, then Move 1.
7+: Move 2 more, then heal.

Circular Freestyle excels in repositioning at any moment. You slide across the battlefield as you wish, dragging along enemy and ally alike as you go. You can never be pinned down, and must always be pursued.

Recommended Circular Stances

Circular Wild gains a Speed token after each **Action** you perform.

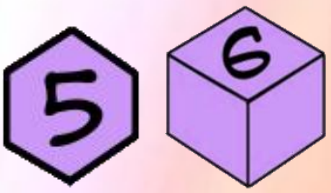
Circular One-Two gives you aggression, while making all of **One-Two's Action Movement** heal you as you go.

Dangerous Freestyle Range: 1

BANNED: Thorns Form

Guard
Aggro

ACTION DICE: 5 D6



At the start and end of your turn, you gain **Shield 2**.

After your Shield absorbs from an enemy **Action**, you deal 1 damage to them. If it broke your Shield, deal 2 damage instead.

3+ or 6+: Blossoms

You gain **Shield 2** and **choose one:** Gain 1 Power token; ***-or-*** Move 1; ***-or-*** heal 1.

6+: Instead, gain **Shield 4** and **choose two**.

Destroy Your Shield: Brambles

*This is a **Token Action** that costs your Shield.*

Deal 1 damage to up to **X** enemies within Range 1-**X**, then gain 1 Power token. **X** is equal to the value of the destroyed Shield.

Usable twice per turn.

Dangerous Freestyle is a sinister flower. Its defensive Shields are lined with thorns, damaging any foe that attacks you. But if they ignore you, your **Brambles** and **Blossoms** will grow out of control until nothing can stop you. Your foes end up in a beautiful lose/lose scenario.

Recommended Dangerous Stances

~Coming Soon~

Ego Freestyle Range: 1

BANNED: Power Form

Aggro
Preparation

ACTION DICE: D8 D8

Once per turn, when an enemy you can see gains Basic tokens, you gain 1 Power token.
You can Enhance a Hit one additional time.

1+: Confident Smirk

Unblockable.
Gain 1 Power token and heal 1.

5+: Burning Fist

Deal 2 damage to an enemy within range, then give them Burning Tokens equal to the damage dealt to them by **Burning Fist**.

Ego Freestyle gets jealous easily. They think they can power up, right in front of you? Well two can play at that game.

When you gain an odd number of Speed tokens, the **Power Ability** keeps the odd token out as a Speed token. So if you should gain 5 Speed tokens, you instead gain 2 Power tokens and 3 Speed tokens.

Recommended Ego Stances

~Coming Soon~

Eternal Freestyle **Range: 1**
BANNED: Vigilance Form
Desperation
Technical

ACTION DICE: 5 3

At the start of your turn, discard up to 2 Status tokens you hold; then, if you are Bleeding, you heal.

At the end of your turn, choose up to two enemies within range and give them each 1 Weakness token.

2+ or 4+: Bow Down

Give 1 Weakness token to an enemy within range.
4+: Give 1 Weakness token to each enemy within range.

1+ or 3+ or 5+: Stand Strong

1+: Give 1 Power token to an ally within range.
3+: Heal that ally.
5+: Heal and give 1 Power token to a different ally within range.
Usable once per turn.

Eternal Freestyle is reliability incarnate. You always know exactly what numbers you will have, and you can guarantee being alive to take your turn thanks to its start of turn heal. And if you don't need the heal, you can get rid of pesky Status tokens that would stop your plans.

Recommended Eternal Stances

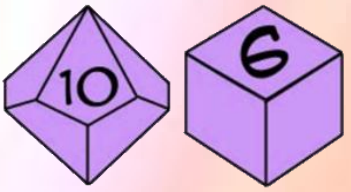
~Coming Soon~

Feral Freestyle Range: 1

BANNED: Wild Form

Desperation
Preparation

ACTION DICE: D10 D6



After each **Action** you perform, if you are not Bleeding, pay 1 HP.
At the start of your turn, you gain 2 Power tokens.
When you Bleed, add a 4 (4) to your **Action Pool**.

Free: Pounce

Pull yourself 3 towards an enemy you can see.
Usable once per turn.

4+: Howl

Gain 1 Power token, then heal 4, then give 1 Weakness token to each enemy you can see.
Usable once per turn.

