

















Panic at the Dojo PATCH'd UP v1.2
July 24, 2024 Edition

This document contains Patch Notes that update
and/or replace the rules of the base game.
A print and pdf update of the original book is in the works.

PATCH'd UP contains:

- Updates to **Archetypes**, **Forms**, and **Styles**
- Updates/Fixes to Stooges, Warriors, and Bosses
- New Advancement System, so players can level up
- Super Moves** (unlocked at level 2)
- Battle Parameters subsystem (replaces Bonuses/Penalties)
- Adjusted Cinematic Weight
- New non-combat rules: Tests, Contests, and **Stance Checks**
- New token: Fatigue
- Fixed wording and grammar, improved clarity

Advancement

Level	XP	Bonus Die	Benefit
1	0	-	Initial 3 Stances
2	5		Gain a Super Move
3	10		Gain a new Stance (4 total)
4	15		Gain an additional Archetype
5	20		Gain a new Stance (5 total)
6	25	 	Gain a second Super Move
7	30	 	Gain a new Stance (6 total)
8	35	 	Improve an existing Archetype
9	40	 	Gain a new Stance (7 total)
10	50	 	Mastery



After every fight that ends in victory, the heroes gain 2 XP.



After every fight that ends in a loss, the heroes gain 1 XP.

When they reach 5 XP, Level Up! 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**.

Every level, except level 10, you either gain an additional die at , or if you already have one, you increase its size (up to a ). This bonus die is rolled with your **Action Dice** regardless of the **Stance** you are in.

At level 6, this bonus die becomes bonus dice - you add a second , and roll it alongside the  from your first bonus die.

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.

Every odd Level (3, 5, 7, 9), you gain a new **Stance**. This **Stance** must be made using the same rules as your other **Stances**. You can never double up on **Styles** or **Forms** - each new **Stance** must be made using a **Style** and a **Form** none of your other **Stances** is already using.

If you are Frantic, instead of a **Stance**, you gain either a new **Form** or a new **Style**. New **Styles** must be chosen from within your **Archetypes**.

At level 4, you gain a **Fused Archetype Ability** from any **Archetype** you do not already have an **Ability** from.

If you are a Focused or Fused Hero, the next **Stance** you gain (at level 5) must be made using a **Style** from within that **Archetype**.

If you are a Frantic Hero, the new **Style** you get at level 5 must be from this new **Archetype**, and you cannot take a new **Form** at level 5. The **Fused Ability** you chose will always be active, in all of your **Stances**.

At level 8, you improve an existing **Archetype**.

If you are a Fused character, replace one of your **Archetype Abilities** with the **Focused** version of that **Ability**.

If you are a Frantic character, choose one: You can either replace your **Fused Ability** (from level 4) with its **Focused** version, or you can gain another **Fused Ability** of your choice.

If you are a Focused character, you have a choice. You may either improve the **Fused Ability** you got at level 4 into its **Focused** version, OR, you may improve your **Focused Ability** even further. You gain the **Fused Ability** of that **Archetype**, and its effects stack with the **Focused Ability** you already have from that **Archetype**.

*Notes: The **Focused+Fused Cavalry Ability** gives a 4 point Shield and 3 Speed tokens at the start of their turn.**

*The **Focused+Fused Cyborg** can choose two different tokens, or the same token twice, one token choice for each **Ability**.*

At Level 10, you have achieved total Mastery, and are beyond comprehension. You may enter two **Stances** simultaneously (or if you are a Frantic hero, 2 Styles and 2 Forms simultaneously). You gain all the benefits of both **Stances**. Use the lower minimum Range and the higher maximum Range. You have all **Abilities** and **Unique Actions** of each **Stance**.

At the start of your turn, you will roll all of your **Action Dice** from both **Stances** and keep the highest eight numbers. Those are added to your **Action Pool** for the turn - the remaining numbers are discarded. If you have eight or less numbers, keep all of them.

































Your bonus dice from your level are only rolled once - they are not added to both **Stances** you've combined.

The Mastery benefit is certainly completely broken and totally untested. Have fun with it - at this level, you've certainly played the game enough to have earned some silly overpowered nonsense.

** This note accounts for the improved **Cavalry Abilities** in **Patch'd Up**, not the original **Cavalry Abilities** from the core book. **Trickster** has also had its **Abilities** reworked to account for this change - as written in the original version of the core book, **Focused+Fused Trickster** does very little.*


Enemy Advancement

Enemies are always the same level as the players.

Level	Boss Die	Warrior Die	Benefit
1		-	Bosses gain a Super Move
2			Warriors gain a Super Move
3			
4			Gain an additional Archetype
5	 		Bosses gain a 4 th Stance
6	 	 	Stooges gain an Archetype.
7	 	 	
8	 	 	Improve an existing Archetype
9	  	 	
10	  	 	Bosses gain a 5 th Stance

Stooges almost never improve, and become increasingly pathetic. However, at level 6, they finally gain a **Fused Ability** or **Villain Ability**. This is all they ever get.

Warriors add the same Bonus Die to their **Stance** that heroes do.

Bosses start with a  Bonus Die at level 1. They also begin the game with a **Super Move**. They must choose one **Super Move** from their **Archetype** - if they are using a **Villain Archetype**, they get a unique **Super Move** from that **Archetype**. Each **Villain Archetype** has only one Super Move available to it, unlike hero archetypes.

At level 2, Warriors gain a **Super Move**.

At level 4, Warriors and Bosses gain a second **Fused** or **Villain Ability**. A Unit cannot have two **Villain** archetypes.

At level 8, Warriors and Bosses gain an **Improved Archetype**, turning one of their **Fused Abilities** into its **Focused** version.

At level 5, and again at level 9, Bosses gain an additional Bonus Die, added on to all of their **Stances**. At level 6, Warriors gain a second Bonus Die, to add to all of their **Stances**.

Also at level 5, and again at level 10, Bosses gain an additional **Stance**.

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.

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

Super Moves can only be used once per side per Round. If someone on your team has used a **Super Move** this Round, no one else on your side can use a **Super Move** until the next Round.

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**.

In a Featherweight fight, **Super Moves** are not allowed.

In a Worldweight Fight, two **Super Moves** can be used per side per Round, and each Unit is allowed to use two **Super Moves** per fight, but cannot use both on the same turn.

Super Moves are found in the **Archetype Updates** section, page 38.

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 2 damage. If you fail to meet the criteria, you take 5 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).

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 bearing 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 2 damage. If you dealt 5 damage or less, you didn't slow it down at all, and take 5 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 7 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 2 damage. If three or more numbers match, you take 5 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 2 damage. If you generate 9 or less, you fail to avoid the danger and take 5 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 2 damage. If you dealt 2 damage or less, you didn't slow it down at all, and take 5 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 2 damage. If you defeated 4 targets or less, you failed to make a dent in their numbers, and take 5 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 Common tokens, you pass unharmed. If you give them 5-7 Common tokens, they are slowed down, but you take 2 damage. If you give them 4 Common tokens or less, you failed to disable them, and take 5 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 2 damage for coming close. If your total is **16** or higher, you pushed too far - take 5 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 2 damage. If none of them match, you take 5 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 2 damage. If you push it 4 or less squares from its initial position, you fail to avoid the danger and take 5 damage.

This push does not need to be all at once. If you push it 6 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 2 damage. If you have 4 points or less, you fail and take 5 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 Common tokens at the end of the turn, wins.

Examples: Catch the biggest dinosaur, put down a bear, or take out a yeti.

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 win. 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.

Battle Parameters

Battle Parameters replace the Bonuses and Penalties system.

Battle Parameters are global modifiers to a fight that change the basic rules of how the fight works. They 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 between 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 a 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, with Stairs connecting them. 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 floor, using any Pit space or Stairs space you are standing adjacent to.

These two maps are the same size and line up with one another. 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 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. This is

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 5 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 your 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 the **Angel Abilities**.


Handcuffs: Every non-Stooge unit on this side is handcuffed to one other non-Stooge unit, either on their side or the opposing side. You can never move more than 1 space away from the unit you are handcuffed to.

If one of you is pushed or pulled, the other is teleported adjacent to where they moved to. When one of you uses Free Movement, the other is pulled along after each space.

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.

Keep Em Coming: You didn't get to rest after the previous fight. You start this fight at half HP or the HP you ended the last fight with, whichever is higher. 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 find 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. At the start of every enemy turn, they add  to their **Action Dice**.

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, 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 who 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. If not, start a new 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 there are ever no Survivors in play, the Attackers win.

If an Outlast victory parameter takes place in a three-sided fight, the third side is 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. This VIP gains a 10 point Shield to start the fight with. This Shield only lasts for one Round - if they still have this Shield at the end of the first Round, they lose it. When your side's VIP falls to zero HP or is removed from play, the fight is over 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, 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 5 HP, 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, Bonus 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: Official tournament play is best of three (or best of five). 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. You will always return to this same position at the start of each Round. Anyone Taken Out returns to play at half a health bar of HP.

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 is not counted. Nobody returns to play and nobody is healed after a Draw round.

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

Note: This represents rules for in-universe official sanctioned fights, and is not meant to be rules for tournament PvP play. For PvP, vary victory parameters freely, as long as everyone uses the same parameters during the same round of your battle tournament.

Rules Updates

Anything listed here is changed from the base game. Anything in italics is the reasoning for the change. Anything unmentioned is unchanged.

Cinematic Weight

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 more on the line - 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 is always Worldweight.

If you are unsure how serious a fight is, you can default to Middleweight.

Cinematic Weight was implied to be based on the stakes set, but it wasn't fully stated. I wanted to be more clear.

Featherweight changed to 8 HP per Health Bar.

Lightweight changed to 10 HP per Health Bar.

Middleweight Heal Value changed to 2.

Heavyweight changed to 15 HP per Health Bar.

Heavyweight Heal Value changed to 3.

Worldweight changed to 18 HP per Health Bar.

Worldweight Heal Value changed to 3.

PatD damage values are a little higher in practice than I had thought they would be, but healing to pick up units at zero HP is also far stronger. So, I've added a little extra HP to the lighter Weights, so those fights are less instantly over, but I've lowered the Heal Values of Middleweight on up.

Super Moves cannot be used in Featherweight fights.

Each Unit can only use one **Super Move** per fight, and each side can only use one **Super Move** per Round, in Light/Middle/Heavyweight fights.

Each Unit can use two **Super Moves** per fight (though only one per Round), and each side can use two **Super Moves** per Round (from different Units each), in Worldweight fights.

The **Shield Cap** is equal to the health bar maximum of your current fight.

1v1 Fights

The minimum health bars per side is being reduced to two, not three. The game actually does function fine with only 2 turns per side per Round.

