



# **F.A.D.E.**

## **RULEBOOK**

**v3.3**

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# Term Definitions

- **HP – Health Points:** The life force of each Player and Character card.
- **CS – Character Slots:** Each Player has 6 Character Slots. Each Character takes up Character Slots equal to their CS value.
- **TP – Technique Points:** A value that is used to play most types of cards.
- **PLV – Powerlevel:** The damage potential of each Player and their Characters.
- **DEF – Defense:** The damage resistance of each Player and their Characters.
- **AGI – Agility:** The speed of each Player and their Characters.
- **Turn:** An entire set of Phases for a single Player.
- **Round:** A single cycle of every Player's Turns.
- **Deck Zone:** The zone where your Deck is stored.
- **Fighter Pool Zone:** The zone where your Fighter Pool is stored.
- **Reserve Zone:** You can store Characters here outside of reach of attacks unless otherwise stated. Characters can't be sent here directly from the Fighter Pool unless otherwise stated.
- **Discard Pile:** Where all used-up or destroyed cards go.
- **The Rift Zone:** Where all imprisoned cards end up. Cards in this zone can not be taken out of it unless otherwise stated.
- **Hand:** The cards you're currently holding.
- **Character Zone:** You can play Characters here unless otherwise stated.
- **Equip Zone:** You can play most other cards here.
- **Extra Zone:** You can play Zone cards to both the Frontline and Backline Extra Zones to increase your field space. More info on this later in this book.
- **On Activate:** Whenever the owner is activated, trigger an effect.
- **On Enter Field:** Whenever the owner enters any of the Character, Equip, Reserve, or Extra Zones from your Hand, Deck, Fighter Pool, Discard Pile, or Rift Zone, trigger an effect.
- **On Destroyed:** Whenever the owner is destroyed, trigger an effect.
- **On Draw:** Whenever the owner enters your Hand, trigger an effect.
- **On Targeted:** Whenever the owner is targeted, trigger an effect.
- **On Attacked:** Whenever the owner is attacked, trigger an effect.
- **On Attack:** Whenever the owner attacks, trigger an effect.
- **On Successful Attack:** Whenever the owner successfully deals damage with an attack, trigger an effect.
- **On Hit:** Whenever the owner performs a single hit of an attack, trigger an effect.
- **On Taking Damage:** Whenever the owner takes damage, trigger an effect.

# ***Introduction***

F.A.D.E. is a trading/collectible card game between 2 to 4 players where you battle each other using similar systems found in Fighters, Beat-em-ups, and Action-themed Anime/Manga, as well as various other trading card games.

## **Setup Process**

Required materials to play this game include:

- Pencils and Paper for various stats tracking
- Tokens or Counters for various stats tracking
- A 60-card Deck for each player
- An optional Fighter Pool made of Character cards
- An optional World Rule card.

Before starting, all players must shuffle their Decks and put them in their Deck Zone, then put their Fighter Pool nearby without shuffling it. Each player starts with 50 HP, 0 TP, 6 CS, 5 PLV, 0 DEF, and 0 AGI. Determine who goes first, then each player draws 6 cards. Turn order by default goes clockwise.

## **Mulligan**

When drawing your initial Hand of 6 cards at the start of the game, you may choose to shuffle your Hand back into your Deck and draw a new hand of 6 cards. You may only do this once per game.

## **World Rule Cards**

World Rule cards are special cards that are basically official House Rules. Unlike other cards, they are shown between players before the game starts and all players must agree to use them for them to be active. Each player may only have 1 World Rule card per set of Deck and Fighter Pool.

# Card Anatomy



Elements, Name, Cost

HP PLV

DEF AGI

Level/Rank, Typecasting

Card Effect Text

Artist, Set Code, Set Symbol

- Elements are shown in the top-left corner of the card. Each card can have up to 2 Element Symbols listed here.
- The card's Name is in the top-middle section of the card.
- The card's Cost, labeled with a number followed by either TP or CS, is in the top-right corner of the card.
- HP and DEF are listed in the center-left portion of the card next to the illustration.
- PLV and AGI are listed in the center-right portion of the card next to the illustration.
- The card's Typecasting is in white text under the illustration. Under that is the card's Level or Rank.
- In the slightly lighter area on the card is the card's Effect and Flavor Text.
- On the bottom of the card is the Artist, Set Code, and Set Symbol of the card.