Feral Freestyle goes hard, harder than your body can handle. You rush in with overwhelming strength, able to pile on pain and use powerful **Unique Actions** with ease. But if that rush of power doesn't end the fight, you're in trouble, as you are left tired, burnt out, weak, and vulnerable.

So if you go this hard, you best not miss.

Recommended Feral Stances

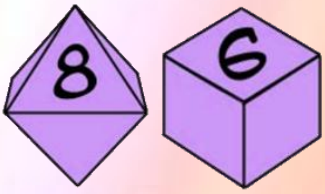
~Coming Soon~

Grave Freestyle — Range: 3

BANNED: Control Form

Ruinous Zoning

ACTION DICE: D8 D6



After you spend **Control Tokens**, you may Push 1 or Pull 1 to the enemy whose **Action** you **Controlled**.

At the start of your turn, **choose one:**

- Set your Range to **3-6** until your next turn.
- Set your Range to **0-3** until your next turn.

3+ or 6+ or 9+: Suppression

You gain 1 **Control token** and may Move 1.
6+: You gain 1 **Control token** and may Move 1.
9+: You gain 1 **Control token** and may Move 1.

Grave Freestyle has excellent range, from which it can Conrol your foes' movements and copy their **Actions**.

Control Token: A Unique token primarily granted by **Control Form.**

After an enemy within your range declares and pays for an **Action**, but before they perform it, you have an opportunity to spend **Control Tokens**. You may spend 1 **Control Token** to **Copy** that **Action**, 2 **Control Tokens** to **Dodge** that **Action**, or 3 **Control Tokens** to **Parry** that **Action**.

Control Tokens may only be used once per turn.

Copy: After the **Action** resolves, you may perform the same **Action** immediately, as a **Reactive Action**. For **X** Values and **Gates**, use a value of **4**. You cannot **Copy** an **Action** that is only usable once per turn.

Dodge: You or an ally within your range become immune to the **Action**. That **Action** will deal no damage, give no tokens, cause no forced movement, and apply no other effects to the one who Dodged it.

Parry: The **Action** is negated and immediately ends. Then, you deal 2 damage to the one who used the **Parried Action**, and may Move up to 2.

Super Moves are not **Actions**, and cannot be **Controlled**.

Recommended Grave Stances

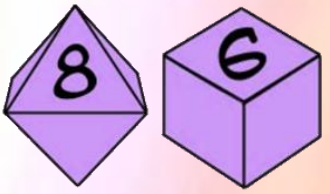
~Coming Soon~

Mountainous Freestyle

BANNED: Iron Form

Guard
Preparation

ACTION DICE: D8 D6



You have **Armor**.
When your **Armor** triggers, you gain 1 Iron token.
When you gain Speed tokens, replace half of them (rounded down) with Iron tokens.
You may spend 1 Iron token to take 1 less damage from any source (even Reduced Hits).

3+: Secure

Choose two: Gain 2 Iron tokens; ***-or-*** an ally within range other than yourself gains 2 Iron tokens; ***-or-*** give **Shield 2** to an ally within range.

3+: Contain

Target an enemy within range, then **Choose two:** Challenge them; ***-or-*** Give them 2 Fatigue tokens; ***-or-*** place a Trap into their space.

6+: Protect

Choose four from the **Secure** and **Contain** lists. Options from the **Contain** list must target an enemy within range.

Mountainous Freestyle is unbreakable, a dominant and incredibly tough **Freestyle** that can take hit after hit after hit and remain standing after it all.

Recommended Mountainous Stances

~Coming Soon~

Mythical Freestyle **Range: 2-3** **Support Preparation**

Banned: Song Form

ACTION DICE: D12

Whenever you roll a 3 or less on the mythical D12, re-roll it.
After you roll your **Action Dice** during your turn, you may re-roll one die. Keep the new result, even if it is worse.

3+ or 6+ or 9+ or 11+: Beyond Human

Choose one: You Heal 2; ***-or-*** you gain 2 Power tokens; ***-or-*** discard up to 4 Status tokens among allies within range; ***-or-*** you gain **Shield 3**.
6+: Choose two instead.
9+: Choose three instead.
11+: Choose all four instead.

Mythical Freestyle is the only way to access the Mythical D12, outside of reaching level 10. Use it wisely.