1v1 Fights work fine with 2 health bars per fighter, and do not need to fight through a full 3 Health Bars each. 2v2 Fights do not need any additional health bars assigned to them.

Basic Actions

X: Grapple

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

*Makes **Grapple** potentially useful on all characters, not just those with a massive Range.*

4+: Bring It On!

Challenge any number of enemies within Range 1-3.

***Bring It On!** was too strong an opener, effectively disabling every supporting opponent from using their skills appropriately, while also preventing the other team from dealing with your own supports. If you want to challenge multiple foes, you need to go to them to do it.*

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

Push an adjacent enemy 1 space.

3+: Push them 2 spaces instead.

5+: Push them 3 spaces instead, and deal 1 damage to them.

7+: Push them 4 spaces instead, and deal 2 damage instead.

9+: Push them 5 spaces instead, and deal 3 damage instead.

*This was a fan recommendation that I thought was brilliant. Thanks **Fiver!** Making **Throws** into an inverse of **Damage**, swapping the push and the damage values, smooths out the strength of **Throw**. It lowers the capability of easy ring outs, but also adds a very reasonably amount of damage to high value **Throws**, and generally makes **Throws** a more fun mechanic.*

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

Remove one non-Rare token from someone within range.

4+: Remove up to two more non-Rare token from them.

7+: Remove up to two more non-Rare tokens from them.

Giving every character the ability to take away someone's Control Tokens or Chaos Tokens or what-have-you was a mistake. You should need specialized techniques to do that.

***Put It Out!** was designed and intended for removing Common Tokens from yourself and allies, giving a universal answer to token spam and to Challenges. I considered changing the wording to only be for that, but the option to remove someone's Iron tokens before you punch them, or take away the Power tokens they've been building up before they hurt you, is a fun one, and I see no reason to remove it.*

*Also, small buff to the **7+ Gate**, now that your Control tokens are safe.*

Basic Tokens

Power Tokens can be spent once per hit, and only increase that single hit. If an Action hits multiple targets, you must spend a Power token for each target you wish to deal additional damage to. If an Action hits multiple times, you must spend a Power token for each hit whose damage you wish to increase.

Power Tokens can increase both Pushes and Pulls.

Iron Tokens can be spent twice per hit, and reduce all damage and forced movement by 1 per Iron Token spent.

Already intended and in the book, but scattered about and not in the main description for some reason. Adding them here.

Entirely remove the last paragraph of Iron Tokens. It's just incorrect.

Using a Power Token is now known as Enhancing A Hit, for rules convenience. Using Iron Tokens to reduce damage is known as Reducing A Hit, also for convenience. Abilities that use those phrases only trigger when the appropriate token is used for its default purpose, not when spent on other things (like Token Actions).

*New vocab so things like **Trickster's Ability** are easier to write.*

Saving Yourself With Speed Tokens

Speed Tokens have a new feature: Saving Yourself. 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, take damage from a Trap or a Pit, or get removed from play by leaving the Arena.

New Category: Common Tokens

The Common Tokens are Burning Tokens, Challenge Tokens, Fatigue Tokens, and Weakness Tokens. Many Styles and Forms use these regularly, and they are commonly found. While the Basic Tokens are all positive and helpful, the Common Tokens are all hurtful debuffs.

Burning Tokens: 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.

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

PatD fights are not a long-lasting affair, and the trickle of one lost token per turn was far too slow. Especially if you piled Burning onto a Boss - their multiple turns per round had the damage rack up way too fast, if Burning Tokens were used as your main strategy. So, the tokens run out faster and require more upkeep to keep strong opponents down.

Challenge Tokens: the third paragraph has been entirely re-written:

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).

The last paragraph is changed to:

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

*Challenge Tokens were crazy strong if used by someone with a highly defensive **Stance**, who could block all you did and prevent you from dealing the damage needed to get rid of the token. They are still strong, potentially eating someone's entire planned turn, but it doesn't fully shut off all support **Actions** and can always be removed as long as they try to hurt you.*

Fatigue Tokens: NEW!!! Fatigue Tokens slow you down and prevent movement, forcing you to rest. Fatigue Tokens eat Speed Tokens one-for-one. You can never hold both at once.

Essentially, Fatigue tokens and Speed tokens are like matter and anti-matter. They instantly disappear on contact with one another.

For example, if you have 4 Speed tokens and are given 3 Fatigue tokens, you discard 3 Speed tokens and gain no Fatigue. If you are then given 3 more Fatigue tokens, you discard your final Speed token, and are left holding 2 Fatigue tokens. If you then gain 4 Speed tokens, you must discard your 2 Fatigue tokens first, and then you are left holding 2 Speed tokens.

While you are holding any Fatigue tokens, your own **Actions** and **Abilities** have difficulty moving you. 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...** or **Counter Attack**), 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.

New Category: Rare Tokens

Rare Tokens are tokens only used in a few places, by specific **Archetypes**, **Styles** or **Forms**. These Tokens are described wherever they are generated. Rare Tokens include **Control Tokens**, **Chaos Tokens**, **Inspiration Tokens**, **Training Tokens**, and others. Rare Tokens share the color of the source that generates them - purple for **Archetypes**, blue for **Forms**, or red for **Styles**.

Token Cap

The maximum number of tokens you can hold is 10 of each type. If you would ever gain more tokens than that, discard the extra tokens until you are only holding 10. Speed tokens are immune to this token cap, and you can hold as many Speed tokens as you want.

*Certain builds are frustrating when token stacking is applied too heavily. Specifically: hoarding Power tokens for a huge **Crush**, giving a ton of Burning tokens so an enemy just dies on their turn, giving a ton of Fatigue so enemies cannot move while they sit on a trap and you laugh from outside their range, any kind of stacking for **Apply Pressure**. 10 is already a large number for all of these so this change doesn't remove these strategies, but it does reduce their potential for abuse.*

Obstacles

Fog: Fog can share space on top of Traps, Pits, and/or Copies.

Rubble: Replace the sentence “If you move onto Rubble using Free Movement, you must discard 1 Speed Token” with:

After you move onto Rubble using Free Movement or Forced Movement, you gain 1 Fatigue Token. This does not apply to teleports or Action Movement.

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

Copies: Replace the whole description with the following:

Copies are replicas of yourself. Every Copy is named after the person they are a Copy of (Dr. Winter'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).

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

Traps: Traps can only deal damage once per turn. They deal damage when someone moves into their space, and also at the end of each turn.

If you are pushed or pulled onto a Trap with Forced Movement, you may spend 1 Speed Token to save yourself before you take damage.

Traps can share space with Copies, Fog, or Pits, although they will kill any Copy in their space when the Trap's damage trigger goes off.

Edges Rework

Edges are a fun idea implemented poorly, and have been the main frustration of new players of Panic at the Dojo for ages. I am reworking them by splitting them into two categories: Pits, and Outside.

"Edge" is being entirely removed as a game term, and now only uses its classical definition to refer to the spaces on the very outside of the Arena.

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 have **Armor** against **Actions** or **Abilities** from outside of Range 1. Damage dealt from within this range ignores this **Armor**. 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 by any means.

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

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.

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

Outside: The Arena 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 Arena's grid. If forced movement would push you Outside, you stop at the last space on the edge of the Arena. You can only go Outside if you are pushed 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.

Obstacle Stacking and Replacement

Updated wording for clarity. Some change in functionality with Rubble and Walls - specifically, Rubble joins Walls in replacing all other obstacles, and all other obstacles may be stacked on top of one another.

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 exclusive 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. Whenever another obstacle is placed on top of Rubble or a Wall, remove that Rubble or that Wall before placing the new obstacle.

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 anyway.

Abilities

While you are Taken Out, 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 new **Angel Archetype Abilities**), you may continue to use the rest of that **Ability**, now that you are no longer Taken Out.

Armor

Armor reduces all damage you take by 1, from almost all sources.

Burning tokens ignore Armor. Fall damage ignores Armor. HP costs (such as paying for **Lash Out** or **Forbidden Style**) are not reduced by Armor.

All other damage is reduced, unless it specifically says it ignores Armor in its damage description.

Heroic Power Up

This optional rule is removed, just as everything else related to Bonuses and Penalties has been.

The Comeback Rule

Previously the Boss Comeback Rule. No longer optional, and now applies to every unit except Stooges, not just solo Bosses.

At the start of your turn, if you are removed from play, you may pay 3 HP to 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.

Taken Out: Zero HP vs Removed From Play

Updated wording for clarity. Change in zero HP and removed from play functionality, as well.

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 character 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.

A character who is removed from play can return to play with the Comeback Rule, above. Stooges that leave play are gone forever. A unit 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**.

Movement

*I am updating the movement rules to be clearer, and more in line with how movement functions in play. Free Movement is not even close to the only type of movement, but it is the only one discussed in the **Tactical Combat** chapter.*

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

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 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 “Move until you are adjacent to that enemy,” you must move until you are in a space adjacent to them. When moving in this way, you must use the shortest route possible.

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 spaces, it means you can teleport to any space within Range 1-X. So “Teleport 3 spaces” means “Teleport to any empty space within Range 1-3.”

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.

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. 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.

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.

Standard Map Sizes

New section between The Grid and Terrain. Free Movement is being moved after Unit Placement.

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 need Walls less.

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.

