Barrier Form

Alt: Creation / Dawn / Nature / Unicorn

Support
Zoning

COMPLEXITY ★★★

ACTION DICE

Your **Actions** and **Abilities** that do not deal damage have +2 maximum range.

After you use an **Action** to place or move obstacles, enemies adjacent to any of those obstacles are pushed 1 space.

At the end of your turn, you gain a 2-point Shield. If you already have a Shield, instead increase its value by 1.

Destroy Your Shield: Substitution

*This is a **Token Action** that costs your active Shield.*

Swap spaces with an obstacle or ally within range.

If you swapped spaces with an ally, give them the Shield you spent to pay for this **Action**. If you swapped spaces with an obstacle, you may move that obstacle 1 space.

1+ or 4+ or 8+: Walled Garden

Place a Wall into a space within range, then give 1 Iron token to each ally adjacent to any Walls placed.

4+: Instead place two Walls and give 2 Iron tokens, then also give a 2-point Shield to allies adjacent to those Walls. Any allies who already have a Shield instead increase its value by 1.

8+: Instead place three Walls and give 3 Iron tokens, then also heal allies adjacent to those Walls.

Architect

You can create temporary structures as needed, and you always know the floor plans, entrances and exits, and structural weak points of any building you see.

Walled Garden replaces the number of Walls placed and Iron tokens given as it scales up, but the Shield from the **4+ Gate** is not lost by the **8+ Gate.** An **8+ Walled Garden** will place 3 Walls, then give 3 Iron tokens, a 2-point Shield, and a heal to all allies adjacent to any of the three Walls placed by **Walled Garden.**

You are your own ally, and can benefit from the **Walled Garden** buffs. Therefore, it is best to combine **Barrier Form** with a **Style** that has a minimum range of 1, so you can place a Wall adjacent to yourself.

Challenger Form

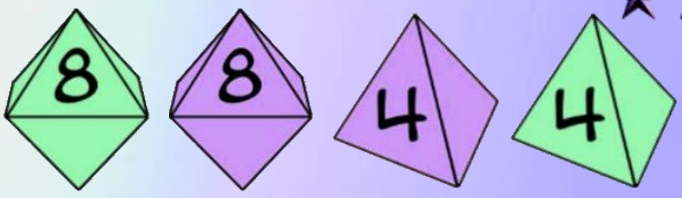
Alt: Dusk / Fist / Lion / Solo

Technical Support

COMPLEXITY

★★★

ACTION DICE



Allies cannot take damage or receive Common tokens from the **Actions** and **Abilities** of any enemy that is holding your Challenge token.

After an enemy deals damage to you while nobody holds your Challenge token, you may Challenge them.

Your Challenge Token: Lion's Roar

*This **Action** costs your Challenge token held by an enemy within range. You must discard one such token to pay for **Lion's Roar**.*

Lion's Roar targets the enemy who held the Challenge Token you spent to pay for **Lion's Roar**. Push them two spaces, and for the rest of this turn, you have **Armor**.

X: You Dare Approach Me?

Challenge an enemy within Range 1-**X**.

3+: Pull yourself two spaces towards them, then gain 2 Iron tokens.

6+: Pull them two spaces towards you, then give them 2 Weakness tokens.

Scary As Hell

You are terrifying when you want to be. Small fries flee from you on sight, and tougher foes hesitate to oppose you.

Lion's Roar lets you control the aggro against you, pushing away and defending yourself against a foe who gets a bit too painful. **Lion's Roar** can only target enemies holding your Challenge, and discards that Challenge from them as its cost.

You Dare Approach Me? is an **X Action** with **Gates**. While this looks unusual, it functions how you would expect it to: If **X** is **3** or higher, continue past the **3+ Gate**. If **X** is **6** or higher, continue past the **6+ Gate**.

Lightning Form

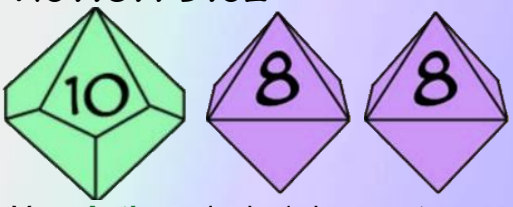
Alt: Engine / Rabbit / Riot / Summer

Lightning Form

Alt: Engine / Rabbit / Riot / Summer

Aggro
Ruinous
COMPLEXITY

ACTION DICE



Your **Actions** deal +1 damage to enemies with Armor, a Shield, or any Iron tokens.

Enemies can only spend 1 Iron token to reduce the damage or Forced Movement caused by your **Actions**.

3+ or 6+ or 9+: Lightning Storm

You deal 1 damage to an enemy you can see.
6+: Deal 1 more damage to that enemy, then deal 1 damage to each enemy adjacent to them.
9+: Deal 1 damage to each enemy you can see.

X: Bolt Step

Teleport up to **X** Spaces.
4+: You deal 1 damage to each enemy within range.
8+: You deal 2 damage to each adjacent enemy.

Tech Savvy

You own a variety of machines, cyborg augmentations, phone apps, or other gizmos with various overly-specific purposes.

Lightning Form is all about area attacks, and your moves pierce through their defenses with ease.

The bonus damage does not stack. Even if you attack an Armored enemy with a four point Shield and five Iron tokens, the **Lightning Ability** only deals +1 damage to them per hit. The **Lightning Ability** increases every damage number found in an **Action**.

A **9+ Lightning Storm** will destroy every enemy Copy you see.

Bolt Step is an **X Action** with **Gates**. While this looks unusual, it functions exactly how you would expect it to: If **X** is **4** or higher, continue past the **4+ Gate**. If **X** is **8** or higher, continue past the **8+ Gate**.

Oblivion Form

Alt: Crane / Fall / Hypnosis / Palm

Oblivion Form

Alt: Crane / Fall / Hypnosis / Palm

Technical
Mobility
COMPLEXITY

ACTION DICE

After you take damage from an enemy **Action**, you may give one Fatigue token to that enemy.

After you give Fatigue or Weakness tokens to an enemy, you gain one Speed token.

X Speed Tokens: Distant Touch

Increase your maximum range by **X** for your next **Action**.
4+: Your next **Action** also gives 1 Weakness token to each enemy it targets.
Usable once per turn.

2+ or 4+ or 6+: Falling Leaves

Target one enemy within range. Deal 1 damage to them and give them 1 Fatigue token.
4+: Deal 1 damage, then give them 1 Weakness token.
6+: Deal 1 damage, then give them 1 Fatigue token and 1 Weakness token.