Recommended Mythical Stances

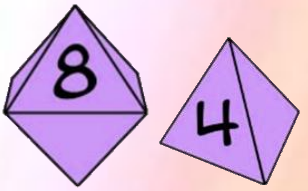
~Coming Soon~

Persistant Freestyle Range: 1

BANNED: Reversal Form

Preparation
Desperation

ACTION DICE: D8 D4



At the start of your turn and when you Bleed, add a 3 to your **Action Pool**.

When you discard numbers from your **Action Pool** during the **End Phase**, you may keep up to two of them with a total value of 5 or less.

3+: Strut Your Stuff

Pull yourself 4 towards the active character. Then, if they are an enemy, deal 1 damage to them. If they are an ally, give them 1 Iron token.

Cannot be used on your own turn.

3+: Palm Strike

Push 3 and deal 1 damage to an adjacent enemy.

Persistent Freestyle never gives up. They bide their time and can take **Dice Actions** at times no one else could, other than a **Demon**.

The discard protection of the **Persistent Ability** can let you keep: a 4 and a 1 ***-or-*** a 3 and a 2 ***-or-*** any single number of 5 or less.

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Recommended Persistant Stances

~Coming Soon~

Secret Freestyle **Range: 1-2** **Zoning Desperation**

BANNED: Blaster Form

ACTION DICE: D8

At the start of your turn, add 6 to your **Action Pool**, gain **Shield 4**, and you gain +3 maximum Range until the start of your next turn.

This **Ability** triggers only once per fight.

This **Ability** cannot trigger on **Round 1**.

3+: Say Hello To My Secret Weapon

Deal 4 damage to an enemy within range.
Usable once per fight.

Secret Freestyle is extremely powerful! But you can only use it *once*. Once you've revealed your secret weapon and spent it, you're out of luck. Hopefully you pulled it out at just the right time to make a big difference.

Oh, and you can't just start the fight with your secret weapon. It isn't ready yet, you need to prepare it first.

Recommended Secret Stances

~Coming Soon~

Silent Freestyle — Range: 1-2

BANNED:* *Shadow Form

Mobility
Zoning

ACTION DICE: D4 D4 D4

At the start and end of your turn, you gain 2 Speed tokens.
At the start of each **Movement Phase**, you may Move 1.
You do not discard any Speed tokens during the **End Phase**.

3 Speed Tokens: Stunt

Place one Fog, Copy, Pit, or Trap obstacle into an adjacent space, then teleport 2.
During enemy turns: usable once per turn.

Silent Freestyle skulks in the shadows, always moving and never stopping. If they catch you, they will kill you, but first: they must catch you.

Recommended Silent Stances

~Coming Soon~

Chapter 9
Making Enemies

Enemy Types

There are three kinds of enemies: Warriors, Stooges, and Bosses. Warriors should be by far the most commonly fought type of enemy.

Warriors are roughly equal to a single Hero in combat. A Warrior has one health bar and takes one turn per round. They have a single **Stance**, and fight just like a Hero does.

Warriors are simple, effective, and should be the most commonly fought type of enemy. They are excellent for filling out an encounter, if you have remaining health bars to assign.

Stooges are a group of enemies who all work together. Even combined, they barely equal a single Hero in combat. Stooges replace one Warrior for their side, but have 6 of them start in play.

A fight may only have one instance of Stooges. All Stooges share the same **Stance** and take the same turn, and they have several unique rules that manage them. Stooges only get one turn per round, and while they don't have a traditional health bar, they count as having one health bar for combat balancing purposes.

Stooges are complicated, but make excellent cannon fodder to make players feel strong and cool. They also tend to gum up fights and make situations far more complex to deal with, at least until they start getting wiped out left and right.

Bosses are single, powerful enemies who are stronger than any individual Hero. They have three **Stances**, and have anywhere from two to five health bars. For each health bar they begin the fight with, they take one turn per Round. Bosses have several unique benefits as well, that make them harder to defeat and more likely to overwhelm the heroes.

Bosses are simple and powerful foes, who fight on the same level as Heroes but are much tougher. They require creativity and skill to defeat, and victory is not even remotely assured against a competent Boss.

Encounter Building

While you can design encounters however you wish as long as you follow the rules and keep each side to an equal number of health bars, there are several standard encounters that are reliable and easy to fall back on. Use these as guidelines when creating fights.

As a rule of thumb, the more health bars per side, the longer a fight will take. Keep this in mind when determining how tough you want your foes to be.

In a 3-sided fight, each side may use a different encounter design, so long as each side ends up with the same number of health bars.

