

**Attack**

**High**

**x2 +3**

**Attack**

**Low**

**x2 +3**

**Attack**

**Mid**

**x2 +3**

**Defend**

**High**

**x1 +2**

**Defend**

**Low**

**x1 +2**

**Defend**

**Mid**

**x1 +2**

**Grapple**

**High**

**x2 +4**

**Grapple**

**Low**

**x2 +4**

**Grapple**

**Mid**

**x2 +4**

<b>Surrender</b>	<b>Surrender</b>	<b>Surrender</b>
<b>Surrender</b>	<b>Surrender</b>	<b>Surrender</b>
<b>Surrender</b>	<div><b>Scouter</b><ul style="list-style-type: none"><li>* Use before choosing an opponent, or before choosing a stance.</li><li>* One opponent's moves, combos, and specials are public knowledge for the rest of the conflict.</li></ul></div>	<div><b>To Blave</b><ul style="list-style-type: none"><li>* Use at any time matching another special you know.</li><li>* Can be used twice per conflict instead of once per full rest.</li><li>* Has no other effect.</li></ul></div>

<p><b>Santa Carla (Defend)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn</li> <li>* If the type of your stance and action matches this special and you win, regain energy equal to the amount you committed to the stance this turn.</li> <li>* Do not multiply the gain by your move's stance multiplier.</li> <li>* You choose where to distribute the gain, but you cannot regain more than your maximum.</li> </ul>	<p><b>Wax On (Defend)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, you lose no energy from their stance this turn.</li> </ul>	<p><b>There Can Be Only One</b></p> <ul style="list-style-type: none"> <li>* Use before choosing an opponent, or before choosing a stance.</li> <li>* Choose a character. You and that character cannot choose a different opponent until one of you is out of the conflict.</li> <li>* Either of you can respond to opponents choosing you as normal.</li> </ul>
<p><b>Santa Carla (Grapple)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn</li> <li>* If the type of your stance and action matches this special and you win, regain energy equal to the amount you committed to the stance this turn.</li> <li>* Do not multiply the gain by your move's stance multiplier.</li> <li>* You choose where to distribute the gain, but you cannot regain more than your maximum.</li> </ul>	<p><b>Wax On (Grapple)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, you lose no energy from their stance this turn.</li> </ul>	<p><b>Pressure Point</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* You choose where your opponent's losses are distributed this turn.</li> </ul>
<p><b>Dig Two Graves (Attack)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, they lose energy equal to the amount you lose this turn.</li> </ul>	<p><b>Santa Carla (Attack)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn</li> <li>* If the type of your stance and action matches this special and you win, regain energy equal to the amount you committed to the stance this turn.</li> <li>* Do not multiply the gain by your move's stance multiplier.</li> <li>* You choose where to distribute the gain, but you cannot regain more than your maximum.</li> </ul>	<p><b>Wax On (Attack)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, you lose no energy from their stance this turn.</li> </ul>

<p><b>Liquid Metal</b></p> <ul style="list-style-type: none"> <li>* Duplicate the effect of a special that has been used by a different character in this conflict.</li> <li>* Use and reveal at the time appropriate for the duplicated special.</li> <li>* Cannot duplicate specials after it on the list.</li> </ul>	<p><b>Predictabo! (Defend)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a stance.</li> <li>* For this turn your opponent cannot choose a move with an action matching this special.</li> </ul>	<p><b>Dig Two Graves (Defend)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, they lose energy equal to the amount you lose this turn.</li> </ul>
<p><b>Drunken Monkey</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Until this conflict ends, once per turn after revealing your move, you can choose to replace it.</li> <li>* Your opponent selects the replacement randomly from your remaining moves (not including surrender).</li> <li>* You cannot participate in the next conflict, even if you rest first.</li> </ul>	<p><b>Predictabo! (Grapple)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a stance.</li> <li>* For this turn your opponent cannot choose a move with an action matching this special.</li> </ul>	<p><b>Dig Two Graves (Grapple)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a move.</li> <li>* Reveal before resolving the turn.</li> <li>* If the type of your opponent's action matches this special, they lose energy equal to the amount you lose this turn.</li> </ul>
<p><b>The Way of the Samurai</b></p> <ul style="list-style-type: none"> <li>* Regain energy up to your maximum in all types.</li> <li>* You cannot be removed from this conflict until it ends, even if you reach 0 total energy.</li> <li>* At the end of the conflict, you die irrevocably.</li> <li>* Play out the conflict; even if the outcome is inevitable, the fate of your allies is not.</li> <li>* NPCs cannot use this special, for obvious reasons.</li> </ul>	<p><b>Yojimbo</b></p> <ul style="list-style-type: none"> <li>* Use before resolving a different character's turn.</li> <li>* This turn you lose the amount of energy they would have lost, and they lose 0.</li> <li>* Does not count against your limit of one special per turn.</li> </ul>	<p><b>Predictabo! (Attack)</b></p> <ul style="list-style-type: none"> <li>* Use before choosing a stance.</li> <li>* For this turn your opponent cannot choose a move with an action matching this special.</li> </ul>