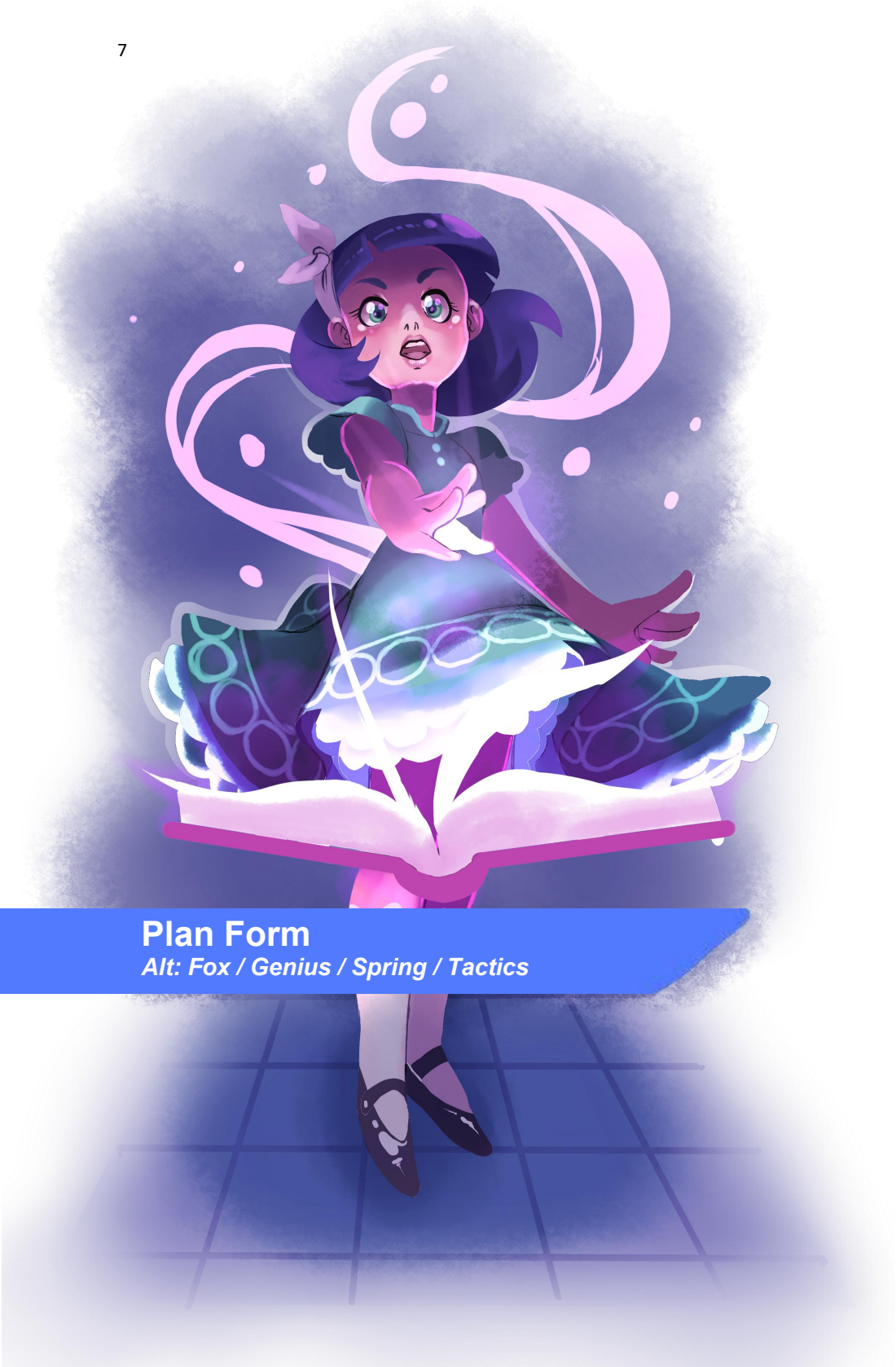
Teleportation

You can be anywhere, at any time. You simply blink out of existence, and reappear in your chosen place.

Fatigue Tokens are the opposite of Speed tokens, and prevent you from moving quickly. Fatigue and Speed cancel out, 1 for 1. So if you are holding two Fatigue tokens and gain three Speed tokens, you end up holding one Speed token.

While you hold Fatigue tokens, you cannot move. You can be Pushed or Pulled, but you cannot Move or Teleport. Whenever you attempt to move or teleport, discard 1 Fatigue token instead.

Pushes and Pulls do not make you discard Fatigue tokens.



Plan Form

Alt: Fox / Genius / Spring / Tactics

Plan Form

Alt: Fox / Genius / Spring / Tactics

Support
Desperation
COMPLEXITY
★★★

ACTION DICE

13

You do not roll **Action Dice** during your turn. Instead, you divide the number **thirteen** up into two, three, four, or five numbers of your choice *(ex: **12, 1** or **4, 3, 3, 2, 1**)*. These numbers form your **Action Pool** for the turn.

*If using **Purple Action Dice**, instead split* 7 *into 1, 2, or 3 **numbers** to form your **Action Pool** for the turn.*

After each **Action** you perform, you may move one space or discard one non-Rare token. This token can be one you hold, or one held by an ally or enemy adjacent to you.

X and X and/or X: Two Steps Ahead

*This **Action** costs 2 or 3 numbers of equal value to perform.*
Choose two: pull an ally you can see **X** spaces; or an ally within range heals **X**; or you gain an **X** point Shield; or place **X** Traps into empty spaces within range; or you push an enemy within range **X** spaces; or teleport up to **X** spaces.

If you spent 3 matching numbers to perform this, **choose four** instead of two.

Brilliant Mind

You never miss a clue or a hint, and you can exploit a weakness in any machine, architecture, or fighting style.

Plan Form requires a good plan to use well. Being able to pick your numbers gives you a lot of flexibility, and it is flexibility you can plan in advance. You know the **Style** you've paired it with, you know what numbers all your **Actions** cost. You can figure out exactly what numbers you need for any situation before you even need to be in that situation. And that's the plan.

Here's every possible **Plan Form** number layout:

12, 1 **11, 2** **11, 1, 1**

10, 3 **10, 2, 1** **10, 1, 1, 1**

9, 4 **9, 3, 1** **9, 2, 2** **9, 2, 1, 1** **9, 1, 1, 1, 1**

8, 5 **8, 4, 1** **8, 3, 2** **8, 3, 1, 1** **8, 2, 2, 1**
8, 2, 1, 1, 1

7, 6 **7, 5, 1** **7, 4, 2** **7, 4, 1, 1** **7, 3, 3**
7, 3, 2, 1 **7, 3, 1, 1, 1** **7, 2, 2, 2** **7, 2, 2, 1, 1**

6, 6, 1 **6, 5, 2** **6, 5, 1, 1** **6, 4, 3** **6, 4, 2, 1**
6, 4, 1, 1, 1 **6, 3, 3, 1** **6, 3, 2, 2** **6, 3, 2, 1, 1**
6, 2, 2, 2, 1

5, 5, 3 **5, 5, 2, 1** **5, 5, 1, 1, 1** **5, 4, 4** **5, 4, 3, 1**
5, 4, 2, 2 **5, 4, 2, 1, 1** **5, 3, 3, 2** **5, 3, 3, 1, 1**
5, 3, 2, 2, 1 **5, 2, 2, 2, 2**

4, 4, 4, 1 **4, 4, 3, 2** **4, 4, 3, 1, 1** **4, 4, 2, 2, 1** **4, 3, 3, 3**
4, 3, 3, 2, 1 **4, 3, 2, 2, 2**

3, 3, 3, 3, 1 **3, 3, 3, 2, 2**

Here is every possible **Forbidden Plan** number layout:

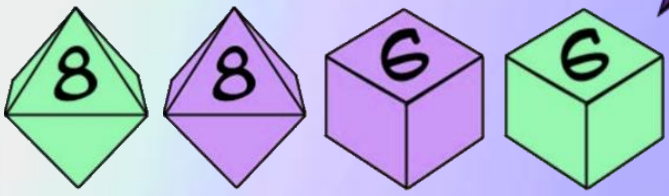
7 **6, 1** **5, 2** **5, 1, 1** **4, 3** **4, 2, 1** **3, 3, 1** **3, 2, 2**

Venom Form

Alt: Despair / Leech / Tears / Winter

Technical
Ruinous
COMPLEXITY
★★☆

ACTION DICE



After you reduce a hit, give 1 Burning token to your attacker.
After you enhance a hit, give 1 Burning token to the target of that hit.

1+ or 3+ or 5+: Consume Poison

Remove a Common token from someone within range, then if you did, **choose one:** You gain 2 Power tokens; or you gain 2 Iron tokens; or you heal.
3+: Remove a Common token from someone within range, then if you did, **choose one more** from the list.
5+: Remove a non-Rare token from someone within range, then if you did, **choose one more** from the list.

3+ or 6+: Expel Toxins

Give 2 Burning tokens to an enemy within range. You may discard one token you hold.
6+: Give them 2 more Burning tokens. You may discard up to two more tokens you hold.

Anarchist's Cook

You always carry and know how to properly use any destructive devices, toxins, or chemicals you happen to need, when you need it.

The **Venom Form Abilities** trigger each separate time you spend Iron or Power tokens on a hit, but does not care about the number of tokens you spend. Even if you spend 2 Iron tokens to reduce a hit, you will still only give 1 Burning token.

Archetype: Bulwark

COMPLEXITY ★★★

Guard Support Archetype

A slow, shield-focused fighter, who maximizes defense until their opponents crash against you. While the **Angel** focuses on pulling aggro, and the **Cavalry** runs to your allies' aid, the **Bulwark** exists as a problem all its own. Your team cannot fall until you do, and you are almost invincible.

Bulwark art will go here.

Focused Bulwark

At the start of your turn, you gain a 1-point Shield.
After each **Action** you perform, if you have a Shield, improve your Shield's value by 1.
After your Shield takes damage, you heal 1.

Fused Bulwark

At the start of your turn, you gain a 3-point Shield.
After your Shield takes damage, you heal 1.

Frantic Bulwark

At the start of this turn, you gain a 1-point Shield.
After each **Action** you perform before your next turn, if you have a Shield, improve your Shield's value by 1.
After your Shield takes damage before your next turn, heal 1.

Bashing Style Range: 1 Ruinous

At the end of each allied turn, if you do not have a Shield, you gain a 2 point Shield.

Once per enemy turn, you may destroy your Shield to take an **Action** that costs **X** or less, where **X** is your Shield's value. You may spend this extra **Action** on **Shield Throw**, using the destroyed Shield to meet its requirements.

Destroy Your Shield: Shield Bash

*This is a **Token Action** that costs your active Shield.*

Deal 2 damage to an enemy within range, then push them 3 spaces. Usable once per turn.

2+ or 6+: Shield Throw

*You cannot use this **Action** unless you have a Shield.*

Reduce your Shield's value by 2, then deal 2 damage to an enemy you can see.

