**Alternate Abilities :**

**Replace one of your Basic Abilties or Ultimates and are chosen AT THE BEGGINING OF THE GAME. You must verbally tell others what abilities you will use before the start of battle.**

**FOR ULTIMATES**

**IT IS ALLOWED TO USE A STANCE,MODE etc. ability again with no effect if it would lead to an Ultimate combo (of course each ability can still be used only once per Round).Once per game abilities can only be used once their expediture makes an ultimate impossible,if they are used as the last chain of an ultimate they are not considered used and thus are not expended.**

**Switch Abilties**

If an ability says switch ability 6. with ability 6.b. ability 6.b. can not be used in the same Round ability 6 was used and is considered exausted unless stated otherwise in the text.

If an ability is completly swapped with an alternate ability or completly different ability without the x.b. , x.c or excetera the ability can be used in the same round as normal.

**Sealed Abilities and Ongoing Effects (2019)**

If an ability is Sealed and its Effect is in play (such as Dios Za Warudo witch lasts 3 Turns) , the effect will continue untill it ends normally , but the ability is still Sealed and can not be cast again. If an Ability is Sealed and used in the same Turn it will take effects normally and then be Sealed (unless the user is Faster in which case the ability is Sealed before use and useless , the user of the Sealed ability than Skips his Turn instead of using it) .

**Skipping a Turn Speed**

Skipping a Turn has a base speed of 3 , multiplied by the individuals Stacks and other effects.

**Speed Rating :**

The Person with the highest Speed Rating has Priority and his ability is resolved first.

Hits Last After All others : -2

Hits Last : -1

Regular Ability : 1

Regular Ability with Stun : 1,5

Hits First : 2

Hits First with Stun : 2,5

Hits First Before All others : 3

Hits First with Stun : 3,5

Hits First Before all others even if all others hit first before all others : 4

\* If a Ranged attack is used against a melee attack the Ranged attack user gains +0,5 speed rating against the melee user.

**a),b),c) option Abilities**

And all other choose abilities choose after they see an opponents ability.

**Two a),b),c) option Abilities**

The one who is faster always chooses first,if both are same speed a die is rolled between them the higher one chooses last.

**Targeting Untargetables**

See rules for Stealth about Stealth.

If you attack a person and he becomes untargetable that turn you can not target him.

If you attack a person who becomes targetable that turn you can not target him(that turn) unless you ares slower than him.

**Counters vs Stuns and Counters vs Speed**

Counters are always faster than stun type effects.

A counter is still slower then than move that is naturally faster than it(Hits first... Not stun).it does not work unless the Counter is the same speed or faster.

If a move is both faster and has stun the Counter is not faster than the stun unless it can match or exceede its speed.

**STUNS AND ULTIMATES**

The ability in which the character is stunned is not used , is considered exausted and is not counted twards an Ultimate.

**Unrealised Techniques and Ultimate Combos**

Techniques Unrealised such as Counters not taking effect because of the lack of triggers , are not counted towards Ultimate Combos that time .

**IS A NEGATE OR IGNORED ABILITY EXAUSTED?**

Yes a Negated or Ignored ability is Exausted and can not be used in the same Round of combat,unless its text specifies that it can not be Exausted.

Negate abilities are not Counted towards Ulti Combo but Ignored or Immuned abilities are since they were successfully cast .

**Tournament Play :**

\* During the initital Choosing Phase each player first bans any 2 Heroes he can and wants to name,the baned characters may not be used during this tournament. Baning is optional each player may chose to ship it.

Next all Players choose 2 characters that are not banned. He is considered in the game as long as one is alive. The GM then draws cards randomly and resolves them - be they Duel(1v1), Co-op duel ( 2v2 ) , Crazy Rules or Mass Melee ( all current Players send 1 Hero to fight for them).