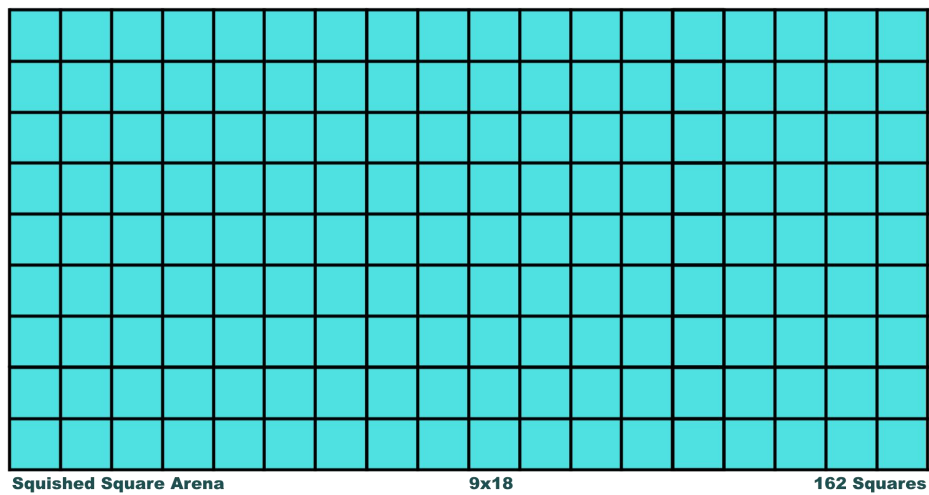
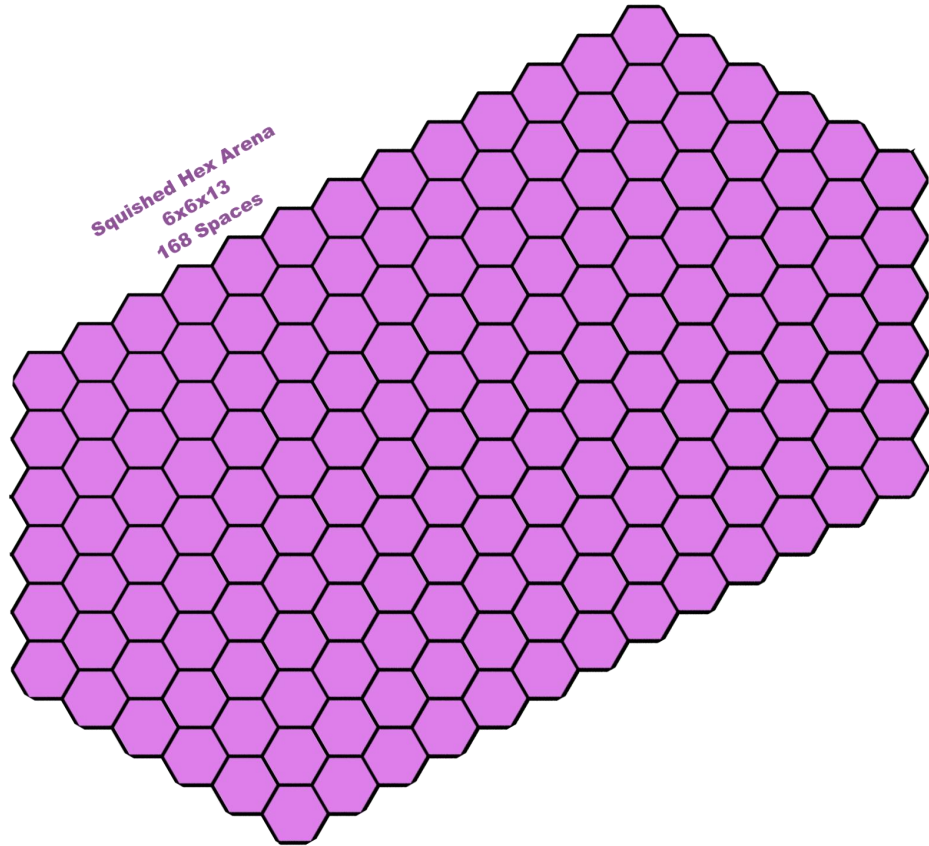
Unit Placement

New section under the Combat Rules, after the Terrain section on Free Placement. Also: Add the term "Free Placement" to the terrain section, to describe the phase where you place obstacles.

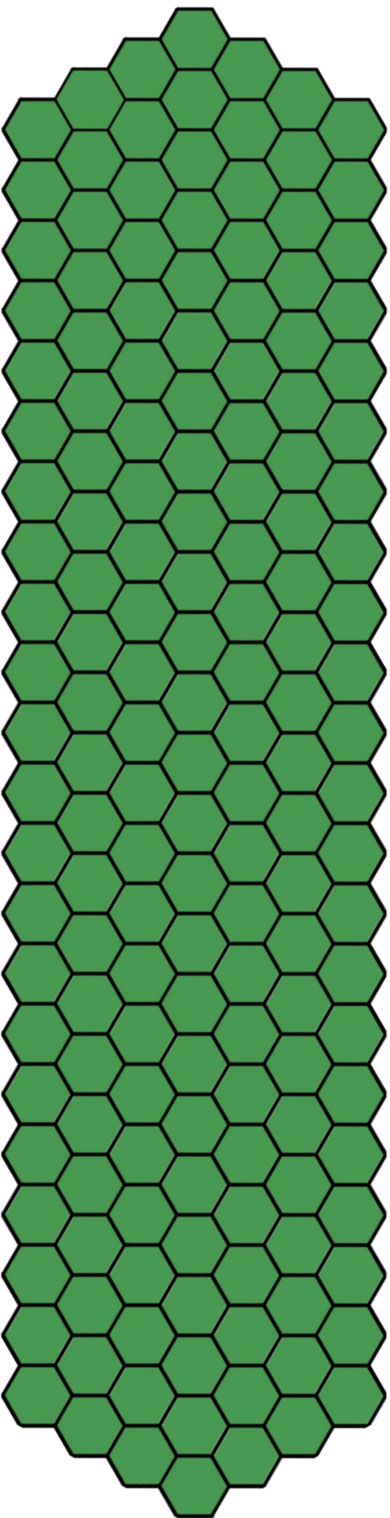
Once the grid has been drawn and Free Placement has been completed, the enemys place themselves onto the battlefield. The most important unit is placed first and can be placed where they wish - everyone else on their side must be placed within 5 spaces of this unit.

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.



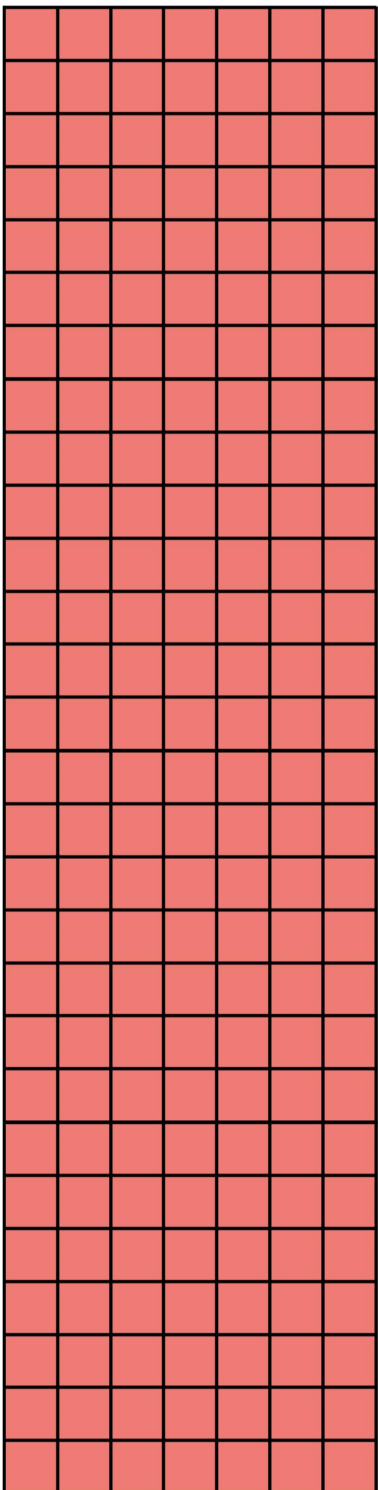
Long Hex Arena
4x4x22
163 Spaces



Long Square Arena

7x28

168 Spaces



Health Bars and 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 also 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 set to 1. Your **Archetype 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 you would normally keep.

Combat Start

Before Combat, determine Stakes, and set the Cinematic Weight. Any consequences of **Tests** or **Contests** are applied now - usually, this is damage from **Tests**, or choosing a Tilted Parameter for the losing side of a **Contest**.

At the start of combat, the first step is to apply any 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**.

*New section entirely. It was unclear if combatants were in any **Stance** before their first turn rolled around, so this clarifies that. This also clarifies when each step of making the battle map and placing units is considered.*

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

The following is a technical, formal summary of how the turn plays out, to improve clarity and reduce possible points of confusion.

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 of Turn 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.

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.

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, **Abilities** that modify your **Action Pool's** numbers *after rolling* are applied by the new active character, NOT by the player donating their numbers. **Abilities** that modify the **Action Dice** you roll are applied by the player rolling the dice, NOT by the new active character.

*For example, if a **Punk** donates their turn with Heroic Spirit, they will NOT give away the number generated by the **Punk Ability**. On the other hand, if*

someone else donates their turn with Heroic Spirit to a **Punk**, the **Punk Ability** will work as normal, adding its number for their **Action Pool**.

Meanwhile, **Styles** like **Ten Thousand Style**, **Lucky Style**, or **Forbidden Style** modify the actual **Action Dice** of your **Stance**, which are rolled in this phase by the initial active character. When using Heroic Spirit to change the active character, the new active character does not roll any dice, so even if they are in a such a **Style**, they will not add its bonus dice 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**; extra actions granted by held numbers (**Reversal Form**, **Patience Style**, the **Sing Along Action**, etc); using an Inspired token to grant an **Action Die**; 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 of Turn 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 equal to the number you hold, then you 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 their Speed Tokens. 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. This can make the damage into a negative number.
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. If the target has Armor, reduce the damage by 1.
5. The attacker may now spend one Power token to increase the damage dealt and the push applied by the number of tokens spent. Only **Actions** that would apply a push have the push increased by spending Power - **Actions** with no push involved only have their damage boosted.
6. The target may now spend up to two Iron tokens to reduce the damage dealt and the push applied by the number of tokens spent.
7. If the final number is positive, reduce their health by that much, then the Attacker applies all on-hit and on-damage effects to the target. If the final number is zero or negative, you deal no damage and trigger no on-damage effects, but on-hit effects are still applied.
8. 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.

Effectively, the order to apply damage modifiers is WEAPI - Weakness Effects Armor Power Iron. Weakness tokens and Armor apply automatically, then 1 Power token may be applied optionally, to enhance the hit, and finally, Iron tokens may also be applied optionally, to reduce the hit.

*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** to modify this **Action** with, 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 Negate or Steal your **Action** now. If they Negate, the **Action** ends here. If they Steal, the **Action** continues, but now they will perform it.
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. 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**.

*With **Reversal Form** and **Patient Style**, it was possible to build up arbitrarily large **Action Pools** over multiple turns. While fun, this is oppressive if not dealt with, so I am putting a cap on how many numbers anyone can hold.*

Meeting Heroes

This chapter and the between-combat chapters will be moved up here, before Forms. Making Enemies will remain after Archetypes, before Enemies.

Add “ **Super Moves** are in **Dark Blue Gradient** ” to the color coding section.

Frantic Heros

Frantic Heros can now ONLY choose Styles from within their three **Archetypes**. There is no longer an option for one of their **Styles** to be any **Style** in the game. All of their initial 3 **Styles** must each match the **Archetype** of one of their initial 3 **Frantic Abilities**.

It was unnecessarily confusing and added little to the game to have this option available, and this change is absolutely necessary for keeping Frantic characters consistent with the Advancement system.