6+: Deal 2 damage to another enemy within 1-3 spaces of the first target. If both of your targets took damage, your Shield bounces back to you - gain a 4-point Shield.

Bashing Style turns your defense into offense, smashing your shields against your foes directly. This damages your shields, but damages them more.

Example **Stances** will go here.

Fortress Style **Range: 2-3** **Preparation**

Whenever you gain Speed tokens, replace two of them with 1 Iron and 1 Power token. If you would only gain 1 Speed token, replace it with 1 Iron or 1 Power token, your choice.

3 Basic Tokens: Castle

Swap spaces with an ally within range, then give them your Shield (if you have one). Then, gain a 2 point Shield.

Destroy Your Shield: Protect The King

This is a Token Action that costs your active Shield.

This targets an enemy that dealt damage this turn to an ally you can see. Pull that enemy up to **X** spaces, where **X** was the value of the Shield that paid for this **Action**. Then, if that enemy is within range, deal 1 damage to them. If that enemy is adjacent to you, deal 2 damage to them instead.

The target of **Protect The King** does not have to be within range, or even be an enemy you can see. You know where they are because they hurt your ally, and you can pull them to you with that knowledge alone. You only need to see your ally.

The **Fortress Ability** can trigger before or after the **Iron Ability** and the **Power Ability**, your choice. If you trigger **Fortress** first, you need to gain 4+ Speed tokens to gain any Speed. If you trigger **Power/Iron** first, you need 6+ Speed tokens to gain any Speed. Any less, and all of it will become Power or Iron.

For example, gaining 6 Speed tokens in **Fortress Power Stance** can have two possible conversions:

With **Fortress** first, you convert 2 Speed tokens into 1 Iron token and 1 Power token, then half of the remaining 4 Speed tokens become Power tokens. You would end up with 1 Iron token, 3 Power tokens, and 2 Speed tokens.

With **Power** first, half of the 6 Speed tokens become Power tokens, then 2 of the remaining Speed tokens become 1 Power and 1 Iron token, leaving you with 1 Iron token, 4 Power tokens, and 1 Speed token.

Example **Stances** will go here. If I can fit any.

Giant Style **Range: 1-2** **Zoning**

Your **Actions** may apply to one extra target within range.

X: Bowling

Target an enemy within range. Push them **X** spaces. If they would move into a Wall, destroy the Wall, move them into the Rubble, the push ends, and they take 2 fall damage.
If they would move into another enemy's space, the push ends and they both take 1 fall damage.
4+: Deal 1 damage to each enemy dealt damage by **Bowling**.
7+: Increase all damage listed in **Bowling** by 1.

The **Giant Ability** stacks with the **Blaster Ability**, so **Giant Blaster** targets 2 extra targets with all of their **Actions**.

Example **Stances** will go here.

Guardian Style **Range: 1-2** **Guard**

At the start of your turn, gain a 2-point Shield, or if you already have a Shield, improve your Shield by 2.

While you have a Shield, whenever an ally within range takes damage, that damage is dealt to your Shield instead. Your Armor and Iron tokens may reduce this damage to your Shield - the Armor and Iron tokens of the ally being protected are not applied.

3+: Behind Me!

Pull an ally you can see up to 3 spaces.
Then, you gain 2 Iron tokens.

2+ or 5+ or 8+: Bolster

Give an ally within range a 2-point Shield.
5+: Improve the Shield of an ally within range by 2.
8+: Improve the Shield of an ally within range by 2.

You are always your own ally, and can target yourself with any part of **Bolster**.

Example **Stances** will go here.

Knight Style **Range: 1-2** **Aggro**

After each **Action** you perform, if you have a Shield and an enemy is within range, you must reduce your Shield's value by 1 to deal 1 damage to each enemy within range.

4+: Armor Up

Gain a 2-point Shield with Armor. As long as that Shield survives, you have Armor - once that Shield is gone, so is this Armor.

3+ or 6+: Charge In

Target an enemy you can see. Pull yourself up to 3 spaces towards them. Then, if they are within range, deal 1 damage to them.
6+: If you are not adjacent to them, pull yourself up to 3 more spaces towards them. Then, if they are within range, deal 2 damage to them.

The **Knight Ability** is not optional - if an enemy is within range while you have a Shield, you must drain your Shield to deal damage to them after each **Action** you perform.

The second part of the **6+ Gate** for **Charge In**, where you deal 2 damage, still applies even if you were already adjacent to them and didn't need to be pulled any farther.

Example **Stances** will go here.

Shield Crush

Alpha Super

Destroy your Shield. Then, deal damage equal to the value of the destroyed Shield to all adjacent enemies (to a maximum of 7).

The **Bulwark's Alpha Super** requires a little more preparation than most, but can produce the most devastating AoE possible. Any Shield above 7 does not improve this further - the damage caps out at 7 damage per enemy, even if you somehow spent a 20-point Shield.

Only One Of Us Is Walking Away

Delta Super

Target an adjacent enemy.
Deal 2 damage to the target, then take 2 damage. Repeat this as often as you'd like.
If you fall to zero HP, this Super ends.

The **Bulwark's Delta Super** destroys yourself to take them down with you. It only targets one enemy, but you can keep going until one of you falls… or both of you fall. Strike after strike after strike, an endless combo that kills both of you equally… but you're tougher.

Archetype: Champion

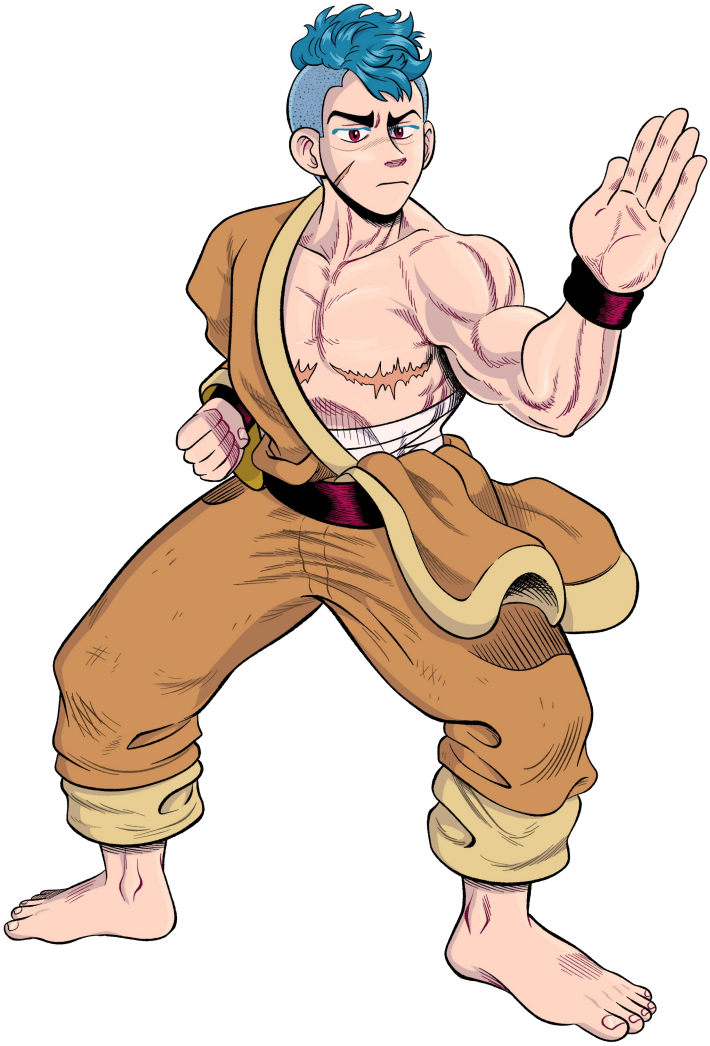
COMPLEXITY

Aggro Preparation Archetype

The **Champion** is a master of the fundamentals of combat. No one fights like you do, all focused on their flashy moves and fancy tricks. No, you fight to win. The **Champion** is a warrior among warriors, a fighter beyond compare.

You do not need complex manuevers. You do not need to fight dirty. You do not need to know a thousand moves. You just need the basics: Strength. Speed. Stamina. Skill. And lots and lots of practice. He who throws the hardest punch, wins.

The fundamentals of fighting will always carry you to victory.



Focused Champion

After you roll your **Action Dice** for your turn, increase two of your numbers by 1.

At the start of your turn, **choose one:**

Guard Up: At the end of this turn, move up to 2 spaces and gain 3 Iron tokens.

Pace Yourself: Gain 4 Speed tokens and heal 2.

Rush In: Move up to 2 spaces and gain 3 Power tokens.

Fused Champion

After you roll your **Action Dice** for your turn, increase one of your numbers by 1.

At the start of your turn, **choose one:**

Guard Up: At the end of this turn, move 1 space and gain 2 Iron tokens.

Pace Yourself: Gain 2 Speed tokens and heal 1.