\*\* A character who DIES LAST is considered to be the ,,winner,, of the Duel but still dies at the resolution(ex. Guys Pump Up and heals to full HP but is forced by his own ability to take the healed hp as damage at the end of the round,he takes the damage and dies dropping to -20 hp). If both characters die at the same time it is a draw.

\*\*\* A character who survives the last round of combat of any Duel or battle in tournament play has all Stacks on him removed,his HP heals to maximum and all of his abilities that can only be used once per game can be used again.

\*\*\* A Player may give his characters to any other Player that has been eliminated from the tournament or is not currently playing, or may quit in which case his characters are treated as dead.

**Other Dimensions :**

If a Character is in another Dimension all abilities from the real world the ,,Prime Dimension,, where the game starts do not effect him. In fact he can not effect anything outside the dimension he is in unless specifically stated by one of his own abilties

\*Stacks carried over from one dimension to another still work normally such as poison,or buffs.

**Teleport Immunity** The Turn of teleporting all Actions cast by the teleported character (except the Teleport itself) that are equal to or slower in speed than the Teleport are Negated even if they can not be Negated , and the character is immune to all other effects that would be cast on him during the turn of the Teleportation unless faster or slower than him (before or after the teleport) .

**Other Dimension Disqualifycation** A character who purposfully Teleports to another Dimension and stalls the game for more than 3 Turns after the Teleport , while his opponent has no possible way of accessing that Dimension or winning will be disqualified from a Tournament and will automatically loose that Combat by withdrawl .

**Choice Abilities and Switch Abilities :**

\*If an ability offers an a) , b) , c)... Choice you can make the choice at the MOMENT your ability should resolve, you do not have to choce before you use the ability . This allows you to adapt to any situation as you see fit.

\*\* If an ability if switched via its own effect or some other ability into another variant for example Kenshiros Heaven Breaking Stance ability 5 into Ability 5.b.(Charge of Heaven) the ability with the 5.b. , 5.c. etc... Can not be used the same Round in which the previous ability with the same number was used.

**The Role of Good and Evil and Race**

It is up to the GM to determine verbally what Race and Alignment each character is,but if asked before hand he must answer truthfully.

**Stealth Rullings**

Taking damage while stealthed does not end Stealth(unless specified by the ability).

If you attack while in stealth your stealth ends(unless specified in the ability) , you may be targeted normally the turn you attack from stealth , **but Shield and Counter type abilities can target your attack in order to prevent it :D** , except if it is Invisible too.

**Corpses and Dying**

\*Whenever a Character(Hero or Servant) dies he leaves a Corpse.

\*\*If a character dies Stacks ARE NOT REMOVED FROM HIS CORPSE. Which means if a character had a Poison stack on his corpse and died , the Poison still keeps burning him after death.

\*\*\*A Corpse can still be targeted and damaged by any attack,stack or other ability as long as it is an enemy corpse.

\*\*\*\* If a reanimated being such as a Lich Kings ghoul dies , he can be ressurected again and again, untill the corpse either drops to -50 HP or is destroyed by another ability.

\*\*\*\* A Dead character can not use any abilities even Passives , except abilities like regeneration that would bring him back to life. Stacks placed on other characters before death by a dead character,still function normally.

\*\*\*\*\* If a character has a corpse and is at 0hp or less and is healed by another character and this bring him back with at least 1hp he is considered to be alive.

**Friendly Fire**

\* Willingly targeting and/or attacking an ally or Servant that is friendly is not allowed in beatdown unless specifically stated in the text of an ability. AoE abilities that hit all Characters are an exception and can be used normally.

**Loosing Stances**

\*Stances are not lost when Stunned as of the rullings of 2017,unlike previous iterations.

\*\* Unless your own Stance is negative(causes harm to you) you may choose to willingly leave it at the start of any Turn before you take any actions.

**Modes**

Once you enter a Mode you can not leave it unless specified by its own text,no ability can ,,turn off,, another characters mod. DBZ characters can Leave their modes at the start of any Turn before actions are taken but only if done so willingly .