## Card Rarity

Some cards have different text, border, and set symbol colors. This tells you the rarity level of the card. Each step of rarity higher than Common makes the card either more powerful and/or more difficult to use.

- **Common:** Black text, border, and set symbol with white outlines.
- **Uncommon:** Gray text, black border, and gray set symbol.
- **Rare:** Green text, black border, and green set symbol.
- **Super Rare:** Blue text, sky blue border, and blue set symbol.
- **Ultra Rare:** Pink text, red border, and pink/purple set symbol.
- **Omega Rare:** Yellow text, gold border and set symbol.

## Card Symbols



Fire



Water



Earth



Storm



Nature



HP



PLV



Metal



Light



Darkness



Time



Space



DEF



AGI

# Turn Steps

Each turn is made up of Phases, each with their own rules. All players must go through each of these phases in order, but can choose to skip the Combat Step.

- **Starting Phase:** Some effects activate during this Phase. Once completed, you gain 5 TP. The player going first doesn't gain TP on their first turn.
- **Draw Phase:** Some effects activate during this Phase. Once completed, draw 2 cards from your Deck.
- **Battle Phase:** The Battle Phase is made up of multiple steps, each with their own separate rules.
  - ♦ **Preparation Step:** During the Preparation Step, you can perform any of the following:
    - You may play Characters from your Fighter Pool face-up into the Character Zone. If Characters under your control exceed your Maximum CS, you must move Characters to your Reserve Zone if they can act this turn. If they can't, you can't play any more Characters.
    - Attach Skills or Reactions to Characters face-down unless otherwise stated. Pay their cost when they're revealed.
    - Play Items or Augments face-up, paying their costs.
    - Play Zones or Commands face-up. More info on both of these can be found later in this book.
    - Put Characters from Character Zones into your Reserve Zone, unless they cannot act, or put Characters from your Reserve Zone into Character Zones. They retain all attached cards and status.
  - ♦ **Combat Step:** The Combat Step is where all the action is. It'll be thoroughly explained in the Combat Info section.
  - ♦ **Aftermath Step:** The Aftermath Step plays similar to the Preparation Step, except that you can't play Characters from your Fighter Pool and you can't reserve Characters or return Characters from your Reserve Zone unless otherwise stated. Instead, you can rearrange cards in your Character, Equip, and Reserve Zones to new targets or new locations.
- **End Phase:** Some card effects activate during this Phase. Once this Phase is completed, it's the next player's turn.

# Combat Info

The Combat Step is where battles take place. Each battle has an attacker and a defender, each of them having separate rules. A Character card from your Reserve Zone or Fighter Pool cannot attack or Level Up the turn they were put into play. Characters can normally only attack once per turn.

## Attacker Rules

- **Normal Attack:** An attack that costs no TP and does basic Physical damage equal to the attacker's PLV. Attacks must be over 0 damage to be successful. A successful Normal Attack gives you 1 TP.
- **Use a Card:** The player may choose to flip over a Skill or Reaction card, depending on the card's abilities. Reactions can't be activated as an attacker unless stated otherwise. These cards mainly cost TP, so in order to play the card face-up, you must have its cost as TP. Unless otherwise stated, you can only play 1 card per Character per Combat Step. The card is sent to the Discard Pile once used.
- **Use an Effect:** Some cards besides Skills and Reactions can activate during the Combat Step. Unless otherwise stated, an effect can be activated as much as you want.

## Defender Rules

- **Use a Card:** The player may choose to flip over a Reaction card, depending on the card's effects. Unlike the attacker rules, a defender can use cards multiple times per turn, but only once per attack.
- **Use an Effect:** Some effects can be activated during an attack. Unless otherwise stated, an effect can be activated per round without limit.
- **Defend:** Defend against the incoming attack with your DEF.



## Element Rules

- All Skill, Reaction, and Augment cards cost 2 fewer TP for each Element the caster has that matches. This is called Element Matching.
- Normal Attacks, Augments, Items that deal damage, and other abilities that deal damage normally have no Element tied to them unless otherwise stated. This lack of an Element is called “Null-type”. You can't match Elements with these attacks, but some cards can alter the effectiveness of Null-type attacks.
- Skills and Reactions deal Elemental damage unless an ability says otherwise. The Elements that card has are the Elements the attack is comprised of. If something blocks, negates, deflects, prevents, downgrades, etc. 1 of the Elements, the entire attack suffers.