Rush In: Move 1 space and gain 2 Power tokens.

Frantic Champion

After you roll your **Action Dice** this turn, increase two of your numbers by 1.

At the start of this turn, **choose one:**

Guard Up: At the end of this turn, move up to 2 spaces and gain 3 Iron tokens.

Pace Yourself: Gain 4 Speed tokens and heal 2.

Rush In: Move up to 2 spaces and gain 3 Power tokens.

At the start of your turn, the **Champion** chooses one of three focuses for the turn: Either **Guard Up**, **Pace Yourself**, or **Rush In**. Each gives you some movement at different times - **Rush In** moves now, **Pace Yourself** lets you move throughout the turn as needed, and **Guard Up** moves at the end of the turn. They each also have another benefit - Iron tokens, a heal, or Power tokens.

If you choose to **Pace Yourself** while at zero HP, you will heal and may take your turn normally.

Blocking Style **Range: 1** **Guard**

At the start of your turn, you gain 2 Iron tokens.

Your Iron tokens reduce damage by 2 per token instead of 1 per token. If an enemy's **Action** or **Ability** would prevent you from spending Iron Tokens to reduce their damage, you may still spend 1 Iron token to reduce that hit.

3 Iron Tokens: Tech

Push an enemy within range up to 3 spaces.

If you use **Tech** as a **Reactive Action** in response to a damage-dealing **Action** that dealt no damage to you, then **Tech** costs only one Iron token and can target the enemy that performed that **Action**, regardless of range.

Blocking Style makes you a master of defense, able to block blows of almost any magnitude. Only the absolute strongest attacks can get through your invincible guard. Even normally unblockable attacks like **Crush** or **Hip Throw** can be partially blocked, while you are defending in **Blocking Style**.

Example **Stances** will go here.

Cornered Style **Range: 1** **Aggro**

You deal +1 damage with all **Actions** while you or your target are adjacent to a Wall or the Outside.

4+: Hip Throw

Swap spaces with an adjacent enemy, then deal 2 damage to them. Iron tokens cannot be used in response to **Hip Throw**.

Cornered Style becomes more vicious with your back against the wall. The cornered rat is at its most dangerous.

Example **Stances** will go here.

Deliberate Style **Range: 1** **Preparation**

Three times per turn, after you gain tokens, you gain one Basic token of any type. *(This **Ability** does not trigger itself.)*

3+: Iron Grip

Deal 1 damage to an adjacent enemy, then gain 2 Iron tokens. Armor, Weakness tokens, and Iron tokens cannot reduce **Iron Grip's** damage.

4+: Speed Kick

Move up to 2 spaces, then deal 2 damage to an adjacent enemy, then gain 2 Speed tokens.

5+: Power Punch

Gain 2 Power tokens, then deal 2 damage to an enemy within range. This damage may be enhanced by an additional Power token.

The **Deliberate Ability** triggers from gaining any type of token. If you gain Basic tokens, if an enemy gives you Common tokens, if an **Ability** gives you a Rare token - after any of these, you gain one Basic token of your choice.

Example **Stances** will go here.

Qi Style **Range: 1** **Zoning**

Your damage-dealing **Actions** have +3 maximum range.
After each damage-dealing **Action** you perform, you may push each enemy targeted by that **Action** one space (whether or not the **Action** successfully dealt damage to them).

3 Basic Tokens: Fireball

Deal 1 damage to an enemy within range, then push them one space. Usable twice per turn.

5+ or 9+: Barrage

Deal 1 damage to an enemy within range. Then,
deal 1 damage to an enemy within range. Then,
deal 1 damage to an enemy within range.
9+: Then, deal 1 damage to an enemy within range,
then deal 1 damage to an enemy within range.

Qi Style keeps your enemies away from you, blasting them with fireballs to force them back.

Example **Stances** will go here.

Rising Style **Range: 1-2** **Desperation**

At the start of your turn, you heal, then move 1 space.
Your first damage-dealing **Action** each turn deals +1 damage.

2+ or 7+: Dragon Punch

Deal 1 damage to an enemy within range, then push them 1 space.
7+: Move 1 space, then deal 3 damage to an enemy within range and push them 3 spaces.

The **Rising Ability's** damage increase applies to all listed damage numbers in the first damage-dealing **Action** you take each turn. For example, if your first damage-dealing **Action** was a **7+ Dragon Punch**, it would deal 2 damage with the first hit and 4 damage with the second hit.

Always **Dragon Punch** on wakeup.

Example **Stances** will go here.

Eternal Dragon Uppercut

α Super

Deal 2 damage to an adjacent enemy, then push them one space and move one space. Then, deal 3 damage to an adjacent enemy, then push them one space and move one space. Then, deal 3 damage to an adjacent enemy and push them 3 spaces.

The **Champion's Alpha Super** is a simple yet extremely devastating combo attack, pushing back your foe and sliding after them until you finish with a devastating uppercut. It retains enough flexibility to allow you to switch targets halfway through, if you wish, while still giving the option to slam 8 damage onto one foe.

Cross Counter

Δ Super

Gain 3 Counter Hit tokens. Counter Hit tokens cannot be removed or discarded by Actions or Abilities.

Once per turn, after an enemy deals damage to you, you may spend a Counter Hit token to deal 2 damage to that enemy and push them 3 spaces.

The **Champion's Delta Super** defends you in the best way possible - by punching back the danger as it approaches. While it doesn't hit as hard as the **Eternal Dragon Uppercut, Cross Counter** allows you to push back foes and disrupt their intended plays, while still dealing solid damage back to them.

As a Rare token granted by a **Super Move,** the damage dealt by **Counter Hit** tokens cannot be reduced by Iron tokens or Weakness tokens, and **Abilities** cannot be used in response to the damage they deal.

Archetype: Doctor

COMPLEXITY ★★★

Technical Ruinous Archetype

Doctors heal their allies as they fight, and use their knowledge of the human body to deliver deadly, crippling blows upon their enemies. Having a **Doctor** on your side is a surefire way to stay healthy in the midst of danger and violence… probably.

While they may come from a practice of healing, **Doctors** in a fight are extremely dangerous foes. Willing to use poisons of all kinds, they are capable of inflicting excessive amounts of debuffs and terrible conditions, mostly in the form of Common tokens. Be very careful when facing a **Doctor** - their medicine isn't healthy.

Doctor art will go here.

Focused Doctor

At the start of your turn, you may heal an ally within range, and you may also remove one Common token from them.

At the end of your turn, deal 1 damage and give 1 Common token of your choice (Burning, Challenge, Fatigue, Weakness) to an enemy within range.

Fused Doctor

At the start of your turn, you may heal an ally within range.

At the end of your turn, give 1 Common token of your choice (Burning, Challenge, Fatigue, Weakness) to an enemy within range.

Frantic Doctor

At the start of this turn, you may heal an ally within range, and you may also remove one Common token from them.

At the end of this turn, deal 1 damage and give 1 Common token of your choice (Burning, Challenge, Fatigue, Weakness) to an enemy within range.

You are always your own ally, so if you are at zero HP, the **Doctor Abilities** let you heal yourself to pick yourself up.

Acupuncture Style **Range: 1-2** **Technical**

After you heal an ally, **choose one:** They gain 1 Iron token; they gain 1 Power token; or they gain 1 Speed token.

After you damage an enemy, **choose one:** They gain 1 Burning token; they gain 1 Weakness token; or they gain 1 Fatigue token.

This **Ability** cannot give someone a token if they already hold 2 or more of that token. If they already have two tokens of all three types, you give them nothing.

4+: Transfusion

You deal 1 damage to an enemy within range.

Then, an ally within range heals.

You may choose one or two tokens held by any of this **Transfusion's** targets, and give each chosen token to a different target of **Transfusion**.

You are always your own ally.

Transfusion's chosen tokens do not need to be held by the same target. Each chosen token must end up being held by a different target than the one that initially held it.

Example **Stances** will go here.

Drunken Style **Range: 1** **Aggro**

Weakness tokens increase your damage by 1, instead of reducing your damage.

After you spend Iron tokens to reduce the damage of an attack, you may move one space and deal 1 damage to an adjacent enemy.

2+ or 5+ or 8+: Take a Swig

You gain 1 Iron token and 1 Weakness token.
5+: You gain 2 Iron tokens and 2 Weakness tokens.
8+: You gain 3 Iron tokens and 3 Weakness tokens.

2 Weakness or Iron Tokens: Drink Together

This Token Action can be paid for with 2 Iron tokens, 2 Weakness tokens, or one of each token.

Move one space, then give 2 Weakness tokens to an adjacent enemy. Usable once per turn.

Drunken Style turns Weakness into strength, and your own enemies' attacks against them. How can they defeat themselves?