Build

Existing **Builds** are (mostly) unchanged, but add these **Build Options**:

Experimental Build

You are a product of science, a machine or a modified life form. Enemy blows do not slow you down, and you seem unstoppable until you suddenly collapse.

At the end of your turn, you may give 1 Burning token to an enemy you dealt damage to during this turn.

Intimidating Build

Lesser foes cower before you. Your wounds only make you look scarier. When you finally fall, you stay standing from the hit that did it, for just a moment.

At the start or end of your turn, you may give 1 Weakness token to an enemy within range.

Tough Build

At the end of your turn, gain 1 Iron token.

Changed timing, nothing else.

Unorthodox Build

Your fighting stance is bizarre. Hits that should hit, don't. A hit that doesn't look like it would work, does. It is exhausting to keep up with you.

At the end of each enemy turn, if the active character dealt damage to you during this turn, you give them 1 Fatigue token.

Form Updates

*Only the changed parts of **Forms** are included here.*

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 common 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**.

Purple Dice

Each **Form** now has two or three **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** are. Ignore their coloration.

However, some **Styles** or **Abilities** make use of these **Purple Dice**, usually when combining multiple **Forms** into a single **Stance**. These exceptions are **Forbidden Style** and the **Vehicle Archetype (Boss Mode)**.

When you combine two **Forms** with **Forbidden Style** or the **Vehicle (Boss Mode) Archetype**, you only roll the **Purple Action Dice** for your turn, and ignore the **Green Dice** entirely. **The Vehicle** may even combine three **Forms**, but it works the same - roll only the **Purple Dice** for each of those three **Forms**, and ignore the **Green Dice**.

Blaster Form

Alt: *Dragon / Dynamo / Gold / Star Form*

Aggro
Zoning

ACTION DICE: D8 D8 D8



Control Form

Alt: Blizzard / Gravity / Owl / Watcher Form

Ruinous
Zoning

ACTION DICE: D10 D8 D6 D4



3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token and may move one space.

9+: You gain 1 Control token and may move one space.

*There was no reason the **6+ Gate** shouldn't also let you move. It is a small buff, sure, but I think it is worthwhile.*

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**.

Dance Form

Alt: Butterfly / Circle / Hurricane / Shuffle Form

Mobility
Desperation

ACTION DICE: D10 D8 D6

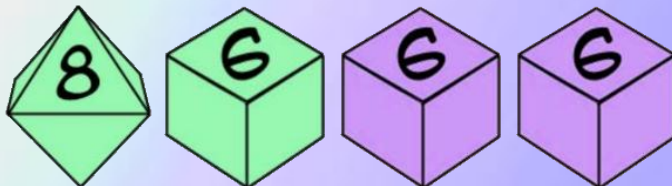


Iron Form

Alt: Fortress / Mountain / Turtle / Void Form

Guard
Preparation

ACTION DICE: D8 D6 D6 D6



3+: Secure

Choose two: you gain 2 Iron tokens; an ally within range other than yourself gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy you can see 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

*I was worried Armor would be overpowered when designing the game, so **Iron Form** ended up with the lowest **Action Dice**, tied with an unboosted **Wild Form**. In practice, there is enough counterplay that it wasn't OP at all, and **Iron Form** is too heavily outpaced by the more aggressive **Forms**. I am giving **Iron Form** an extra d6 to compensate. Its **Forbidden Style** dice are unchanged.*

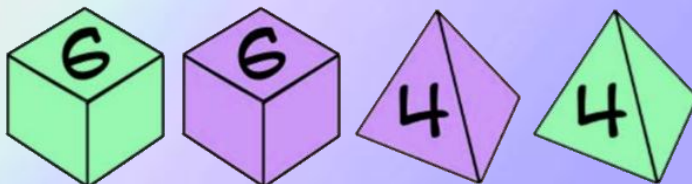
*Also, Range was not specified for the first option of **Contain**. **Secure** reworded/slightly nerfed to not be able give yourself 5 Iron.*

One-Two Form

Alt: Chaos / Drill / Hound / Sky Form

Aggro
Mobility

ACTION DICE: D6 D6 D4 D4



After each damage-dealing **Action** you perform, you may deal 1 damage to each enemy targeted by that **Action** (whether or not the **Action** successfully dealt damage to them).

Easily the most exploitable/open ended/confusing Ability in the game. This clarification makes it obvious exactly when, why, and to who it applies.

*This removes the confusion over if blocked attacks (from Iron or Weakness tokens, or from Armor or Shields) still trigger **One-Two Form's** extra hit - yes they do. It also removes the confusion over if actions that hit multiple times, like **Deadly Dance**, apply a **One-Two** on every hit - no they do not, only one extra hit at the end, to each target of your attack.*

Power Form

Alt: Blade / Rage / Sun / Tiger Form

Aggro
Preparation

ACTION DICE: D10 D10 D4



6+ or 9+: Crush

Deal 3 damage to an enemy within range. Iron tokens, Control tokens, and enemy **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

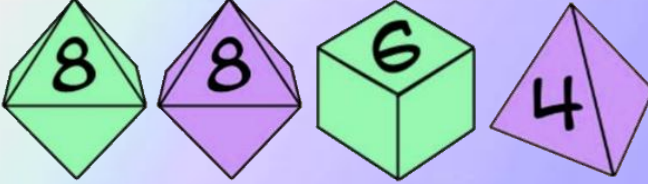
Crush is a little too often a win condition that simply cannot be dealt with. As such, it has been pulled back a little. Armor, Shields, and Weakness tokens now apply to it, reducing its damage. It still cannot be blocked by Iron tokens, negated by Control tokens, or responded to with enemy **Abilities**.

Reversal Form

Alt: Panic / Scorpion / Time / Tornado Form

Guard
Ruinous

ACTION DICE: D8 D8 D6 D4



X: Seize The Opening

*This can only be used as a **Reactive Action**, on someone else's turn.
Seize The Opening cannot be used on your own turn.*

Teleport **X** spaces, then spend **X** on another **Action**. That **Action** must target the active character. Your teleport must put the active character within range of the **Action** this performs.

With the clarified Turn Order, **Counter Attack** needed updated wording. But as I was updating it, I realized it could be much more open ended, as well, to allow for a **Reversal Stance** focused on supporting or defending allies when combined with the right **Style**. No longer a purely damage-responding **Action**, it is now **Seize The Opening**, an **Action** focused on finding the perfect moment.

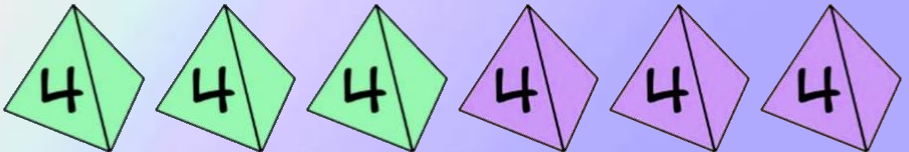
Seize the Opening fully replaces **Counter Attack**.

Shadow Form

Alt: Moon / Silence / Silver / Snake Form

Mobility
Zoning

ACTION DICE: D4 D4 D4 D4 D4 D4



3 Speed Tokens: Stunt

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

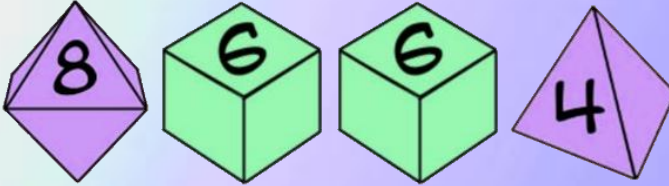
Added Pits as an obstacle option for **Stunt** to place.

Song Form

Alt: Melody / Symphony / Remix / Wave Form

Support
Preparation

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.

1+ or 4+ or 6+: Sing Along

Choose an ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+, Once per Turn: Add a 4 to their **Action Pool**.

Only the **6+ Gate** has a once per turn limit. The rest of **Sing Along** is fine to use as often as you want.

*Potential infinite with **Focused+Fused Phantom** was not fixed, only made more difficult. So, to change this, the 6+ is capped at once per turn.*

No more infinities!!!!

Thorns Form

Alt: Danger / Mantis / Spiral / World Form

Guard
Aggro

ACTION DICE: 7 5 3 1



Your **Action Pool** is predetermined: 7, 5, 3, 1.

When you gain a Shield while you already hold a Shield, combine them, adding their Values together.

After an enemy damages your Shield with an **Action**, you deal 1 damage to them. If that damage broke your Shield, deal 2 damage to them instead.

At the end of your turn, you gain a 1-point Shield.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain an **X**-point Shield, where **X** is this fight's Heal Value. You may move two spaces.

The **Thorns Ability** to combine Shields overrides all other replacement Shield effects. For example, the **Cavalry Ability** says "you... gain a 2-point Shield and 2 Speed tokens. If [you] were already holding a Shield, increase its value by 1 instead." If you are in **Thorns**, you just gain the 2 point Shield and combine it with your current Shield. You ignore the replacement effect, even though you were holding a Shield, because you can apply the original effect.

*Renamed from **Zen** to better fit its Guard/Aggro feel.*

*Replaced the multiple Shields mechanic with being able to combine your Shields freely. Has a more logical maximum, removes the weirdness of Shield timing, and lets **Thorns Form** go off with some Styles. **Thorns** feels like one of the least used **Forms**, so I thought it could do with some more combo-ability.*

This change would not be possible without the new Shield Cap, mentioned on page 20 - Cinematic Weight. Since Shields are an extra health bar, their maximum value is equal to the maximum Health Bar value of the fight.

*Also, **Focus** gave too much HP in low-weight fights. To adjust for this, the **7+** now gives a Shield based on the Heal Value - it will be the same as it used to be when in Worldweight fights, but toned down a bit in lower weight classes.*

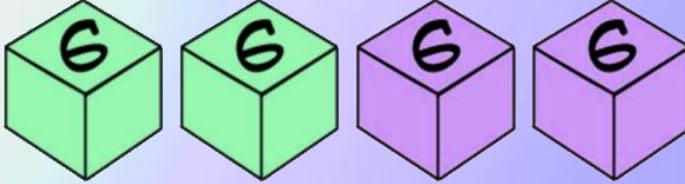
*Also, the thorns **Ability** required more setup than I'd like, so I gave it a free 1-point Shield. Even if you do other things with **Thorns**, the thorns are there.*

Vigilance Form

Alt: Bear / Eternity / Heart / Moment

Desperation
Technical

ACTION DICE: D6 D6 D6 D6



2+ or 5+: Bow Down

Give one Weakness token to an enemy within range.

5+: Give two Weakness tokens to an enemy within range.

3+ or 6+: Stand Strong

Heal an ally within range.

6+: Heal a different ally within range.