## Hit & Damage Rules

- By default, when performing an attack, your PLV goes against your target's DEF. If your PLV is higher than your target's DEF, you do the difference as damage to your target. This counts as a successful attack.
- If a card has multiple hits, each separate hit counts as part of a single attack. Each hit of a single card must be defended against separately. Only 1 hit is required to make an attack successful.
- Other cards can alter the damage dealt and received. Be sure to read them!

## Defending Mechanics

- **Block:** Cards that “Block” attacks turn the current attack's damage to 0. Other effects and abilities of those cards still happen, however.
- **Deflect:** “Deflect” causes attacks to be redirected, usually to a Character or Player of your choice.
- **Negate:** Cards that “Negate” attacks cause the entire attack to do nothing. This includes any effects that would happen, regardless of the card's success. The card still resolves and is destroyed normally.
- **Prevent:** Cards that “Prevent” something prevent it from happening altogether. Unlike Negate, the card never resolves and stays face-up on the field until manually destroyed by another card effect. Its cost is still paid.
- **Counter:** Cards that “Counter” do something to the attacker instead of defending the user. If you Counter-hit, you're always attacking the previous attacker in the Chain unless otherwise stated.

## Attack Rank

All Skills, Reactions, Items, and Augments have a Rank. The Ranks are below, from the weakest being at the top to the strongest being at the bottom:

- **Normal:** The most basic of attacks. Each Character and Player can perform a Normal Attack once per turn unless otherwise stated.
- **Special:** A special attack or ability, usually weak.
- **Hyper:** A powerful attack or ability, possibly with some kickback.
- **Ultra:** Game-changers at best, they boast lots of power.
- **Devastation:** Over-the-top, possibly game-ending abilities. Be wary of these.
- **Legendary:** The ultimate level of abilities, most likely to break the game wide open.

## Damage Types

All attacks have a Damage Type. The Damage Type a card deals matters when it comes to certain card effects, most notably Reactions that try to do one of the Defending Mechanics. The Damage Types are as followed:

- **Physical:** Martial arts-based abilities.
- **Energy:** Superpower-like abilities.
- **Unknown:** Other abilities not listed above.

## Knocked-Out and Hit Count Overflow

Whenever a Character's HP becomes 0, that Character is Knocked Out. The Character is then sent to their owner's Discard Pile and their controller loses HP equal to that Character's Level. If there's still hits that haven't been done when your targets are Knocked Out, you may choose new targets.

## Combo Potential

Combo Potential allows you to use more cards during combat through the “Combo” Keyword. At the start of a player's turn, that Player and each Character they control has their Combo Potential set to their AGI unless otherwise stated. Keywords are explained later in this book.

# ***The Chain***

Whenever you play a card or perform an attack or ability, you start the process known as the “Chain”. The Chain increases in size as more attacks, abilities, or cards are played to try and counter each other.

Starting a Chain is simple, but executing a large Chain may take a while to get used to, so here's a few examples.

## **Example Chain 1**

1. Effect A (Item)
2. Effect B (Hyper Rank Reaction, Negates an Item)
3. Effect C (Special Rank Reaction, Negates a Hyper Rank Reaction)

Effect A, in this case an Item card, starts the Chain. Effect B, a Reaction, tries to negate Effect A, making it useless. Effect C, however, is then played next, which attempts to negate Effect B.

Effect C happens first. This is called “First-In-Last-Out” order, or FILO for short. Effects, Attacks, and Cards played earlier in the Chain happen later in the Chain. The end result here is that 3 cards end up being used and Effect A happens anyway.

## **Example Chain 2**

1. Effect A (Normal Attack)
2. Effect B (Reaction, Counter-hit)
3. Effect C (Item)

Effect A, a Normal Attack, starts the Chain. Effect B, a Reaction, performs a Counter-hit, and counts as an attack. Effect C is an Item.

Effect C waits for the Chain between A and B to end, then happens.

## Chaining Rules

To continue on the example above, Effect B occurs but does nothing to stop Effect A from occurring. It just happens first. Now why does Effect C wait?