When you Iron tokens to reduce damage while in **Drunken Style**, the following happens: You reduce the damage of the incoming attack by 1 or 2, then you may move 1 space and deal 1 damage to an adjacent enemy, then if you have any Weakness tokens, spend one of them and increase that damage by 1.

Drunken One-Two turns the best **Form** for clearing Weakness tokens into a **Stance** that turns Weakness tokens into world ending levels of power.

More example **Stances** will go here.

Flatline Style **Range: 1-2** **Desperation**

Your allies don't get Taken Out at zero HP. Allies who are not in play do not have to pay any HP to use the Comeback Rule. This **Ability** does not apply to yourself.

1+ or 5+: Bleed For Me

Deal 2 damage to an ally within range. If you did, they deal 3 damage to an enemy within their range.
5+: That ally takes 1 more damage, then deals 3 damage to an enemy within their range.

Flatline Style effectively removes Heroic Spirit for your team, replacing it with letting everyone take their turn normally even at zero HP.

The **Flatline Ability** does not apply to you, only your allies.

Example **Stances** will go here.

Surgical Style **Range: 1** **Ruinous**

You ignore the **Abilities** of enemies targeted by your **Actions,** other than Armor.

3+ or 7+: Amputate

Deal 1 damage to an enemy within range, and **choose one: Archetype Ability**, **Form Ability**, or **Style Ability**. They cannot use the chosen type of **Ability** until after their next turn. It is as if the chosen **Ability's** text was blank.
This effect cannot stack with itself.
7+: Deal 3 damage instead, and **choose one more**.

The **Surgical Ability** ignores your foes' **Abilities**. A foe in **Thorns Form** will not deal damage back to you, a foe in **Oblivion Form** will not give you Fatigue, a foe in **Heroic Style** or **Guardian Style** cannot redirect your damage, a foe in **Inferno Style** cannot give you their Burning tokens, and so on.

Amputate disables the chosen **Abilities** temporarily. If you choose **Form Ability** and they enter **Rising One-Two Stance**, for example, they still get the **Rising Abilities** from their **Style**, and the **Action Dice** and **Unique Actions** from **One-Two Form**, but they do not get the **One-Two Ability**. Until after their turn, **One-Two's Ability** text is blank.

Amputate can deal damage to a foe who is currently under the effects of **Amputate**, but does not lock out any more **Abilities**.

Example **Stances** will go here.

Toxic Style **Range: 1-2** **Desperation**

After someone within range suffers the effects of Burning, Fatigue, or Weakness tokens, you heal 1.

3+: Anaesthetic

Give 2 Fatigue tokens to an enemy within range, then you gain 2 Speed tokens.

4+: Hallucinogen

Give 2 Weakness tokens to an enemy within range, then you gain 2 Iron tokens.

5+: Neurotoxin

Give 2 Burning tokens to an enemy within range, then you gain 2 Power tokens.

If you are at zero HP when someone within your range triggers the **Toxic Ability,** you will heal and get back up.

The **Toxic Ability** is triggered by the named tokens doing their usual thing. Whenever Fatigue tokens eat Speed or stop movement, whenever Weakness tokens reduce damage, and whenever Burning tokens deal damage, you heal 1, if it happened within your range. You do not heal if those effects are changed, prevented, or substituted, such as **Drunken Style** changing the effect of Weakness tokens or **Phoenix Style** changing the effect of Burning tokens.

Example **Stances** will go here.

Paralyzing Injection

Deal 4 damage to an adjacent enemy, then give them Fatigue tokens until they hold 6 of them. Then, push them one space.

The **Doctor's Alpha Super** paralyzes your foe completely. After you damage them and load them up on immobilizing toxins, you push them to the ground. One last little insult.

Heroes Never Die

Heal all allies, including yourself. Any allies not currently in play are returned to play in empty spaces within your range. Then, all allies gain a 4-point Shield, including yourself.

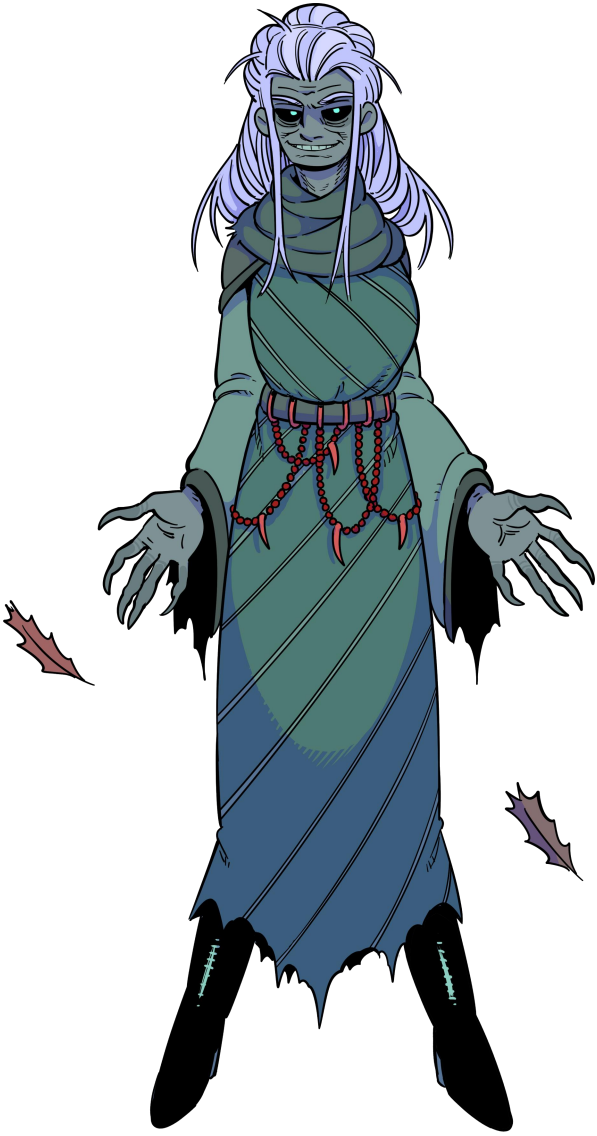
The **Doctor's Delta Super** is a come from behind miracle, reviving your whole team from the brink of defeat.

Archetype: Earthshaper

COMPLEXITY

Zoning Preparation Archetype

The **Earthshaper** rearranges the world itself. Most of your opponents are part of the world, so you can rearrange them, too. The **Earthshaper's** unique talent is the ability to throw terrain around, smashing your foes with whatever you can get your hands on. And with the whole world at your fingertips, your hands can hold quite a lot.



Focused Earthshaper

You can **Throw** or **Grapple** obstacles.
Rubble does not give you Fatigue.
When you move an obstacle into an enemy's space, destroy that obstacle and deal 2 Fall Damage to that enemy.

Fused Earthshaper

You can **Throw** or **Grapple** obstacles.
Once per turn, Rubble does not give you Fatigue.
When you move an obstacle into an enemy's space, destroy that obstacle and deal 1 Fall Damage to that enemy.

Frantic Earthshaper

You can **Throw** or **Grapple** obstacles until your next turn.
Until your next turn, Rubble does not give you Fatigue.
This turn, when you move an obstacle into an enemy's space, destroy that obstacle and deal 2 Fall Damage to that enemy.

Fall damage cannot be reduced or prevented.

Crater Style **Range: 1-2** **Zoning**

At the start of your turn, place Rubble into each empty adjacent space.
After you destroy an obstacle other than Rubble, place Rubble into up to two empty spaces adjacent to the destroyed obstacle.

4+ or 5 Basic Tokens: Rebuild

Replace up to three Rubble obstacles within range with Walls, then you may move each of those Walls one space.

7+: Meteor Strike

Deal 4 damage to an enemy within range, then destroy every obstacle on their space or adjacent to them.

After resolving **Meteor Strike**, the **Crater Ability** will place Rubble into each empty space adjacent to each destroyed obstacle. This will very likely immediately place Rubble into spaces where a destroyed obstacle used to be, since those spaces are now empty when they were not before.

Rebuild allows you to throw the Walls you create immediately into enemies, dealing damage with the **Earthshaper Ability** and immediately turning those Walls back into Rubble at their feet.

Example **Stances** will go here.

Gaia Style **Range: 1-2** **Mobility**

Twice per turn, after you gain Fatigue tokens, you gain 2 Speed tokens.

1+ or 4+ or 7+: Earth Shaker

Place Rubble into your space, then gain 1 Speed token.
4+: Place Rubble into two spaces within range, then gain 2 Speed tokens. Then, all enemies on Rubble who are within your range take 1 damage and gain 1 Fatigue token.
7+: Place Rubble into three spaces you can see, then gain 3 Speed tokens. Then, all enemies on Rubble who you can see take 2 damage and gain 1 Fatigue token.