Simple Encounter: One Warrior per Hero. All Units have one Health Bar. A single Warrior may be replaced with Stooges.

This encounter type creates a group of enemies to match the Heroes at their exact strength, and requires no balancing considerations.

Standard Encounter: A central Boss with 2 health bars, 1 or 2 Warriors backing them up, and a unit of Stooges.

A standard battle against a varied field of opponents.

Boss Encounter: A central Boss with 3 or 4 health bars, with 2 or 3 Warriors backing them up. No Stooges.

A single strong foe, with only their closest comrades for backup. A staple encounter type for climactic battles.

Deadly Duo: Two Bosses, each with 2 or 3 health bars. No support.

A Deadly Duo fights without Warriors or Stooges, as a powerful pair. Especially good for designing puzzle fights or combo moves.

Solo Boss: One mighty Boss, with 4 or 5 Health Bars. May have Stooges or 1 Warrior for backup, but no more than that.

This Boss can take you by themselves. They may have some Stooges or a Warrior to help them, but this backup is set dressing more than a legitimate threat. The Boss steals the show here.

Outnumbered: Two Warriors per Hero. Each Hero has 2 health bars, and all enemies have one Health Bar. One Warrior may be replaced by Stooges, or two Warriors may be replaced by Super Stooges.

This encounter type will likely take a while to resolve, but nothing makes the Heroes feel more powerful than winning a fight against double the odds.

Villain Archetypes

Some enemies are a little weird. **Villain Archetypes** exist so you can use foes that would not work well as player abilities, or are just more interesting to fight against than to play as, or to let the Heroes punch out a helicopter. Each **Villain Archetype** has an **Archetype Action** and one **Super Move** available to it, as well as a list of Styles it can take.

The Blur

The Blur never stands still. An incredibly fast enemy who proves difficult to catch and impossible to escape.

The Blur

After you perform an **Action**, you may move one space.

X: Unseen Step

Teleport **X**.

The Blur has access to these **Styles**:

Akimbo Style
Jumping Style
Parkour Style
Rocket Style
Swift Style
Winged Style

Blur Super Move

Instant Motion

You gain 5 Speed tokens and 6 Rapid Strike tokens.
As an **Action** during your own turn, or as a **Reactive Action** on an enemy's turn, you may spend a Rapid Strike token to move one space, then deal 1 damage to an adjacent enemy.

The **Blur's Super Move** enables a super fast flurry of blows, letting you dash around the map and deal damage exactly where you need to.

The Giant

The Giant is big and very, very strong.
With great strength and extended reach, they are quite dangerous.

The Giant

You take up a 2x2 space on the battle grid.
Your maximum range is increased by 1.
You do not take Fall Damage.
You can move over Walls. When you do, they become Rubble, and you gain one Fatigue token.
You can Enhance a Hit one additional time.
At the start of each of your turns, you gain 2 Power tokens.

6+ or 9+: Crush

Unblockable by Abilities and Tokens.
Deal 3 damage to an enemy within range.
9+: Deal 5 damage instead, and **Crush** is **Unblockable**.

The Giant has access to these **Styles**:

Brawling Style
Charging Style
Heartless Style
Mad Style
Ogre's Style
Relentless Style

Giant Super Move

Toss Aside

Deal 3 damage to all enemies within range, then push all of those enemies up to 5 spaces each.

The **Giant's Super Move** is much like the **Giant**: simple, large, and powerful. Swat them away like the flies they are.

The Immortal

The Immortal drains life with every blow.
An incredibly durable enemy who just. Won't. Die.

The Immortal

The first time you deal damage each turn, you Heal.

X: Unseen Step

Teleport **X**.

The Immortal has access to these **Styles**:

Elder Style
Frozen Style
Patient Style
Phoenix Style
Spirit Style
Vampire Style

Immortal Super Move

Burning Blood

Deal 3 damage to an enemy within range, then you heal.
For the rest of this Round, after you take damage, deal 1 damage and give 1 Burning token to the enemy that dealt damage to you.

The **Immortal's Super Move** turns your immortality into a weapon. Every broken bone stabs at your foes, and your blood is poison to them. Even trying to put you down will simply lead to their demise.

The Machine

The Machine is perfection.
It is built to do a task, and it will succeed without fail.

The Machine

Your **Stances** are made up of one **Style** attached to two **Forms**.
You never roll **Green Action Dice**.
You cannot use **Freestyles**.