\*\* If a character switches abilities by going into a new mode ( for example Ulquiorra into Ressurection) all of his abilities are considered not to be Exausted and can be used.

**Flying**

\*If a Flying Character uses a Melee attack against a non-Flying character , he is himself considered to be non-Flying for the duration of that turn , as he must lover himself to the ground in order to attack.

\*\*A character may willingly end Flying at the start of any of his turns,unless the Flying is forced by one of his opponents abilities.

**Surprise !**

The caster of any ability may switch his chosen ability for that Turn with a Surprise ! Ability it is used instead of the original chosen ability , the Surprise ability is used and Exausted and the original one is Neither Used nor Exausted and can be used again during the same Round .

**Grappling**

Grappling is a state in which the Grappled target can not Ignore/Dodge attacks , and always follows the Grapplers Flying mode (if the Grappler is Flying so is the Grappled , if he is not Flying the Grappled is not Flying) and can not gain or loose Flying on its own or via other abilities .

Grappling usually lasts untill the end of the Round it was cast in (unless otherwise specified) , if the Grappler is teleported to another Dimension or Killed the Grappled target is instantly freed .

**Immobilization**

Immobilized characters can not make Melee attacks (even those that can not be Negated or Ignored) . Abilities that have two ability types (ex. Attack and Counter ability at the same time) can not be used if even a part of their ability is a Melee attack . Immobilization usually lasts untill the end of the next Turn after the Turn it was cast (if not otherwise noted).

**Concentration**

Some Attacks such as Charged attacks require Concentration , being able to release or maintain an ability after/for x number of turns . If the caster is Stuned , Frozen, otherwise rendered unable to act or Killed or Teleported into another dimension his concentration is broken and the effect instantly ends. The Character may take another Action while concentrating but this will break his Concentration unless otherwise specified in the Ability .

**Attack Abilities That Cause Additional Effects**

Attack abilities that cause additional effects other then pure damage (such as Poison,Stuns,etc...) will not go of if all the damage from the original attack was absorbed or prevented in some other way as of the Rullings of 2017 , unless the text of the ability specifies that they must.This is considered ,,blocking the attack,,.

\*\* The above rulling applies ONLY TO ATTACKS, not to Shields or other types of abilities.

**Absorbtion and Extra Damage**

If extra damage should be dealt to a target , at least 1 regular damage must be dealt to it (and pass through its Absorbtio ) first .

**Of Servants and Masters**

\* Servants and Heroes summoned by other Heroes abilities always die if their Summoner is killed even if their abilities do not allow them to die.

\* If a master dies all Heroes and Servants he ressurected or summoned during this game instantly dissapear , as well as all Servants under his control.(Unless stated otherwise in his own text of an ability).

\* When Servants attack their attack is always Melee and always Hits Last unless it is otherwise Specified or they are buffed . **The master may use One Turn per Round and declare before others have chosen their abilities for that Turn ,,Servants attack,, at that point any and/or all of that Characters currently alive Servants attack if able.**

\*Servants are considered Characters and are thus able to be Buffed by any ability that is not Hero specific.

**Out of the Game**

\* If a being is removed from the game his corpse is removed , also all of his abilities do not function except those put onto other characters before his death.

**New Stuning Rules (2019)**

If the Stuner and the target (or enemy to be hit) have the same Speed Rating , then Stun is always faster . Two Stuns of the same speed at the same time are Equal in speed .

If any other ability would prevent the Stun or the Stuns Attack in total , and it has the same Speed Rating as the Stuner it has the advantage ignoring the above rule and takes place first.

Stuns are now considered Stacks and can be removed via Abilities that remove Stacks.

**Counters and other Abilities Rules (2018)**

Counter abilities have the advantage in speed over any other ability they counter if they have equal or above Speed Rating to them ignoring the speed bonus of Stuns (+0,5) .