Here are the rules to Start a Chain:

- Attacks start a Chain. This includes Skills and Reactions as well, even if they do no damage.
- Items start a chain when entering the Field.
- Augments do not start a Chain when entering the Field.
- Activating Effects of cards will start a Chain.

Here are the rules to Link, or continue, a Chain:

- Attacks link to a Chain. This includes Skills and Reactions, as well as some effects of other cards.
- Items, upon entering the Field, always start a new Chain and never link.

If there's a Chain already happening, you must wait for earlier Chains to finish before starting or linking new ones.

## Link Effects

Some effects are specific to Chains, meaning they must always Link to a Chain to take effect. Here's a short list of Link Effects:

- The Defending Mechanics (Defend, Block, Deflect, Negate, Prevent, Counter)
- Effects that target an attacker
- Reactions without an activation trigger
- Effects that require other cards to be played first

# ***Other Rules***

## **Winning the Game**

In order to win, you must be the last person or team standing. Losing the game requires one of the following conditions to happen:

- Your HP hits 0.
- Your Deck is empty when entering the Starting Phase of your turn.

## **Limitations**

- During your End Phase, if you have more cards than your Maximum Hand Size in your Hand, you must discard cards until you have an amount of cards equal to your Maximum Hand Size in your Hand. By default, your Maximum Hand Size is 10.
- Your Deck must have at least 60 cards. Your Fighter Pool cannot exceed a Total Character Level of 100. Only 1 World Rule can be used per player.
- Your Decks can have up to 4 of the exact same card, determined by card name, unless otherwise stated.
- Each Character and Player can have up to 5 cards in their Equip Zone at a time. If you add any more, you must discard cards from that Equip Zone until there's 5 remaining.

## **Augments and Items**

- Items normally have 1 use. Once used, they're sent to the Discard Pile.
- Items can be played during any player's turn during their Battle Phase.
- Augments and Equip Items add the effects after the "Equip" Keyword to the Character or Player they're attached to.
- Equip Items may have a limited number of uses. Each attack performed with an Equip Item lowers that Item's HP by 1 unless otherwise stated. If it hits 0, the Item is destroyed and sent to your Discard Pile.
- Augments give their HP, PLV, DEF, and AGI values to the Player or Character they're attached to.
- Items that deal damage deal Null-type Unknown damage unless otherwise stated.
- Items with the Stock Keyword are destroyed when their Stock value hits 0.

## Zones and Commands

Zone cards, unlike other cards, can be played to your Frontline or Backline Extra Zone as well as your Character, Equip, and Reserve Zones unless otherwise stated, transforming what the original Zone was to a new Zone type with special effects. Also unlike other cards, they have no cost, Level, or Rank, and instead are limited to 1 per Zone. If you play a Zone card in a Zone that already has a Zone card, the old card is destroyed and sent to your Discard Pile as the new one enters the field.

Command cards, unlike other cards, can go in any Character, Equip, or Reserve Zone once played. Although they have a TP cost, they have no Level or Rank and also have a special activation cost of specific card types. These cards must be both face-up and adjacent to the Command card in its listed directions for it to activate. Any cards face-up and adjacent to a Command card in its directions count as Command Materials, have none of their original effects, and are not destroyed with the Command Card itself unless otherwise stated. During your turn, you may play any cards from your Hand, Fighter Pool, or your side of the field as Command Materials.

## The Last Stand

If you have no Characters on your side of the field, you're in a position called *"The Last Stand"*. While in The Last Stand, you can use Skills and Reactions from your Hand without needing to attach them to Characters. Also, if you perform a successful Normal Attack, you gain 2 TP instead of 1. Finally, all enemies can attack you directly.

## Power Counters, Stacks, and Keywords

Power Counters are put on cards and allow you to trigger abilities associated to those specific cards. You cannot move Power Counters to and from cards unless otherwise stated.

A Stack is a pile of cards in the Character or Reserve Zone under a specific card. These cards can be added or removed from that card to activate certain abilities. You cannot transfer Stacks from 1 Character to another unless otherwise stated. Cards inside of a Stack have none of their original effects.

Keywords are small phrases that have specific abilities tied to them. Players cannot be given keywords. Any keywords on a card are only active on that card. Cards can gain and lose keywords from other abilities.

