

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>	

Santa Carla (Defend) <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.	Wax On (Defend) <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.	There Can Be Only One <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.
Santa Carla (Grapple) <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.	Wax On (Grapple) <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.	Pressure Point <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.
Dig Two Graves (Attack) <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.	Santa Carla (Attack) <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.	Wax On (Attack) <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.

<h2>Liquid Metal</h2> <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.	<h2>I Already Know (Defend)</h2> <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.	<h2>Dig Two Graves (Defend)</h2> <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.
<h2>Drunken Monkey</h2> <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.	<h2>I Already Know (Grapple)</h2> <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.	<h2>Dig Two Graves (Grapple)</h2> <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.
<h2>The Way of the Samurai</h2> <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.	<h2>Yojimbo</h2> <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.	<h2>I Already Know (Attack)</h2> <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.