No matter how many Fatigue tokens you would gain at once, the **Gaia Ability** will immediately give you 2 Speed tokens to reduce the Fatigue. The Earth will keep you moving.

Example **Stances** will go here.

Statue Style **Range: 1** **Guard**

You and your Copies have **Armor**.
When you leave the space you started your turn in, place a Copy into that space.
The first time each turn that one of your Copies is destroyed by an enemy, you deal 1 damage to that enemy.

2 Speed Tokens: Still Life

Move one space, then place a Copy into the space you left.

Copies can be moved using Free Movement. If you move your Copy into an enemy, you can damage them with the **Earthshaper Ability**. If you do, that enemy counts as destroying your Copy for the **Statue Ability**.

Example **Stances** will go here.

Tunneling Style **Range: 1-2** **Mobility**

You do not take fall damage from Pits.

At the start and end of your turn, place a Pit into your space. If there is already a Pit in your space, instead place a Pit into a space within range.

As Free Movement, you can spend 1 Speed token to move into any empty Pit within range.

3+ or 6+: Tunnel Network

Place a Pit into an empty space within range, then teleport to that Pit.

6+: Place a Pit into any space you can see, then teleport either into that Pit, or into an empty space adjacent to it.

Tunnel Network's 6+ Gate allows you to place your Pit directly under an enemy, dealing 2 Fall damage to them.

Example **Stances** will go here.

Wrestling Style **Range: 1-2** **Aggro**

When you push an enemy into an obstacle, destroy that obstacle and deal 2 fall damage to that enemy.

When you would push an enemy into another enemy, instead deal 1 fall damage to both of those enemies.

Your **Throw Actions** may target within range.

4+: Spinning Lariat

Deal 1 damage to each adjacent enemy, then push each damaged enemy 2 spaces.

Fall damage cannot be reduced or prevented.

Example **Stances** will go here.

Buried Alive

Target an adjacent enemy. Remove all Basic tokens they hold, then deal 4 fall damage to them, then remove them from play.

The **Earthshaper's Alpha Super** buries them beneath the earth, putting them on time out. An enemy removed from play with this **Super** can return to play using the Comeback Rule. Combined with the fall damage, this effectively deals 7 unblockable damage, if they immediately return on their next turn, or deals 4 damage and keeps them out for the round, if they don't want to pay the 3 HP.

Earthquake

Until the end of this Round or the end of your next turn, whichever happens later, all enemies treat all empty spaces as Rubble. Then, deal 2 damage to all enemies and push them one space.

The **Earthshaper's Delta Super** gums up the entire field, but only for your foes. An endless field of Rubble, giving Fatigue to all your foes. This **Earthquake** also damages and pushes them, immediately granting one Fatigue as they are pushed onto Rubble no matter where you send them.

Archetype: Genius

COMPLEXITY

Ruinous Preparation Archetype

A **Genius** always knows what to do, and will prove it to you with precision and intellect. While they may not be the strongest of foes, they will seek out your weak point and punish any error you make. A cruel and calculating foe, you can never understimate a **Genius** who is taking a fight seriously.

Focused Genius

At the start of your turn, add a **5** to your **Action Pool**.
You have access to the **Unique Action, Ego Trip**.

Fused Genius

At the start of your turn, add a **3** to your **Action Pool**.
You have access to the **Unique Action, Ego Trip**.

Frantic Genius

At the start of this turn, add a **5** to your **Action Pool**.
This turn, you have access to the **Unique Action, Ego Trip**.

1+ or 3+ or 5+ or 7+ or 9+: Ego Trip

Gain 1 Power token.
3+: Gain 2 Iron tokens.
5+: Gain 2 Power tokens.
7+: Gain 2 Iron tokens.
9+: Gain 2 Iron tokens and 2 Power tokens.

Calculated Style **Range: 1** **Guard**

Once per turn, after you reduce a hit to deal zero damage to you, you gain 1 Control token.

Once per turn, after you use a Control token to **Negate** an **Action**, you deal 2 damage to that **Action's** user.

1 Control Token: Too Predictable

Teleport 3 spaces and gain 3 Iron tokens.

Calculated Style has run the numbers and seen your foes' best course of action… and discovered exactly what you need to do to stop it. You can counter your foes' attacks with ease.

Control Token: A Rare token primarily granted by **Control Form.**

When an enemy within your range takes an **Action**, you may spend one **Control Token** to **Negate** that **Action**, or two **Control Tokens** to **Steal** that **Action**. You may only use **Control Tokens** once per turn.

When you **Negate** an **Action**, they lose the cost they spent on it, and the **Action** does not happen. Simply do not resolve it.

When you **Steal** an **Action**, they lose the cost they spent on it, but you perform the **Action** instead. That **Action** uses your Range, you make all decisions for it, and you gain any effects that it would grant to the user.

Super Moves are not **Actions**, and cannot be **Controlled**.

Example **Stances** will go here.

Chess Style **Range: 1-2** **Mobility**

Allies you can see may spend Speed Tokens you hold.
Once per turn, after an ally you can see gains Speed tokens, you gain 2 Speed tokens.
You do not discard Speed tokens during the End Phase.

3 Speed Tokens: En Passant

Swap spaces with an ally or obstacle within range, then move one space.

Chess Style lets you position your allies in just the right places, like the crucial pieces they are.

Example **Stances** will go here.

Science Style Range: 1-3 Ruinous

Enemies within range cannot heal.
When an ally within range would gain Common tokens, they gain 1 less of those tokens (to a minimum of 1 token).

1+ or 3+ or 5+ or 7+: Experimentation

Target an enemy or ally within range, then roll d6 . Apply the matching result from the chart below.
3+: Roll another d6 and apply the result to the target.
5+: Roll another d6 and apply the result to the target.
7+: Choose one from the chart to apply to the target.

Result	Ally effect	Enemy effect
1	Heal 2.	Take 1 damage.
2	Gain 1 Power token.	Gain 1 Burning token.
3	Gain 2 Iron tokens.	Gain 1 Weakness tokens.
4	Gain 3 Speed tokens.	Gain 1 Fatigue tokens.
5	Teleport 3 spaces.	Pushed 2 spaces.
6	Gain a 3-point Shield.	Take 3 damage.

Science Style is all about finding out what will happen next! Test your hypothesis and embrace chaos.

Example **Stances** will go here.

Stratagem Style **Range: 1-2** **Support**

At the start of your turn, add a **3** to the **Action Pool** of one ally you can see, other than yourself.

At the end of your turn, add a **3** to the **Action Pool** of one ally you can see, other than yourself. They do not discard that number during this End Phase.

X: Just As Planned

Add an **X** to the Action Pool of one ally you can see, other than yourself, then you may move one space.
Usable once per turn.

Stratagem Style works with your team to achieve success. You provide openings for them to capitalize upon.

Example **Stances** will go here.

Turret Style **Range: 3** **Zoning**

Units standing on Traps or standing adjacent to Traps are within your range.
Traps deal 2 damage instead of 1 damage.
You are immune to damage from Traps.
At the end of your turn, you may move one Trap you can see up to 3 spaces.

1+ or 4+ or 8+: Redeployment

Place a Trap within range, then move one Trap you can see 1 space.
5+: Place a Trap within range, then move one or two Traps you can see 1 space.
8+: Place a Trap within range, then move up to 4 Traps you can see 1 space.

Turret Style turns every Trap on the battlefield into your weapon, from which you can launch your targeted attacks.

Example **Stances** will go here.

Genius Alpha α Super

TBD.

The **Genius' Alpha Super** is probably really cool.

Weakness: Identified! Δ Super

Target one enemy you can see. Until the end of this combat, their **Actions** deal -1 damage (to a minimum of 1 damage), and your **Actions** deal +1 damage to them.

The **Genius' Delta Super** neutralizes a foe, making them easy pickings for you. With their secrets exposed to your allies, that enemy will have trouble harming any of you, and you deal extra damage to them with every **Action** you take. Excellent against solo Bosses.

Archetype: Shark

COMPLEXITY

Aggro Ruinous Archetype

High speed grapplers that pull in their foes, swim circles around them, then slam them down, deep into the abyss. Your attacks pin down your foes and leave them at your mercy, too Fatigued to escape.

Focused Shark

At the start of your turn, pull someone you can see three spaces. If they were an enemy, they take 2 damage.

After you push or pull an enemy who is holding 3 Fatigue tokens or less, give them one Fatigue token.

Fused Shark

At the start of your turn, pull someone you can see two spaces. If they were an enemy, they take 1 damage.

After you push or pull an enemy with no Fatigue tokens, give them one Fatigue token.

Frantic Shark

At the start of this turn, pull someone you can see three spaces. If they were an enemy, they take 2 damage.

This turn, after you push or pull an enemy who is holding 3 Fatigue tokens or less, give them one Fatigue token.