4+: Synchro Breaker

Target an adjacent enemy and Disable all of their **Abilities** until the end of this turn.

The Machine has access to these **Styles**:

Armored Style
Caged Style
Fullmetal Style
Judgment Style
Machine Style
Training Style

Machine Super Move

Smash

Deal 10 damage to an enemy within range.

The **Machine's Super Move** is as simple as it gets.

The Necromancer

The Necromancer leads an army.

The Necromancer

At the start of your turn, place a Copy into an empty space within range.

At the end of your turn, each of your Copies may Move 1, then each Copy deals 1 damage to one adjacent enemy.

2 HP: Arise, My Minion!

Create a Copy in an empty space within range. Both you and that Copy may Move 1.

Usable once per turn.

The Necromancer has access to these **Styles**:

Avalanche Style
Decoy Style
Frozen Style
Mastermind Style
Spirit Style
Zombie Style

Necromancer Super Move

Immortal Army

Summon up to 6 Copies within range. Then, each of those Copies may move one or two spaces, then they each deal 1 damage to one adjacent enemy. Iron tokens can be used to reduce this damage.

The **Necromancer's Super Move** summons even MORE undead to follow your commands, and immediately sends them forth to consume. They hunger.

The Swarm

The Swarm is an army of one.

The Swarm

At the end of your turn, for each Copy you have in play, **choose one:** You gain 1 Power token; or you gain 1 Iron token; or you may move one space; or each of your Copies may move 1 space; or destroy a Copy to deal 1 damage to each enemy adjacent to it.

1+ or 3+ or 5+ or 7+: En Masse

Create a Copy in an adjacent empty space.
3+: Create a Copy in an adjacent empty space.
5+: Swap spaces with a Copy within range, then Create a Copy in an adjacent empty space.
7+: Swap spaces with a Copy within range, then Create a Copy in an adjacent empty space.

The Swarm has access to these **Styles**:

Crystal Style
Illusion Style
Overwhelming Style
Puppet's Style
Syphon Style
Zombie Style

Swarm Super Move

Crawl Into View

Place 4 Copies into spaces you can see. Then, each of those Copies may immediately take an **Action** as if you had spent a **3** 3.

The **Swarm's Super Move** lets you cover the entire battlefield, then gives you **Actions** so you can claim your space. This **Super Move** also creates almost enough Copies to fulfill every choice of the **Swarm Ability.**

The Tank

The Tank is unbreakable.

The Tank

You have **Armor**. Your **Armor** blocks 10 damage the first time it triggers each turn.
When you are Pushed or Pulled, you move one less space.

X: Unseen Step

Teleport **X**.

The Tank has access to these **Styles**:

Armored Style

Tank Super Move

Armor Install

Until the end of this Round, your Armor can be triggered twice per turn, and your Armor is not spent when it reduces a 1 damage hit to zero.
Until the end of the next Round, opponents can only spend 1 Iron token to reduce your hits, and Weakness tokens only reduce your damage by 1 instead of 2.

The **Tank's Armor Install** makes you as close to unkillable as is possible. It also turns your heavy blows even heavier - they are difficult to block, and even more chip damage gets through than usual.

The Untouchable

The Untouchable dodges with ease.

The Untouchable

At the start of your turn and when you Bleed, you gain one **Control Token**.
It only costs you 1 **Control Token** to **Dodge** an **Action**.

2+ or 5+: Controlling

You gain 1 **Control Token**.
5+ You gain 1 more **Control Token**.

The Untouchable has access to these **Styles**:

To do

Untouchable Super Move

Lockdown Protocol

Gain 4 **Control tokens**.
For the rest of this fight, after you spend any **Control tokens,** deal 1 damage to each enemy within your range.

The **Untouchable's Super Move** lets them reinstate their authority, and resume the untouchable control they wish to maintain.

The Twins

The Twins is tbd

The Twins

Ability Goes Here.

Free: Twin Displacement

The twins Swap Spaces.

The Twins has access to these **Styles**:

To do

Twins Super Move

Twin Combo

One of you deals 3 damage to an adjacent enemy and pushes them three spaces.

Then, the other one of you deals 3 damage to an adjacent enemy and pushes them 3 spaces.

Then, each of you may teleport 3 spaces, and you each deal 1 damage to all enemies adjacent to your destination.

The **Twin's Super Move** is a difficult, coordinated dance of an attack, that slaps your foes around the map and aggressively chases after them to continue your coordinated assault.