# Keyword List

**<Effect> Immune:** The owner of this Keyword cannot be targeted or affected by the listed effect(s).

**<Element(s)>-infused:** The user's Elements are replaced by the ones listed in this Keyword. All damage they deal is also changed to the new Elements.

**<Element(s)> Affinity:** For each Element listed, you and all Characters you control can use cards with those Elements for 1 fewer TP per Element that matches.

**<Element(s)> Friendship <Number>:** If you have at least an amount of Characters on the field equal to this Keyword's numeric value in play, all Characters you own with 1 of this Keyword's listed Elements cost 1 fewer CS to play.

**<Element(s)> Lock:** The owner of this Keyword cannot be targeted or affected by cards or effects missing any of the listed Elements.

**<Element(s)> Mastery:** The owner deals double damage with cards that have at least 1 of the matching Elements. This doesn't stack for 2 or more matching Elements.

**Arena:** Play the Augment in your Arena Zone. Only 1 Augment with Arena can be in play at a time. If another Augment with Arena enters the field, destroy the previous Augment.

**Arm Up <Number>:** While the owner has at least this Keyword's numeric value of Equip Items attached, this Keyword grants additional abilities. They go away once the item threshold stops being met.

**Aura <Number>:** The owner of this Keyword gains 1 PLV for every point threshold of HP they're missing. For example, missing 12 HP with Aura 3 grants +4 PLV. Gaining HP results in losing your PLV bonus.

**Backup:** The owner of this Keyword's effects are active as long as they're in your Reserve Zone.

**Basic Damage:** This type of damage is the default damage type and can be defended, blocked, deflected, countered, negated, and prevented. It cannot be downgraded.

**<Number> Blindness Counter(s):** Whenever the victim of this Keyword attacks, flip a coin and call it. If you fail the flip, your attack does nothing. During the victim's End Phase, remove 1 Blindness Counter from them.

**Bloodlust <Number>:** Whenever the owner of this Keyword attacks, they gain HP equal to this Keyword's numeric value. This can stack if received more than once.

**Boss <Number>:** The owner of this Keyword requires an amount of Characters in your Discard Pile to be sent to your Rift Zone before being played.

**Buildup <Number>:** Skills with Buildup are placed face-up in the Character Zone. They have a Stack like Characters do, and once their Stack count hits this Keyword's numeric value, the Skill activates normally.

**Carrier <Number>:** The owner of this Keyword comes into play with an amount of Power Counters on it.

**Combo <Number>:** A card with this Keyword can be used either after a Normal Attack or a Skill of equal or higher Rank. Doing this uses up Combo Potential equal to this Keyword's numeric value.

**Concussion:** If the victim of this Keyword takes any damage, they get Knocked Out.

**Contingency <Trigger>:** The owner of this Keyword can be activated from your Hand or your side of the field any time its Contingency trigger can take place.

**<Number> Curse Counter:** During the victim's Starting Phase, they're sent to their owner's Rift Zone unless they pay 1 TP per Curse Counter on the victim. The choice to pay TP is optional.

**Deathmark:** If an ally of the victim of this Keyword is destroyed, the victim is Knocked-Out if their ally is of equal or higher Level.

**<Number> Drain Counter:** The victim of this Keyword loses 1 PLV and 1 DEF for each Drain Counter on it. During the victim's End Phase, remove 1 Drain Counter from it.

**Equip <Target>:** Put the owner of this Keyword in its target's Equip Zone. Once attached, it counts towards the target's Equip Total and gives them its abilities.

**Flash:** The owner of this Keyword can act the turn it comes into play instead of waiting for 1 round.



**<Number> Fracture Counter:** If the victim of this Keyword attacks, the victim loses HP equal to how many Fracture Counters they have.

**<Number> Ghost Counter:** The victim of this Keyword cannot be targeted or affected by Physical attacks and abilities. During the victim's Starting Phase, remove 1 Ghost Counter from it.

**Level Up <Character(s)>:** Place the owner of this Keyword on top of its card requirements. The cards that were used to play this new card are now in a Stack underneath it.

**Lock-On:** The owner of this Keyword can attack Players and Characters in Reserve Zones directly. They may still attack Characters in Character Zones.