***Vigilance Form** is widely considered one of the strongest and most annoying **Forms**, especially to fight against. It is a bit too strong, and I think that mostly comes from how incredibly easy its **Actions** are to use.*

*The costs of both **Bow Down** and **Stand Strong** have been increased. **Stand Strong** is also being limited to allies within range, and is unable to heal yourself twice - each ally healed must be different, no more doubling up.*

Also, you are always your own ally, so I removed the redundant text.



Wild Form

Alt: *Beast / Platinum / Soul / Storm Form*

Desperation
Aggro

ACTION DICE: D10 D6 D6



For each of these conditions that is true, add  to your **Action Dice**, to a maximum of  extra dice.

- > Your current health bar is at half HP or less; **or** if you started this fight with multiple health bars, you are missing one or more.
- > Someone on your team is at zero HP or is removed from play.
- > You are at 1 HP or less.
- > You are holding a Common token.
- > You are holding a Rare token.

At the start of your turn, for each bonus die you failed to acquire, you gain 1 of Basic Token of your choice (Iron, Power, or Speed) (maximum 3 Basic tokens).

If you meet none of the conditions, you gain 3 Basic Tokens of your choice. If you get one bonus die, you get 2 Basic Tokens of your choice. If you get two bonus dice, you get one Basic Token of your choice. If you get all three bonus dice, you do not get any Basic Tokens from the **Wild Ability**.

While **Fury** is quite good, **Wild Form** is otherwise a little underwhelming. The extra **Action Dice** could be difficult to achieve, especially for Bosses. If you didn't get at least 2 bonus dice, **Wild Form** was weak.

To resolve this, I have given it a small bonus even if you don't have any conditions met, making it much easier to use **Fury** immediately. I've also added two more conditions and changed some of them to be a little easier to achieve, allowing you more ways to unlock your inner wild beast.

Archetype Updates

Each **Archetype** has gained two **Super Moves**: An **Alpha Super** and a **Delta Super**. Any additional changes to each **Archetype** come after the **Super Moves** of that **Archetype**.

Some **Archetype Abilities** were changed to play better with the Focused Level 8 Advancement. These include **Cavalry** and **Trickster**.

Some **Archetype Abilities** were changed to improve clarity or make them function as intended. These include **Angel** and the descriptions for Chaos Tokens and Training Tokens.

Many **Archetype Abilities**, **Style Abilities**, and **Token Actions** were changed to prevent infinities. These include **Phantom Abilities**, **Elder Style**, and any damage-dealing **Token Action**.

Some **Styles** were completely rewritten, from the top. These include **Singing Style**, re-written for being too boring. **Zombie Style**, re-written for being too strong. And **Eye of the Style**, replaced for its main **Ability** being part of a mechanic that has been removed from the game (Bonuses).

Many weaker **Styles** have been buffed, with improved **Abilities** or **Actions**, or additional **Abilities** or **Actions** stacked on top of what they had been doing, or in a few cases, both.

Angel is a **Ruinous Guard Archetype**.

Cavalry is a **Support Mobility Archetype**.

Cyborg is a **Preparation Technical Archetype**.

Demon is a **Ruinous Mobility Archetype**.

Flametongue is an **Aggro Technical Archetype**.

Gunkata is an **Aggro Zoning Archetype**.

Phantom is a **Zoning Ruinous Archetype**.

Punk is a **Desperation Aggro Archetype**.

Teacher is a **Support Preparation Archetype**.

Trickster is a **Zoning Guard Archetype**.

Underdog is a **Desperation Preparation Archetype**.

War Dancer is a **Mobility Aggro Archetype**.

Winterblossom is a **Technical Guard Archetype**.

Angel

Ruinous Guard Archetype

Heaven's Piledriver



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



Challenge and deal 2 damage to all enemies. Then, you gain a 10-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.

Focused Angel

At the start of your turn, heal 1, then 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

At the start of your turn, heal 1, then Challenge an enemy you can see. After you Challenge an enemy, you deal 1 damage to them.

Frantic Angel

At the start of this turn, heal, then Challenge an enemy you can see and deal 2 damage to them.

*Updated these to heal you first, so the **Archetype's** description that these abilities will get you back up is actually true. They technically didn't work as advertised before.*

Halcyon Style	Range: 1-2	Guard
<p>At the start of your turn, you may remove one token you hold. After you remove tokens using an Action or Ability, you gain an equal number of Iron tokens.</p>		
<p>1+ or 3+ or 6+: Purify</p> <p>Remove one token from an ally within range. 3+: Remove up to two tokens from someone within range. 6+: Remove up to two tokens from someone within range.</p>		

*Made the start of turn **Ability** optional. Also removed redundant text on **Purify** - you are always your own ally and always within your own Range.*

Judgment Style	Range: 1	Ruinous
<p>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 smallest number instead.</p>		
<p>3+: Denial</p> <p>Teleport into an empty space adjacent to an enemy you can see, then Challenge them.</p>		

*Reduced the cost of **Denial**, was too expensive for the effect.*

*The third sentence of the **Ability** was added so it will work against foes in **Thorns Form** or **Plan Form** (another **Form** that does not roll **Action Dice** and will be introduced in **Second Strike**).*

Shining Style	Range: 1	Support
<p>1+ or 4+: Beacon</p> <p>Pull one ally you can see up to three spaces. You and that ally heal 1. 4+: That ally heals.</p>		

*Forgot to include a Range on **Beacon**. Added "you can see".*

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 **Stance's** Start of Turn effects as this **Action's** effects. Usable once per turn. Only usable when you are the active character.

Singing Style sings a dour song that weakens all enemies, and has a strong tendency to change up frequently.

Mood Shift applies ALL of your Start of Turn effects as its **Action**. This includes your **Archetype Ability** and **Form Ability**. As such, this **Style** pairs well with **Archetypes** and **Forms** with good start of turn **Abilities**, like **Angel**, **Cyborg**, **Punk**, **Wardancer**, **Vigilance Form**, **Wild Form**, and especially **Song Form**.

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 Wild does not give you extra **Action Dice** to roll, but it does give you one of each Basic Token.

Singing Reversal, when paired with any of the **Archetypes** listed above, can be absolutely devastating, granting you repeated usage of their start of turn **Archetype Abilities** during everyone else's turn, on top of debuffing everyone with your song.

*Completely changed. **Singing** was boring and incoherent, and had little synergy with **Angel**. Even worse, **Singing Song** was a stance with no synergy whatsoever. Its **Unique Action**, a token action that costs your shield, didn't play well with its **Ability** that improved your shields after each action you took.*

So, I've changed it up. Now it is something completely new.

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 two spaces.

1+: As The Crow Flies

Teleport four spaces.

Cavalry

Support Mobility Archetype

Call In The Cavalry



Your crew shows up to fight everybody for you! 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



Remove up to 5 Common tokens from yourself and each ally you can see. Give two Power tokens and two Iron tokens to yourself and each ally you can see. You and each ally you can see heals.

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.

Focused Cavalry

At the start and end of your turn, you and each adjacent ally gains a 2-point Shield and 2 Speed tokens. If they were already holding a Shield, increase its value by 1 instead.

Fused Cavalry

At the end of your turn, you and each adjacent ally gains a 2-point Shield and 1 Speed token. If they were already holding a Shield, increase its value by 1 instead.

Frantic Cavalry

At the start and end of this turn, you and each adjacent ally gains a 2-point Shield and 2 Speed tokens. If they were already holding a Shield, increase its value by 1 instead.

*Cavalry is a little weak, so it is getting some buffs, starting with its **Abilities**. The **Abilities** have also been reworded to play better with the level 8 **Improved Archetype** option, as well as to better play with itself, giving the cavalry a much improved Shield generating ability.*

Charging Style

Range: 1

Mobility

At the start of your turn, you may move up to 2 spaces.
At the start of each ally's turn, they may move up to 2 spaces.

*Made the **Ability** a little more flexible, added "up to".*

Heroic Style

Range: 1-2

Guard

Jumping Style	Range: 1	Mobility
3+: Leap In		
Teleport three spaces. Then, you may deal 2 damage to an enemy within range.		
4+: Leap Out		
Deal 2 damage to an enemy within range, then teleport three spaces. Then, you may deal 2 damage to a different enemy within range.		

*Reduced the cost of **Leap In**. Added a second **Unique Action**.*

Rallying Style	Range: 1-3	Support
2+ or 3+ or 5+: Group Up		
Pull one ally you can see up to 3 spaces.		
3+: Pull one ally you can see up to 4 spaces.		
5+: Each pulled ally heals.		

*Increased the Range of **Rallying Style**, so that the **Rallying Ability** is more relevant. Added “you can see” to the **Group Up Action**, because it did not specify a range.*

Unbreakable Style	Range: 1-2	Guard
After each Action you perform, an ally within range gains 1 Iron token. Your allies within range may spend your tokens.		
4+: Eyes Open		
You gain 6 Iron tokens and 1 Weakness token.		
4+: You Stay Out Of This		
Give 6 Weakness tokens and 3 Iron tokens to an enemy within range.		

*Adjusted the wording on the **Unbreakable Ability**. It is also improved in that it may give yourself Iron tokens.
Added a second **Unique Action**.*

Cyborg

Preparation Technical Archetype

Draining Knuckle



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



You gain 6 Power tokens, 6 Iron tokens, and 8 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 all 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.

Focused Cyborg

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

Fused Cyborg

At the start of your turn, you gain two Basic Tokens of one type, and one Basic token of a different 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 one Basic token of the final type.

*Improved the **Cyborg Abilities**, for fun. Small buff to a fan favorite archetype that feels a little outclassed by some of the newer **Abilities**.*

Armored Style

Range: 1-2

Guard

2 Iron Tokens: You, Stay

Challenge an enemy within range.
Give that enemy 2 Fatigue tokens.

*Updated **You, Stay** to give Fatigue tokens instead of discarding Speed tokens.*

Incinerator Style

Range: 1-3

Aggro

After you use a Power token to enhance a hit, give one Burning token to the target of that hit.

2 Power Tokens: Flamethrower

Choose an enemy within range. They take 1 damage, gain one Burning token, and are pushed 1 space. Usable twice per turn.

*Updated wording on the **Incinerator Ability**.
Changed **Flamethrower** to twice per turn, once per turn was unnecessarily harsh.*

Machine Style

Range: 1-2

Technical

Once per turn, you may spend your Basic Tokens as if they were any other Basic Tokens. The Basic Tokens are Iron, Power, and Speed tokens.

*The **Machine Ability** was a little too good. Spending Speed as Power, spending Iron or Power to Save Yourself. This change will not affect it greatly, but a once per turn puts a sanity limit on what it can do.*

Rocket Style

Range: 1

Mobility

Syphon Style

Range: 1-2

Ruinous

Demon

Ruinous Mobility Archetype

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 three spaces, 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**.