Abyssal Style **Range: 1** **Zoning**

At the start and end of your turn, place Fog into your space.
Enemies must spend 1 additional Speed token to use Free Movement to enter a space covered by Fog.
After you move into a space covered by Fog, you gain 1 Speed token.

3+ or 6+: The Depths Consume

Place Fog into a space within range 2-3, then deal 1 damage to all enemies within that Fog.
6+: Place Fog into a space you can see, then deal 1 damage to all enemies within Fog.

1+ or 6+: Light in the Dark

Challenge an enemy within Fog.
6+: Then, pull that enemy until they are adjacent to you.

Abyssal Style hides in the dark, striking at your foes' fear. A soft light may tempt them to safety, but there is no safety in any waters where you lurk.

The **6+ Gate** for **Light in the Dark** will pull them until they become adjacent to you or you pull them into a space that ends forced movement, such as a Pit or Rubble.

Example **Stances** will go here.

Bloodthirsty Style **Range: 1** **Aggro**

After the first time you deal damage to an enemy each turn, you deal 1 damage to them.
After an enemy within range becomes Dizzy, you heal.

3+ or 6+: Hunt the Weak

Teleport to an empty space adjacent to any enemy whose current health bar is at half HP or less.
6+: Then, deal 3 damage to that enemy.

Bloodthirsty Style is skilled at hunting down and finishing off wounded foes, thinning the enemy's numbers with ease. Not only that, but the hunt feeds you - every foe you take down invigorates you for the next fight to come.

Example **Stances** will go here.

Octopus Style **Range: 1-2** **Ruinous**

Your ignore the Shields of adjacent enemies.
While you are the active character, enemies cannot spend tokens.

4+ or 8+: Suplex

Target an adjacent enemy. Then, move 1 space, teleport that enemy into an empty space adjacent to you, and deal 2 damage to that enemy.
8+: Instead, move 3 spaces and deal 5 damage.

Octopus Style slips through enemy defenses and prevents all kinds of reactions to your own moves.

The **Octopus Ability** to prevent spending tokens stops your foes from doing several things, including:

Free Movement during the early and late **Movement Phases**;
the ability to block with Iron tokens or **Control tokens;**
the ability to take sudden action with **Chaos tokens;**
the ability to use **Inspiration Tokens** to give numbers to allies;
and the ability to use any other Rare tokens they may have.

Example **Stances** will go here.

Tidal Style **Range: 1-2** **Ruinous**

After each **Action** you perform, push one enemy within range one space.
After you deal damage to an enemy, pull them one space.

2+ or 6+: Crashing Wave

Pull an enemy you can see 2 spaces, then if they are now within range, you deal 1 damage to them.
6+: Instead, pull them 5 spaces and deal 3 damage.

The ebb and flow of **Tidal Style** washes over your enemies, zig zagging them across the battlefield to your whims.

Example **Stances** will go here.

Toothy Style **Range: 1** **Aggro**

You have **Armor** against attacks from adjacent enemies.
After you take damage from an enemy outside of your range, deal 1 damage to them and pull them one space.

3+ or 6+: Chomp!

You can't spend HP you do not have.
Pay 1 HP, then deal 3 damage to an adjacent enemy.
6+: Pay 2 HP, then deal 3 damage to an adjacent enemy.

While it may grant Armor, **Toothy Style** is not a defensive **Style**. It is a suicidally aggressive **Style**, the relishes pain and pulls your foes into close quarters with you. And that's a bad place for them to be - while your reckless **Chomp!** leaves you open to enemy attack, it also deals damage way above cost.

Example **Stances** will go here.

Harpoon Fishing

α Super

Deal 2 damage to an enemy you can see, then pull them until they are adjacent to you, then deal 5 damage to them. This pull ignores the effects of obstacles you pull them into, and also destroys those obstacles.

The **Shark's Alpha Super** spears your foe, pulls them in, then slams them into the briny depths below your feet. An excellent **Super Move** for picking off hard to reach foes, especially supporting and preparation types who hide behind their allies.

Blood in the Water

Δ Super

Deal 3 damage to an adjacent enemy. For the rest of this fight, at the end of every allied turn, that enemy takes 1 fall damage.

The **Shark's Delta Super** inflicts a terrible, bleeding wound upon your foe, leading to their inevitable demise. The blood loss damage cannot be prevented or reduced - they must simply outheal their slow death, or die trying.

Archetype: Windrider

COMPLEXITY

Mobility Desperation Archetype

Windriders are unparalleled in free movement. Masters of the Speed token, all fighters use them but none gain them so easily as the **Windrider**. You can spin circles around everyone around you and still have energy left over to fight with.

Focused Windrider

At the start of your turn, you gain 3 Speed tokens.
At the start of each turn, you gain 2 Speed tokens.
You only discard 1 Speed token at the end of each turn, instead of all of them.

Fused Windrider

At the start of your turn, you gain 2 Speed tokens.
At the start of each turn, you gain 1 Speed token.
You only discard 1 Speed token at the end of each turn, instead of all of them.

Frantic Windrider

At the start of this turn, you gain 3 Speed tokens.
At the start of each turn until your next turn, you gain 2 Speed tokens
Until your next turn, you only discard 1 Speed token at the end of each turn, instead of all of them.

Frantic Windriders do not gain Speed tokens at the start of their next turn - they will have switched **Archetypes** by then.

On your own turn, you still gain the “each turn” effect. A **Focused** or **Frantic Windrider** will gain 5 Speed tokens in total at the start of their own turn, and **Fused Windriders** will gain a total of 3 Speed tokens at the start of their own turn.

Eye of the Style **Range: 1** **Guard**

When you are declared as the target of an **Action**, you may immediately spend one **Control Token** to **Negate** that **Action**. Any parts of the **Action** that have already resolved are not negated. This counts for your once per turn limit on **Control Tokens**.

After you spend a **Control Token**, you may teleport 2 spaces.

At the end of each turn, if you have no **Control Tokens**, you may gain a **Control token**.

One Control Token: Rising Up

Challenge an enemy you can see, then teleport 1 space.

Eye of the Style is an evasion tank kind of technique, that specializes in dodging enemy attacks.

Spending a **Control Token** as a cost does not count as using it for its intended effect, so you can use **Rising Up** multiple times per turn, and you can use **Rising Up** and a **Negate/Steal** in the same turn.

Control Token: A Rare token primarily granted by **Control Form.**

When an enemy within your range takes an **Action**, you may spend one **Control Token** to **Negate** that **Action**, or two **Control Tokens** to **Steal** that **Action**. You may only use **Control Tokens** once per turn.

When you **Negate** an **Action**, they lose the cost they spent on it, and the **Action** does not happen. Simply do not resolve it.

When you **Steal** an **Action**, they lose the cost they spent on it, but you perform the **Action** instead. That **Action** uses your Range, you make all decisions for it, and you gain any effects that it would grant to the user.

Super Moves are not **Actions**, and cannot be **Controlled**.

Example **Stances** will go here.

Lightspeed Style **Range: 1** **Desperation**

While you are the active character, other units cannot spend tokens or take **Reactive Actions**, and you skip **Phase 8: End of Turn Phase**.

5 Speed Tokens: Instant Strike

Deal 3 damage to an enemy within range. Tokens and **Abilities** cannot be used in response to this **Action**.

The **Lightspeed Ability** stops a lot of things that normally happen every turn, including:

both the early and late **Movement Phases**;
any opportunities for other players to take **Reactive Actions;**
the ability to block with Iron tokens or **Control tokens;**
the ability to take sudden action with **Chaos tokens;**
and the entire **End Phase**, which itself includes:
- resolving Burning tokens;
- discarding Speed, Fatigue, and Challenge tokens;
- end of turn damage from Traps;
- and emptying everyone's **Action Pools**.

The **Instant Strike Token Action** cannot trigger any **Abilities**, good or bad. You don't get hit back by the **Thorns Ability** or the **Knockdown Ability**, but you also don't deal damage with the **One-Two Ability**. You would still get an additional target from the **Blaster Ability**, and extra damage from the **Lightning Ability**, because they modify the **Action** itself. Also, all tokens are stopped by the **Instant Strike** - they cannot spend Iron or Control tokens, and your own Weakness and Power tokens don't work either.

Example **Stances** will go here.

Iaido Style **Range: 1** **Mobility**

Your **Damage Basic Actions** can target anyone you can see. After you perform a **Damage Basic Action** on an enemy outside of your Range, you must teleport to an empty space adjacent to that enemy.

1+ or 7+: Sheathed Blade

Your next damage-dealing **Action** deals +1 damage.
After you perform that **Action**, you may move one space.
7+: It deals +2 damage instead.

Iaido Style strikes suddenly and instantly, slicing your targets before they even notice that they have been cut.

