

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

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

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

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