Chaos Token: This Rare 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**.

The **Action** granted by a **Chaos Token** does not count towards the once per turn **Action** limit of **Reversal Form** or **Patience Style**.

Chaos Tokens are usable only once per turn.

Dark Style

Range: 2-4

Zoning

4+: Twilight Sorrow

Each enemy standing in Fog gains one Weakness token and one Fatigue token.
You gain one Speed token for each enemy affected.

*Buffed **Twilight Sorrow** to also give one Fatigue token.*

Ogre's Style

Range: 1-2

Zoning

Slasher Style

Range: 1

Aggro

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone, then if they are an enemy, deal 1 damage to them.
Someone is alone if nobody is adjacent to them.

*Improved **Suddenly...** to also deal 1 damage on arrival.*

Vampire Style

Range: 1

Desperation

Zombie Style	Range: 1	Guard
<p>After you spend Iron tokens, you may deal 1 damage to an enemy within range of you or your Copies.</p> <p>Your Copies have 2 HP each.</p> <p>You may spend Iron tokens to reduce hits targeting your Copies.</p>		
<p>4+: Hunger</p> <p>One target within range discards 3 tokens of their choice (or all of their tokens, if they have less). You gain Iron tokens equal to the number of tokens they discarded.</p>		
<p>4+: Raise The Dead</p> <p>Target one enemy within Range 1-4. Create two Copies in empty spaces adjacent to that enemy, then deal 1 damage to that enemy.</p>		

***Zombie Vigilance** was way too annoying of a **Stance**, and while **Vigilance** is pretty strong elsewhere, it wasn't as strong as it was here. So **Zombie Style** needed to change. It has had a total rewrite.*

The new **Zombie Style** is focused on aggressive defense, dealing damage back every time you block a hit. Of course, it is limited by your range, but that's where your zombies Copies come in. Your Copies are tougher than most, and can even reduce incoming hits as though they were a real fighter.

Whenever you spend Iron tokens, to reduce a hit on you or your Copies or to pay for a **Token Action**, the **Zombie Ability** will trigger. The target of that reduced hit does not need to be the one to deal the damage. Any of you or your Copies may deal the **Ability's** damage.

Zombie Iron and **Zombie Song** give you extra Iron tokens, to give you the most opportunities to use the **Zombie Ability**.

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 Blaster and **Zombie Control** increase your range, reducing your reliance on mobility or Copies to use the **Zombie Ability**. **Blaster** also gives extra targets to **Hunger**, increasing your Iron token gain.

Flametongue

Aggro Technical Archetype

Erupting Burning Fist



Deal 4 damage to an adjacent enemy, push them 4 spaces, and give them Burning Tokens until they hold 8.

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



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 burns down 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.

Focused Flametongue

After you deal damage to an enemy, give that enemy one Burning token. This **Ability** can only give 7 Burning tokens per turn.

Fused Flametongue

After you deal damage to an enemy, give them one Burning token. This **Ability** can only give 3 Burning tokens per turn.

Frantic Flametongue

During this turn, after you deal damage to an enemy, give that enemy one Burning token. This **Ability** can only give 6 Burning tokens per turn.

*Adjusted the **Flametongue Abilities** to be more similar to one another in function, and more consistent in effect. The old ability encouraged spreading Burning tokens around - the new version can do that or stack them all on one foe, as you need it to.*

Burning Style

Range: 2-4

Aggro

After you target an enemy with an **Action**, if they have five Burning tokens or less, give them one Burning token.

4+: Burn It All Down

Deal 1 damage to any number of enemies within range. Then, give each enemy that took damage one Burning token.

***Burning Style** is slightly inefficient and I wanted **Flametongue** to have more multi-target capabilities, so I increased the Burning token threshold of its **Ability** and changed **Burn It All Down** to have multiple targets. While this **Style** no longer places any Traps, it instead gives out approximately one billion Burning Tokens, which is more in line with what folks want out of this Archetype anyway.*

Explosion Style**Range: 2-4****Zoning**

After you deal damage to an enemy, push that enemy one space.
After you destroy an obstacle other than a Pit, replace it with a Pit.

6+: Ka-Boom!

Deal 2 damage to an enemy within range, then place a Pit into their space. Then, destroy that Pit and all obstacles adjacent to the targeted enemy.

*Updated to work with Pits instead of Edges. Reworked **Ka-Boom!***

When you place a Pit directly under an enemy, they immediately take 2 Fall damage unless they can Save Themselves.

Inferno Style**Range: 1-2****Technical****Phoenix Style****Range: 1****Desperation**

At the start of your turn, heal 2.
Whenever you would take damage from Burning tokens or from Traps, you heal that much damage instead.

4+: Cleansing Fire

Gain one Burning token, then **Choose two:** Give two Burning tokens to someone within range; or heal an ally within range; or heal yourself.

4+: Firebird's Flight

Teleport three spaces, then you gain 2 Burning tokens, then you give 2 Burning tokens to all adjacent enemies.

***Phoenix Style** was especially underwhelming, and didn't really live up to the promise of its namesake. As such, I've added a start of turn heal so it will always revive you, gave it a second **Unique Action** that gives some mobility, and made both of its **Actions** give the user Burning tokens, to play with the **Phoenix Ability** better.*

Volcanic Style**Range: 1-3****Preparation**

Gunkata

Aggro Zoning Archetype

Sniping Point



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



Target 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.

Focused Gunkata

At the start and end of your turn, you may move one space, then you deal 1 damage to each enemy within range. Any enemy that blocks this damage (with Armor, Iron tokens, or Weakness tokens) is pushed one space.

Fused Gunkata

At the end of your turn, you may move one space, then you deal 1 damage to each enemy within range. Any enemy that blocks this damage (with Armor, Iron tokens, or Weakness tokens) is pushed one space.

Frantic Gunkata

At the start and end of this turn, you may move one space, then you deal 1 damage to each enemy within range. Any enemy that blocks this damage (with Armor, Iron tokens, or Weakness tokens) is pushed one space.

While *Gunkata's Abilities* were fine before, they felt a little boring and didn't quite capture the full feel of an aggro zoner type. So, I've removed the start of turn push, and replaced it with repeating the end of turn effect at the start of the turn. Any blocked shot also has a kick to it, pushing them back one space and giving you more breathing room.

Akimbo Style

Range: 3-5

Mobility

After you deal damage, you may move one space.

2+: Firing Wild

Choose one: Deal 1 damage to every enemy and ally adjacent to you; or deal 1 damage to every enemy and ally within range.

***Akimbo's Ability** was made optional. **Firing Wild's** Cost has been reduced.*

Artillery Style**Range: 3-8****Zoning**

You can see and target enemies through Fog and Walls.
 You ignore **Armor** granted by Pits.

1+ or 6+: Bombardment

Place a Trap into any space within range.

6+: Place a Trap into each empty space adjacent to the first Trap.

*Updated wording, and the **Artillery Ability** ignores the armor of Pits now.*

Crosshair Style**Range: 3-4****Aggro**

You ignore Shields when dealing damage.
 Iron tokens cannot reduce the damage you deal.

1+: Take Aim


Your next **Action** this turn has its cost and every number listed in its description increased by 1.


Crosshair Style has the most “troubleshooting” type of **Ability** in the game, with no real competition. It could ignore just about any defenses any opponent has. To give it some counterplay, your shots cannot be blocked by Shields or Iron tokens, but Armor and Weakness still reduce your damage output. In addition, its Range has been drastically reduced, into a very awkward Range 3-4.

Ricochet Style	Range: 2-4	Aggro
<p>After each damage-dealing Action you perform, you may deal 1 damage to one enemy you can see that was not targeted by that Action. If that damage-dealing Action had two or more targets, you may also deal 1 damage to a different enemy you can see that was not targeted by that Action.</p>		
<p>3+: Trick Shot</p> <p>Choose one obstacle within range. Destroy it, then deal 2 damage to an enemy within Range 1-3 of that obstacle.</p>		

Trick Shot targets one obstacle and one enemy, so it counts as two targets for the **Ricochet Ability**, letting you deal 1 damage to two different enemies that were not targeted by **Trick Shot**.

*Modified the wording on the **Ricochet Ability** again. While it is still very technical, it is clearer than it was, and the limit of hitting two **Ricochet** targets should rarely be worse than what it was capable of before. It was difficult to have enough targets for a 3 or 4 target **Ricochet**, since the **Ability** can't target the 3+ targets of the triggering **Action**.*

Ten Thousand Style	Range: 1-3	Desperation
<p>Add  to your Action Dice.</p>		
<p>1+: Point Blank Shot</p> <p>Deal 1 damage to an adjacent enemy. Then, push them 1 space. 6+: Instead, deal 4 damage and push them 3 spaces.</p>		

Ten Thousand Style adds  directly to your **Stance's Action Dice**. As such, you will pass them off when giving someone your Heroic Spirit, but you will not roll them if you were in **Ten Thousand Style** when someone else lent you their Heroic Spirit.

*Minimum Range brought to one, so **Gunkata** has a point blank style available to them. **Point Blank Shot** also changed to **1+** and given a **6+ Gate**.*

Phantom

Ruinous Zoning Archetype

Poltergeist Panic



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.

Ghostly Possession



Target an adjacent enemy. They take the next turn slot for their side, and you control them during that turn. They cannot change **Stance**, and they roll their normal **Action Dice** for their turn. Then, you decide all **Actions** they take, how they move and spend tokens, and who they target with all **Actions**. They may declare targets as if they were on your team, for this turn only.

While you control them, they cannot use any **Abilities**, **Unique Actions**, or **Super Moves**.

After you use this **Super Move**, you become Dizzy and discard all Shields you hold. You leave your **Stance**, you end your turn, and you cannot enter a new **Stance** until you take your next new turn.

The **Phantom's Delta Super** lets you assume total control. You can make them do anything you want: help your allies, hurt their friends, even run into Traps! But you don't have their specific skills or training. You cannot make them use any of their special moves - in your hands, they're just a clumsy puppet.

Also, possessing someone leaves you vulnerable - your body is an empty shell, mostly defenseless, with a big target on your back.

Upon further consideration, not only is Phantom's cost reduction a constant source of exploits, it is rather boring. Phantom is known as an "always helpful" archetype ability for Fused or Frantic heros, and is rarely considered on its own merits. So I am reworking it entirely.

Phantoms should be weird and gimmicky, so I am giving them a new token, the Poltergeist Token, that enables them to modify their Actions on the fly. These modifications are improved by having more targets for their Actions, so I will also be reworking several of their Styles to account for this change.