**Buffing Non-Damaging Attacks (2019)**

**If you have a passive modifier that increases the damage you deal** with all attacks (or any other simmilar source of damage increase**) IT WILL NOT INCREASE THE DAMAGE OF ATTACKS THAT DO NOT DEAL DAMAGE** , but have other effects (such as Stuning, debuffs... etc) .

**Death and Stances / Modes (2019)**

Even if no other text specifies it , **dropping dead** (without an ability to instantly ressurect you or bring you out in another body) **also means you instantly drop back into your Base Form** , and the mode/stance must be entered again manually if you return to life afterwards.

**Ultimates Combo Errata**

\*If a characters ability is ignored , stunned or negated it still counts twards the Ultimates combo,even if it did nothing or did not go off. However if a characters Ultimate is stunned or negated the Ultimate is considered not to have gone off.

\*\*All Ultimates can only be used once per game if they go off succesfully(unless stated otherwise in their text).If an Ultimate is used but is negated/stunned or ignored it can be used again.

\*\*\*Using Haste to combo into an Ultimate is allowed for example on Turn 1 Guts uses Impossible Manuever which uses abilities 3 and 4 and on Turn 2 uses ability 5 using his Ultimate instantly

\*\*\*\* Ultimates can only be used from Round 2 of combat, unless stated in their Text

\*\*\*\* An ability used as the trigger for the combo does not take effect for example if abilities 3+4+5 are used the ability 5 does not activate,instead of the ability the Ultimate activates

**Jojos Bizzare Adventures Stands Rules**

Unless otherwise specified or not specified at all Stands are x Attack Servants / That share HP with their Summoner , them taking damage means that he takes damage and vice versa if one dies the other dies to . Stands are permanently Invisible to all those that are not Stands or are not of the Stand User Class but detect Invisibility works on them , this also applies to their Attacks and other abitilies cast by them . Stands can choose to gain Flying when they Melee attack (which is mosts mode of attack) . The master may skip 1 Turn to have the stand carry him , he gains Flying for that Turn but he can only do this once per Round . Stands can not be damaged by non-stand abilities (even those made by Stand Users) , but other abilities will work on them normally .

A Stand Servant may desumoned at the start of any Action(this is not an action) if so remove all Stacks from it .

If the Stand is Healed the master is healed and vice versa, if the master dies the stand is dessumoned but may be summoned again by the revived master .

The stand and its master have separate Stacks on their bodies .

If the master/servant is teleported to another plane of existance so is servant/master. There can only be one of the same named Stand per Character on the battlefield . Unless otherwise specified .

Summoning a Stand is an Action , unless otherwise noted .

\* Some stands are not Servants in game , but are attacks , shield abilities etc , such abilities and all abilities cast by stands are Invisible to all non-Stand users and all those who do not posses Stealth detection (see Invisible beings) \*

\*\* Many abilities on Jojo characters are marked with M-Master and S-Stand , if the master has a Stand type Servant it must be summoned for him to cast (S) marked abilities . Only the master may cast (M) marked abilities . If an ability has both the (S) and (M) marks both the Stand and the master may cast it .

\*\*\* The Stand user can see through the Stands eyes and vice versa , so if one is Blind and the other is not than they can still target , only if they are both Blind can they not target anyone .

**Attacking With Servants (2019)**

Attacking with a Servants base printed attack is no longer linked to him having attacked with the Masters Ability and can not be Exausted that way unless otherwise specified (ex. Dio uses Flurry of Blows to attack , his servant the World can still attack normally that Round) .

When Servants via basic attack they have a Base Speed rating of 2 Hits Last unless otherwise noted , but if they attack via the masters ability they share the masters Speed Rating (3 or Hits normally if not printed on the ability , including all bonuses to the master) .

Servant attacks and Abilities benefit only from buffs on the Servants . Servant attacks and Abilities can not be performed if the Servant is Stuned , Frozen , killed or otherwise unable to attack even those cast via the Masters ability . Stuning / Freezing the master has no effect on this , but killing him dessumons the Servants and may end their attack if it is slower (so even if Dio is Stuned he can still cast Abilities that are used through The World Servant or order him to Basic Attack ) .