Warriors

Warriors are the simplest enemies to use. You can make them quickly and fill out battles with them easily.They have roughly the strength of a single hero, and are effective for balancing out fights.

Each Warrior has one **Stance** and one health bar.

A Warrior is made by creating a **Stance**. Choose one **Style,** one **Form**, and one **Build**. Combine them to create your Warrior's **Stance**.

Then, assign them a **Fused Ability**. They must take the **Fused Ability** of their **Style** - so if you chose **Winged Style**, that **Style** comes from the **Angel Archetype**. Your Warrior gains the **Fused Angel Ability**.

Be aware of the **Villain Archetypes** - they each have access to many Styles, as well. Warriors may choose a Villain Archetype instead of a Fused Archetype, if their Style is on the Villain Archetype's list.

Finally, Level Up to match the same level as the Heroes. If they are currently level 1, ignore this step - your Warrior is ready for battle!

Warrior Creation Checklist

1: Warriors select one **Style**, **Form**, and **Build** to create their **Stance**.

2: Warriors gain the **Fused Ability** of their chosen **Style**.

3: Warriors Level Up to match the Heroes' level.

Warrior Advancement

Level	Bonus Die	+HP	Benefit
1	-	0	Warrior Traits
2	D4	2	Super Move
3	D4	3	Improved Warrior
4	D6	5	---
5	D6	7	Gain a 2nd Fused Archetype
6	D8	8	2nd Stance
7	D8	10	Greater Warrior
8	D10	12	---
9	D10	13	Gain a 3rd Fused Archetype
10	D12	15	A Warrior's Death

Warrior Traits: Warriors have one Stance, one Fused Ability, and one Build. Their Ability must match the Style of your Stance.

At level 2, you gain your **Bonus Die**. It starts at D4, but at every even level after that (4, 6, 8, and 10), it increases by one size until level 10, when it becomes the mythical D12, an **Action Die** spoken of in legends, only wielded by the mightest of martial artists who have attained perfection.

When you roll your **Stance's Action Dice** at the start of your turn, you also roll your **Bonus Die** and add the result to your **Action Pool**.

At level 2, you gain increased HP. The bonus HP increases by 1 at each level, and by 1 more at levels 2, 4, 5, 7, 8, and 10.

This HP bonus increases the amount of HP in your Health Bar. If you have multiple Health Bars, each one is improved by your bonus HP.

At level 2, you gain one **Super Move**. This **Super Move** can be chosen from the **Archetype** that matches your initial **Fused Ability**.

At level 3, you gain **Improved Warrior**. You must choose a **Warrior's Path**. At the start of combat, you gain the benefit of your **Warrior's Path**.

At level 5, you gain a second **Fused Archetype**. Choose any **Archetype** other than the one you already have, then gain its **Fused Ability**.

If you do not already have a **Villain Archetype**, you may choose a **Villain Archetype** instead of a **Fused Archetype**.

At levels 6, you gain a second **Stance**. The **Style** must be chosen from within the **Archetype** you gained at level 5.

At level 7, you gain **Greater Warrior.** Your Warrior's Path now also triggers at the start of your turn.

At level 9, you gain a third **Fused Archetype**. Choose any **Archetype** other than the two you already have, then gain its **Fused Ability**.

If you do not already have a **Villain Archetype**, you may choose a **Villain Archetype** instead of a **Fused Archetype**.

At Level 10, you have achieved **A Warrior's Death**, and will never be taken out quietly. When you fall, you go down swinging.

Once per fight, after you fall to zero HP: Add a 1O to your **Action Pool**, then trigger your **Warrior's Path**, then immediately spend that 1O to perform a **Dice Action**. After this **Action** finishes resolving, if you are still at zero HP, you become Taken Out as normal.

Warrior's Paths

Path of the Badger

When triggered, you Move up to 3, then you may deal 2 damage to an enemy within range.

Path of the Elephant

When triggered, you gain 2 Iron Tokens.

Path of the Gecko

When triggered, choose one: you Heal ***-or-*** you remove up to 3 Status Tokens you hold.

Path of the Monkey

When triggered, you add a 1⬡ to your **Action Pool**.

Path of the Rabbit

When triggered, you gain 4 Speed Tokens.

Path of the Tiger

When triggered, you gain 2 Power Tokens.

Path of the Turtle

When triggered, you gain temporary **Armor**.