I want Phantom to be fun and exciting on its own merits, not as an enabler.

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.

Poltergeist Token: This Rare Token is only 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 **Poltergeist Token** per **Action**. If you spend 2 **Poltergeist Tokens** on the same **Action**, each choice must be different.

X is the number of **Poltergeist Tokens** spent. For each **Poltergeist Token** spent, **choose one**:

- Increase this **Action's** maximum Range by **+X**.
- Before resolution, place Rubble into **X** different spaces within range, overriding any existing obstacles in those spaces.
- Before resolution, you teleport **X** spaces.
- During resolution, increase the value of one number listed in this **Action** by 1.
- After resolution, deal 1 damage to **X** enemies within range.
- After resolution, push or pull **X** targets within range one space.

Aura Style	Range: 1-3	Guard
<p>At the start of your turn, you gain a 3-point Shield. If you already have a Shield, increase its value by 1.</p> <p>When an enemy within range damages or breaks a Shield, you may move that enemy one space.</p> <p>After a Shield within range breaks, you gain 1 Iron token.</p>		
<h3>3 Basic Tokens: Shields Up</h3>		
<p>An ally within range gains a 3 point Shield.</p>		

Modified **Aura's Ability** and ~~Unique Action~~ to improve your shield, if you already have one.

Update: In practice, a token action that can improve shields was too strong and too abusable. Reverted the **Action**, and reduced the Shield Value increase of the **Ability** too. Shield stacking was pretty obnoxious.

Crying Style	Range: 1-4	Technical
<h3>6+: Banshee's Wail</h3>		
<p>All enemies within range gain a Weakness token and take 2 damage. All Traps, Pits, and Walls within range become Rubble.</p>		

Banshee's Wail was weak for a **6+ Action**. Added 2 damage to the effect to make it more powerful.

Puppeteer Style**Range: 1-5****Support**

After each space you move using Free Movement, you may move one ally or obstacle within range one space. 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. This **Ability** can heal yourself.

2+ or 4+ or 7+: Pull The Strings

Choose an enemy or ally you can see. Pull them 3 spaces.

4+: Choose an enemy or ally within range. Push them 3 spaces.

7+: Choose an enemy or ally within range. Move them 2 spaces in any direction, then they can move themselves one space.

All Movement controlled by the **Puppeteer** during **Pull The Strings** is Forced Movement. The final one space of movement on the **7+ Gate** is **Action** Movement, and is controlled by the target of the **7+ Gate**.

***Puppeteer Style** was too reliant on fishing for ringouts, walking enemies off Edges. Reworked into a support style that moves and heals allies, while still able to manipulate movement around the battlefield.*

With the Pits/Outside rework, the style is also inherently less mean.

Spirit Style**Range: 1-3****Zoning**

Your Copies do not take Fall Damage or damage from Traps.

You and your Copies treat Walls as Rubble.

After you use Free Movement on yourself, you may move any number of your Copies one space.

1+ or 3+ or 5+: 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.

1 Basic Token: ...Now You Don't

Swap spaces with one of your Copies.

Updated to work with the new obstacle rules and movement rules.

Vortex Style**Range: 1-4****Mobility**

You do not take Fall Damage.

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 a Pit into an empty space you can see.

3+: Black Hole

Target an empty space within range. Place a Pit into that space, then pull someone within range 2 spaces towards the Pit.

Vortex Style has had its range changed, so it doesn't have the exact same range as the other **Phantom Mobility Style**. Also added some clarifications to the **Vortex Ability's** wording.

Black Hole has been changed to be a little more interesting, creating a targeted pull effect on everyone around a point in space.

Added a new **Unique Action** to enable **Vortex's** movement.

Update: Changed **Vortex Style** to play with Pits.

Punk

Desperation Aggro Archetype

Knuckle Sandwich



Deal 3 damage to an adjacent enemy, then give them 3 Fatigue tokens, 3 Weakness tokens, and your Challenge token. Then, you may push them up to three spaces.

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 4 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.

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 plus **3**.
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 the damage on your current health bar.
If your health bar is full, **X = 1**.

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 plus **3**.
If your health bar is full, **X = 3**.

For example, if your Health Bar has 12 HP, and you currently have 7 HP, you have 5 damage. The **Focused** and **Frantic Punks** will add an **8** to their **Action Pool**, while the **Fused Punk** will add a **5**.

Bleeding Style

Range: 1

Desperation

You don't get Taken Out at zero HP. You can continue to fight as long as you remain in play. Your side still loses if everyone in play is at zero HP at the same time.

2 HP: Lash Out

***Lash Out** is a Token Action that spends your HP.
You can't spend HP you do not have.*

Push an adjacent enemy two spaces.

7+ or 13+: I'm Still Here

Deal 4 damage to an enemy within range and push them 4 spaces.
13+: Deal 7 damage and push 7 spaces instead.

I'm Still Here was way too strong as a free action for **Elder Style**. Added a **Gate** both to remove that exploit, and to make the **Action** more generally usable without requiring the **Punk Ability**.

Brawling Style

Range: 1

Guard

After your Shield breaks, you gain 1 Power token.
After you perform a damage-dealing **Action**, if you did not spend any Power tokens on that **Action**, you gain 1 Power token.

2 Power Tokens: Tough It Out

You gain a 2 point Shield.

4 Power Tokens: Instant Jab

Deal 3 damage to an adjacent enemy. Usable once per turn.

The **Brawling Ability** has been reworded to work more like the **One-Two Ability**. Also added a second **Unique Action** to make this style more aggressive. It's based on Power Tokens after all.

Flashy Style

Range: 1

Aggro

Knockdown Style

Range: 1

Ruinous

After you take damage from an **Action**, you deal 1 damage back to the enemy that hit you.

*Slightly reworded the **Knockdown Ability** so two units in **Knockdown Style** on opposite teams don't enter an infinite loop with each other.*

Taunting Style

Range: 1

Guard

Teacher

Support Preparation Archetype

My Final Technique



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.

Remember My Teachings




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.

Inspired Token: This token is only used by the **Teacher**.

During any ally's turn as a **Reactive Action**, you may spend an **Inspired Token** to roll  and add that number to the active character's **Action Pool**. You may use an **Inspired Token** on yourself, if you are the active character.

Inspired Tokens are usable once per turn.

Patient Style

Range: 1

Preparation

X: Waiting Game

Add **X+1** to your **Action Pool**. Then, you may move one space.
Usable once per turn.

Replaced the "only on enemy turns" clause with a "once per turn" clause. **Phantoms** can steal **Waiting Game** without being in **Patient Style**, so the **Ability** restriction doesn't always apply. Also, there's no reason this can't be your only **Action** on your own turn - you are **Patient**, after all.

Elder Style

Range: 1-2

Desperation

The cost of this **Stance's Unique Actions** are reduced by 1 (to a minimum of **1+** or **2 tokens**).

Once per turn, during your turn, you may use any **Unique Action** you know, from among all of your **Stances**, for free. It does not cost any tokens or numbers to use. For the purposes of **Gates** or the value of **X**, perform that **Action** as if you had spent a **6** to pay for it.

Changed the last sentence to be more clear, again, and slightly nerfed the free number it uses.

Mastermind Style

Range: No

Support

Motivating Style

Range: 1-2

Support

Training Style

Range: 1

Preparation

Trickster

Zoning Guard Archetype

Funny Little Box Of Pain



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



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.

Focused Trickster

Once per turn, you may spend any tokens you hold as Iron tokens. After you spend Iron tokens to reduce a hit, you may push your attacker 1 space per token spent, then you may move 1 space.

Fused Trickster

Twice per Round, you may spend any tokens you hold as Iron tokens. After you spend Iron tokens to reduce a hit, you may move 1 space per token spent.

Frantic Trickster

Until your next turn, once per turn, you may spend any tokens you hold as Iron tokens. Until your next turn, after you spend Iron tokens to reduce a hit, you may push your attacker one space, then you may move one space.

*Trickster Abilities re-worded/re-adjusted, mostly to play better with the level 8 **Focused+Fused** option. Also, they have been given a limitation on converting other tokens to Iron.*

Caged Style

Range: 1

Ruinous

Adjacent enemies cannot gain or spend Speed tokens.

2+: Welcome To My Maze

Deal 1 damage to one enemy you can see.
Then, pull them up to three spaces.

*Modified the wording on **Welcome To My Maze**.*

Mysterious Style

Range: 1-3

Zoning

Maximum Range increased.

Illusion Style	Range: 1-3	Guard
<p>After an enemy deals damage to you while they are within range of at least one of your Copies, you deal 1 damage to them. If they are within range of three or more of your Copies, you deal 2 damage to them instead.</p> <p>You may spend your Copies as Iron tokens.</p>		

*Reworded the **Illusion Ability**, no functional change.*

Hidden Style	Range: 1-2	Zoning
<p>You may move through and stand on top of Walls as though they were empty spaces. You can see and target enemies through Walls.</p>		
1+ or 5+: Take Cover		
<p>Place a Wall into an empty adjacent space.</p> <p>5+: Place up to three more Walls into empty spaces within range, then gain 2 Iron tokens.</p>		
3 Iron tokens: Sudden Strike		
<p>Deal 2 damage to an enemy within range. Usable twice per turn.</p>		

*The **Hidden Ability** clarified slightly. ~~Once~~ Twice per turn limitation added to **Sudden Strike** as infinite prevention. Second **Unique Action** added that lets you place your own Walls to hide behind. Maximum range decreased by 1.*

Whip Style	Range: 2-5	Zoning
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Underdog

Desperation Preparation Archetype

Lucky Hit



Deal 3 damage to an adjacent enemy. Then, that enemy discards all non-Common 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 aside, and any preparations they were making are torn down.

Hyper Install



You gain 2 Power tokens, 2 Iron tokens, 4 Speed tokens, and 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**.

Fused Underdog

At the start of your turn, you gain 1 Iron token, 1 Power token, and 1 Speed token.

*The **Fused Underdog Ability** was more confusing than helpful. This new version accomplishes basically the same thing but is much more simple.*

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

After you destroy any obstacle(s), you gain one Iron token per obstacle destroyed.

3+: Roughhousing


Destroy an obstacle within range, then **choose one**: Teleport to that obstacle's space; or deal 1 damage to each enemy adjacent to the destroyed obstacle; or destroy two more obstacles within range.

You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

***Collateral Ability** grants only Iron Tokens now, and has been worded to better clarify just how many tokens it can grant you.*

***Roughhousing** has been adjusted.*

Distracting Style**Range: 1-2****Guard****Lucky Style****Range: 1****Desperation**

Lucky Style adds  directly to your **Stance's Action Dice**. As such, you will pass them off when giving someone your Heroic Spirit, but you will not roll them if you were in **Lucky Style** when someone else lent you their Heroic Spirit.