Sheathed Blade increases the damage of all instances of damage in your next damage-dealing **Action**. So, if you use **7+ Sheathed Blade** into a **6+ Shockwave**, it deals 3 damage to all enemies within range, then 4 damage to one enemy within range.

Sheathed Blade does not stack with itself - you cannot spend three numbers on **Sheathed Blade** to make your next damage-dealing **Action** deal +3 damage. If you use it again, it overwrites the previous damage bonus.

Iaido One-Two is a powerful damage-dealing **Stance**. While **Sheathed Blade** will not increase the damage of your **One-Two Ability,** only the damage of the **Action** itself, it is still worthwhile because you do not need to spend any **Actions** on **Movement**. Simply teleport into a group of enemies with the **Iaido Ability**, then use **Sheathed Blade** into a **Whirlwind** to cut through them all. And even if there are no grouped up enemies, being able to use all of your dice on **Damage Actions** is **One-Two's** dream.

Iaido Blaster hits two enemies per **Damage Basic Action**, and you must teleport adjacent to each of those enemies - first to one, then to the other. There is no better **Stance** for rapidly teleporting around the Arena, slicing into all foes.

Iaido Reversal is an unusual escape **Stance,** allowing you to flee the active character by teleport-slashing into one of their allies. Just be sure to keep track of when you have a **Sheathed Blade**!

Rhythmic Style **Range: 1** **Aggro**

At the start of each turn, you gain 1 Speed token.
The first time each turn that you use Free Movement to move adjacent to an enemy, you deal 1 damage to all adjacent enemies.

5 Speed Tokens: Kick To The Beat

Deal 1 damage to an enemy within range. Then, move one space and deal 1 damage to each enemy within range.
Usable once per turn.

Rhythmic Style moves to the beat, and that powerful beat is punctuated by powerful kicks.

The **Rhythmic Ability** only deals damage once per turn, no matter how many different enemies you move adjacent to. As soon as you enter a space adjacent to any enemies, you deal 1 damage to each of those enemies.

Example **Stances** will go here.

Typhoon Style **Range: 1-2** **Aggro**

After you hit someone, you may spend 2 Speed tokens to deal 1 damage to them and teleport 2 spaces.

5+: Tornado Kick

Gain **X-1** Speed tokens, where **X** is the number spent on **Tornado Kick**. Then, deal 1 damage to one or two enemies within range. Then, push all enemies within range 1 space.

Example **Stances** will go here.

Icarus Drop

α Super

Teleport to any space. Deal 3 damage to each adjacent enemy, then give 4 Burning tokens to each enemy within Range 1-3.

The **Wind Rider's Alpha Super** flies high into the sky, before coming down like a meteor to blast your foes. A solid area of effect **Super Move** that can strike anywhere at any time.

Infinite Combo

Δ Super

You gain 7 **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 **Wind Rider's Delta Super** enables a super fast flurry of blows, letting you dash around the map and deal damage exactly where you need to.

Rapid Strike Tokens deal **Super Move** damage, so they do not trigger **Abilities**, and Weakness tokens, Iron tokens, and Control tokens cannot be used against the damage they deal.

They are also Super Tokens, which means they cannot be interacted with by any Abilities or Actions. You cannot duplicate them, discard them, or convert them into another type of Token, by any means.

Furious Heroes

COMPLEXITY

Furious Heroes are a “burst” type character with on-turns and off-turns, where they are inconsistent in their strength. Your fury lets you tap into great strength, but cannot be used every turn.

Furious Heroes have two **Archetypes**. The first forms the core of your fighting style, the **Main Archetype**. You gain its **Fused Archetype Ability**, and two of your initial **Stances** must be made using **Styles** from the **Main Archetype**.

The second **Archetype** is your **Fury Archetype**. You gain its **Frantic Archetype Ability** and one of your initial **Stances** must be made using a **Style** from that **Archetype**. You can only use this **Frantic Ability** when you **Power Up**, but you can use this **Stance** just as you would any other **Stance**.

Main Archetype: Fused Ability + 2 **Stances** in that **Archetype**
Fury Archetype: Frantic Ability + 1 **Stance** in that **Archetype**

You always have your **Fused Ability**.
You also have the **Power Up Ability**:

Power Up

When you are the active character, after you select your **Stance** in **Phase 1**, you may choose to **Power Up**.

When you **Power Up**, you gain all of your **Frantic Abilities** until the end of this turn. After you use your **Power Up**, you cannot **Power Up** on your next turn as the active character.

At level 4, you gain a second **Main Archetype.** The **Stance** you make at level 5 must use a **Style** from that **Archetype.**

You gain that **Archetype’s Fused Ability**, and it is always active.

At level 8, you gain a second **Fury Archetype**. You gain its **Frantic Ability**, and the **Stance** you make at level 9 must use a **Style** from your second **Fury Archetype**.

Your other level up benefits are unchanged.

You gain a **Super Move** from any of your **Archetypes** at level 2, then again at level 6.

You gain Mastery at level 10, and its benefits are unchanged.

You gain a new **Stance** at levels 3, 5, 7, and 9. And you gain **Bonus Dice** according to the level up chart from *Patch'd Up*.

Themed Warriors

A group of 2-4 Warriors that all share a fighting style and work together. They function like an improved version of Stooges.

Each of these Warriors has their own unique **Stance**, built using rules described below, but instead of having a **Fused Ability**, choose one of the following to unify them:

Any Focused Ability.
One Style (ignoring its Range).
One Form (ignoring its Action Dice).

Each Themed Warrior gains the **Ability** from the chosen benefit, as an additional **Ability** they all share.

If a **Style/Form** was chosen, they all have access to its **Unique Actions**, BUT each of those **Unique Actions** is only usable once per Round, among the whole set of Themed Warriors.

Each Themed Warrior's **Stance** must be made using a different **Style**, from within the **Archetype** they share. They must also each use a different **Form**, but any **Form** is available to them.

If Themed Warriors are unified by a **Style Ability**, then none of them may use that **Style** for their **Stance**.

If Themed Warriors are unified by a **Form Ability**, then none of them may use that **Form** for their **Stance**. The **Archetype** they share (for the purposes of creating **Stances** and choosing their **Super Move**) is obtained using this list:

Barrier : **Earthshaper**
Challenger : **Angel**
Dance : **Windrider** or **Shark***
Lightning : **Wardancer**
One-Two : **Gunkata** or **Champion***
Power : **Cyborg**
Shadow : **Demon**
Thorns : **Bulwark**
Vigilance : **Punk**

Blaster : **Flametongue**
Control : **Winterblossom**
Iron : **Trickster**
Oblivion : **Phantom**
Plan : **Genius**
Reversal : **Teacher**
Song : **Cavalry**
Venom : **Doctor**
Wild : **Underdog**

** You must choose one **Archetype** for all of their **Styles** to come from.*

At level 2, Themed Warriors gain one **Super Move** from within the **Archetype** they share. All of them share this **Super Move**, and it can only be used once per combat, no matter who uses it.

All other level up benefits are as normal for a Warrior.

Elite Warriors

An Elite Warrior is a halfway point between a Boss and a Warrior. They have two **Stances**, and must always have two Health Bars and take 2 turns per round. They also must switch their **Stance** every time they take a turn. There are two methods of making an Elite Warrior - they can be **Focused** or **Fused.**

A **Focused Elite Warrior** chooses one **Focused Archetype Ability**, and both of their **Stances** must be made using **Styles** from within that **Archetype**.

A **Fused Elite Warrior** chooses any two **Fused Archetype Abilities**. One of their **Stances** must be made using a **Style** from one of those **Fused Archetypes**, and the other **Stance** must be made using a **Style** from the other **Fused Archetype**.

Elite Warriors gain Bonus Dice as a Warrior normally does.

At level 2, the Elite Warrior gains a **Super Move** from within their **Archetype(s).**

At level 4, the Elite Warrior gains a **Fused Ability**, and must make one **Stance** using a **Style** from that **Archetype**.

At level 8, the Elite Warrior gains another **Fused Ability**, and must make one **Stance** using a **Style** from that **Archetype**.

Even after reaching these levels, Elite Warriors still have only two health bars and take two turns, but they now have more options for their mandatory **Stance** change each turn.

Final Boss

A boss that MUST fight solo, and never has any Warriors or Stooges to back them up. They function the same as a standard boss, both initially and through level up, but also gain one:

Any Focused Ability

One Style (ignoring its Range) from the list of legal Styles.

One Form (ignoring its Action Dice).

The Final Boss adds the chosen Ability to every one of their Stances, and always have it. If a Style/Form was chosen, they have access to all of its Unique Actions as well, BUT they can only use each of those Unique Actions once per Round, among all Stances.

If the final boss leaves play, the fight does not end. They simply take 3 damage and return to play at the start of their next turn, using the comeback rule. If this damage kills them, only then do they lose to a ring out.

Still cliff notes on Final Boss, will properly format it next time.