**Multistrike <Number>:** The owner of this Keyword gains an extra amount of uses of their Normal Attack equal to the numeric value of this Keyword. This can stack if received more than once.

**Mute:** The owner of this keyword's effects, except for Mute, are ignored and cannot be activated.

**Mystify <Cost>:** You may play the owner of this Keyword face-down. When the card is revealed, you may pay the Mystify cost to gain additional effects.

**Mythical:** Only 1 copy of the owner of this Keyword can be in a Deck or Fighter Pool at any time.

**Neutrality:** Any Characters with this Keyword are controlled by the Player who is currently performing their turn. The owner of any Characters with this Keyword are forced to pay that Character's CS cost. Characters with this Keyword are allowed to act every turn.

**Overdrive <Cost>:** When you play the owner of this Keyword, you may pay its Overdrive cost to gain additional effects.

**Paradox:** If the Characters you control share Elements with every listed Element on the owner of this Keyword, that card's Paradox effect is triggered.

**<Number> Paralyze Counter:** The victim of this Keyword cannot act. During the victim's End Phase, remove 1 Paralyze Counter from them.

**<Number> Poison Counter:** During the victim of this Keyword's Starting Phase, remove 1 Poison Counter from them and they lose 1 HP.

**Power Source <Number>:** During your Starting Phase, the owner of this Keyword gives you an amount of TP equal to this Keyword's numeric value. This Keyword can stack if received more than once.

**Reinforce <Number>:** If the amount of Character cards in your Reserve Zone reaches the owner of the Keyword's numeric value, that card's Reinforce effect is triggered.

**Relentless Damage:** This type of damage cannot be defended, blocked, deflected, negated, or countered. It can only be prevented or downgraded.

**Replay <Cost>:** You may pay the owner of this Keyword's Replay cost to play it again before it's destroyed.

**Signature <Trigger/Cost>:** You may use this trigger or pay this cost to perform a Signature Skill or Reaction ability.

**Stacker <Number>:** The owner of this Keyword requires an amount of cards equal to its numeric value in your hand to be put in a Stack underneath it when it comes into play.

**Stock <Number>:** Put an amount of Power Counters on the owner equal to this Keyword's numeric value. Once per round, you may remove 1 Power Counter to activate the owner of this Keyword.

**Stun:** The victim of this Keyword cannot attack or defend until the End Phase of this turn or if they're attacked again. The attacker gains an extra attack.

**Synchronize <Direction List> <Number> <Card Type List>:** If the owner of this Keyword is adjacent to an amount of valid cards equal to or higher than the Synchronize requirement and those cards are in the listed directions, this card's Synchronize effect is active. Additionally, the owner counts as having the Command Supertype. (It counts as a Command card.)

**Tag-Out:** During any Phase, you may replace this Character with another one from your Reserve Zone. All attached cards, effects, counters, and keywords remain on their original cards.

**<Number> Timebomb Counter:** Add an amount of Timebomb Counters equal to this Keyword's numeric value to your targets. During each victims' End Phase, add 1 Timebomb Counter to them. If they have 5 or more Timebomb Counters, they get Knocked Out and sent to their owner's Rift Zone.

**Timid <Number>:** The owner of this keyword cannot attack or target Characters that have a Level equal to or higher than this Keyword's numeric value.

**Trigger:** Reactions with Trigger are played in their owner's Player Equip Zone face-down and are not flipped over and paid for until the Trigger requirements of the card are met.

**Unblockable Damage:** This type of damage cannot be defended or blocked, but can be negated, deflected, prevented, countered, and downgraded.

**Vengeance <Trigger>:** If an ally of the owner of this Keyword is Knocked Out, the listed effect occurs.

**Void:** The victim is sent to their owner's Rift Zone if destroyed.

**Wildcard:** The owner of this Keyword can reduce TP Costs for all Elemental Skills, Reactions, and Augments they use themselves as if they had those card's Elements.

**Willpower:** The owner of this Keyword can survive a single hit with 1 HP remaining unless they have 1 HP remaining.

**F.A.D.E. (Fighter's Arena, Destructive Encounters) name, logo, and rulebook designed by Joey “X Kirby” Caci. All items' rights owned by their respective authors and designers. All rights reserved.**