Misfortune's Style**Range: 1-3****Aggro**

When you would take damage from a Trap, instead deal that Trap's damage to an enemy within range. If no enemies are within range, you gain one Power token instead.

***Misfortune's Ability** reworded slightly, no functional change.*

Scrambling Style	Range: 1	Mobility
<p>After you spend Iron tokens, you gain 1 Speed token. After you spend Power tokens, you gain 1 Speed token.</p>		
<p>3+: Think Fast!</p> <p>Your maximum range is +2 for the duration of this Action. Choose one: Give one Weakness token to an enemy within range; or give one Fatigue token to an enemy within range; or push an enemy within range one space. Then, you may move up to two spaces. You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.</p>		

*With Bonuses removed from the game, **Eye of the Style** had no functionality. It has been replaced.*

Scrambling Style throws anything you can get your hands on at any enemy that approaches you, so you can safely run for cover while they are distracted. Chairs, bottles, pocket sand - anything works, as long as it puts space between you and them.

The **Scrambling Abilities** each trigger separately, but only once per expenditure. If you spend 2 Iron tokens to reduce a hit, you only gain 1 Speed token. But if you spend 1 Power token and 1 Iron token on **Think Fast!**, so you can choose an extra option, you'll get two Speed tokens for your trouble.

Scrambling Power and **Scrambling Iron** essentially refund your tokens with each expenditure. If you reduce a hit while in **Scrambling Iron**, the Speed token you gain immediately becomes a new Iron token!

Scrambling Shadow can keep their Speed tokens rolling between rounds, letting you save them up for maximum power **Think Fast!**s.

Scrambling Reversal loves **Think Fast!** - it is an excellent **Reactive Action** to get you out of trouble, and will significantly slow down an enemy trying to hurt you or your allies.

War Dancer

Mobility Aggro Archetype

Become My Canvas



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



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.

Forbidden Style

Range: 1-2

Desperation

At the start of your turn, pay 2 HP. This cost ignores Shields, and cannot take you below 1 HP on your current Health Bar.

Forbidden Style is attached to two **Forms**. You have all **Abilities** and **Unique Actions** of each **Form**, but you only roll the **Purple Action Dice**, and do not roll any of the **Green Action Dice**.

Forbidden Style is unchanged mechanically, but the addition of **Purple Dice** simplifies it. It also requires clarification for Frantic Heroes:

When a Frantic Hero chooses **Forbidden Style** as one of their **Styles**, they must immediately choose a **Form** to go with it. The chosen

Form is now attached to their **Forbidden Style** permanently. When you make your **Stance** for your turn and choose **Forbidden Style**, it brings the chosen **Form** along and combines it with one of your other **Forms**.

The **Form** attached to **Forbidden Style** must be unique. A character can never have two of the same **Form** or **Style** in their lineup, and that includes this one. If you take **Forbidden Blaster Style** as your choice, you can never take **Blaster Form** as one of your known **Forms**. If **Blaster** was already one of your known **Forms**, then it is not an option when choosing the **Form** you want to attach to your **Forbidden Style**.

Lightning Style	Range: 1	Mobility
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Overwhelming Style	Range: 1	Aggro
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Relentless Style	Range: 1	Zoning
<p>When you deal damage to an enemy, immediately push them one space and then pull yourself into the empty space they left.</p> <p>If you damage multiple enemies at the same time, push all of them one space, then pull yourself into one of the spaces they left.</p>		

The **Relentless Ability** requires you to move one space at a time, pulling yourself until you arrive in the square they left. As this is forced movement, the **Relentless Ability** will move you even if you are Fatigued, but will stop moving you if you enter a Pit or Rubble. You will also take Fall Damage from trying to cross a Pit this way.

*The **Relentless Ability** was unclear on how you moved, and some players interpreted it as a teleport. The new wording should be more clear, and has a funny quirk that lets it work through Fatigue Tokens.*

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.

4+ or 7+: Effortless

Teleport to any space you can see.

7+: Choose an ally. They may teleport to any space they can see.

*Updated to be a more interesting **Ability** overall. No longer protects from Traps - instead protects from Fall Damage.*

***Range 0-1** allows **Weightless Style** to target enemies within their own space, or in adjacent spaces.*

Winterblossom

Guard Technical Archetype

You Are Nothing.



Deal 4 damage to an enemy within range, pull them up to 3 spaces, and give them Weakness tokens until they hold 8.

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



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.

Focused Winterblossom

At the start of every turn, give 1 Weakness token to one enemy within range of you or your Copies.

Fused Winterblossom

At the start and end of your turn, give 1 Weakness token to one enemy within range of you or your Copies.

Frantic Winterblossom

At the start and end of this turn, give 2 Weakness tokens to one enemy within range of you or your Copies.

***Winterblossom Abilities** reworded to work through your Copies. Copies have been clarified to no longer allow **Abilities** to work through them unless they state otherwise, so now this **Ability** states otherwise.*

Crystal Style

Range: 1-2

Zoning

After you place a Copy, you deal 1 damage to an enemy within range of that Copy.

When one of your Copies is destroyed, it deals 1 damage to every enemy adjacent to that Copy.

3+ or 6+: Splinter

Place a Copy into an empty space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

6+: Place a Copy into an empty space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

Free: Shatter

***Shatter** is a **Token Action** that costs nothing.*

Destroy one of your Copies. Give one Weakness token to an enemy that was within range of that Copy.

***Crystal Style** was a bit overtuned with my last set of changes, so I've dialed it back a little. It maintains the improved **Ability**, but **Splinter** no longer explodes over a huge area, only adjacent.*

Frozen Style

Range: 1

Guard

At the start of your turn, you gain 2 Iron tokens.
After you reduce a hit, give your attacker one Weakness token.

3+ or 7+: Exploit Weakness

Choose one enemy within range. Give them one Weakness token and deal 2 damage to them.
7+: Deal 2 damage to them and give them 2 Weakness tokens.

3+: Ice Block

Gain 4 Iron tokens.

Frozen Style was eclipsed by the new **Crystal Style** for distributing Weakness tokens, except in a specific combo with **Dance Form** that let you max out multiple foes' Weakness tokens in a single turn. That is not good in many ways, so to remove that exploit and also increase variety within **Winterblossom**, **Frozen Style** has been reworked to be fully defensive, giving **Winterblossom** an Iron token based **Style**.

Mirrored Style

Range: 2-3

Zoning

Mirrored Style has been renamed (from **Reflected Style**), but is otherwise unchanged.

Precision Style

Range: 1-2

Aggro

Your **Actions** deal +1 damage to enemies with Armor or Shields.
When you target an enemy with an **Action**, they must discard 1 Iron token, if they have any.

The **Precision Ability** has added "if they have any."
Perfect Strike: the original Super Move.


Pressure Style

Range: 1-2

Technical

Enemy Updates

Enemy Building

The  added to Boss's Stances is replaced by the **Bonus Die** given to them by their level. Warriors also gain a **Bonus Die** now, after the players have reached level 2.

Villain Archetypes

Renamed from **Boss Archetypes**, **Villain Archetypes** are also available for Warriors and Super Stooges.

Unlisted **Villain Archetypes** are unchanged.

The Giant

You take up a 2x2 space on the battle grid.

Your maximum range is increased by 1 in all **Stances**.

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 spend one extra Power token per hit. At the start of each of your turns, you gain 2 Power tokens.

*Being large is mostly a downside, it turns out. Added a Power token clause to the **Giant Ability** to increase their strength.*

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 one space, then each Copy deals 1 damage to one adjacent enemy.

***Necromancer** was too good at sniping anyone from anywhere, so a range limitation has been added to the Copy placement.*

The Vehicle

You take up as much or as little space on the battle grid as you want. Once your shape has been drawn in, it cannot be changed.

Enemies and allies can move on top of you. When you move, everyone on top of you moves with you. Spaces inside of you are always within your Range.

Edges do not remove you from play unless at least half of your spaces are over Edge spaces.

You can move over Walls. When you do, they become Rubble.

Rubble does not give you Fatigue tokens.

*The **Vehicle** was an underwhelming **Archetype**, mostly creating a big punching bag with limited ability to retaliate. A fan from the discord, **Fiver** (thanks again!), had a few big ideas on how to improve the **Vehicle**, which the updated **Vehicle** rules are based on.*

*The above **Villain Ability** is for **Vehicles** that are Warriors or Stooges. When a **Vehicle** is a Boss, with two or more Health Bars, it also gains the following benefits:*

The Vehicle (Boss Mode)

You gain all the regular **Vehicle Abilities**, above.

Boss Vehicles have 2 **Stances** if they have two Health Bars, and 3 **Stances** if they have three or more Health Bars.

You do not choose your **Stance** each turn. Instead, you are always in all of your **Stances**. You have all of their **Abilities** and all of their **Unique Actions** are available to you. You have the lowest minimum range and the highest maximum range of each **Stance**.

You only roll the **Purple Dice** for your **Action Dice**. Ignore all **Green Dice**. **Boss Vehicles** use the **Warrior Bonus Die** from leveling up, instead of using the **Boss Bonus Die**.

There will be many example Vehicles in the updated enemies section, coming soon.

Villain Archetypes and Super Moves

While the updated **Villain Archetypes** were in the initial **PATCH'd UP** release, their new **Super Moves** were not. I have now added them.

The Blur

Instant Motion

You gain 6 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 deal 1 damage to an adjacent enemy, then move one space.

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.

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

The Immortal

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 Giant

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 Necromancer

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

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.

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

Armor Install

Until the end of this Round, you gain **Super Armor**, that absorbs 2 damage per hit from everything Armor would absorb.

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.

Super Armor replaces and does not stack with normal Armor.

The Twins

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.

The Untouchable

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 Vehicle

Vehicles can vary wildly, so they have two different **Super Moves** available to them, depending on what kind of vehicle it is.

Main Cannon



Deal 9 damage to an enemy you can see, and push them 3 spaces.

The **Vehicle's Alpha Super** inflicts massive damage on a single target. A direct shot from a tank gun, a sidewinder missile, a rail cannon, or other high ordinance weapon will have this kind of result.

Ramming Speed



Push all enemies on top of you into adjacent spaces, then push all adjacent enemies one space, then you move up to 6 spaces. Whenever you move adjacent to an enemy during this movement, deal 2 damage to them and push them two spaces.

The **Vehicle's Delta Super** throws off everyone who isn't supposed to be riding on top of you, then runs them all over. Perfect for dealing with boarding enemies and anyone who tries to fight against an APC, an ATV, or a helicopter up close.