**Attacks and Abilities Given by them (2017)**

If an attack gives a negative effect to another character it is applied only if the attack deals damage (unless the attack deals no damage to beggin with ) , if it applies a positive or negative effect on yourself (or positive on another) it always takes effect if the Attack is not Negated .

**Attacks that give Flying**

Attacks that give Flying may not just give you Flying without you making the attack , thus a Melee attack that gives Flying may not be used to dodge other melee attacks with Flying unless you target and attack a Flying enemy .

**Special Types of Heroes -**

\*These heroes differ from each other in some types of mechanics :

Champions - the ,,regular,, heroes 6 Basic Abilities and 1 Ultimate

Overkill Champions - these heroes have 8 Basic Abilities but no Ultimate

Pocketsized Champions - these Heroes have 4 Basic Abilities and 1 Ultimate but their ultimate only requires 2 abilities to combo instead of 3

Commanders - these Heroes have 4 Basic Abilities and 1 Ultimate , they can use only 2 abilities per Round but may Summon from a large list of Creatures to help them fight.

Bosses - especially challenging(and unfair) Heroes that require a team of other Heroes to beat

Yugioh Characters - use cards instead of regular abilites ,explained below in the Rules for Yugioh characters in addition to 15 cards all Yugioh characters have 1 special duelist ability.

***Rules for Yugioh Characters*** -

\*\*Due to their unique nature Yugioh abilities may not be Copied by other non-Yugioh characters.

\*\*\* If an enemy takes control of a Yugioh servant and they are not a Yugioh-Hero in their hands the monsters are just regular Servants with an ability, and do not follow the Rules of yugioh.

Constructing The Deck - all Yugioh decks are constructed from regular playing cards, each card number represents 1 card from the characters card list. All Decks consist of 15 cards , 3 of witch can be Duplicates unless otherwise stated. Some cards are not part of the Main Deck and are kept in a separate card Extra Deck they are not drawn and may be summoned only by their own or other card abilities.

Drawing Cards - All yugioh characters draw 5 Cards on turn 1, they draw 1 card each subsequent turn. If a Yugioh character draws but has no cards to draw he is considered removed from the game.

Summoning Monsters - A Yugioh character may summon 1 monster from the hand per turn(Normall Summon) but may Special Summon any number of times. A Yugioh character MUST summon a monster before all other actions take place. **All monster Summonings are treated as Summoning abilities and all monsters are Servants.**

Monster Abilties - are either active or passive abilties .

Duelist Abilities - are unique to the duelist , and are ***Shield type abilities***.

Spells - A Yugioh character may use spells at any time from his hand.A yugioh character may set Spells and activate them at any time.***All spells are treated as Shield type abilities.***

Traps - A Yugioh character must set the trap and wait 1 turn before he can activate it. He can activate the trap at any time after the 1 turn.***All Traps are treated as Shields.***

Using Monsters as protection - Yugioh characters may not be targeted as long as they control at least 1 Servant (this is not Stealth),however if any Servant under their control dies they take damage equal to the Servants Attack Points at the moment of death. Yugioh characters still take AoE attack normally.

Attacking With Monsters - Yugioh characters attack with monsters 1x times per Round , but can not attack the turn they Normall Summon or use a Spell card unless specifically stated in that cards text.

Dead Yugioh Monsters - are sent to the Graveyard or rarely are Removed from game. The Graveyard is sinonimous with a corpse .

A Trap , Spell or Active Monster effect is always considered faster than non-Yugioh abilities , if several Yugioh ones are present the last one aways takes effect first in that order. If a monster needs to attack to activate its effect its effect is applied after the attack , which is just a regular Servant attack slower than all other abilities.

**Abilities and effects that force you to take an Action in the next Round of combat**

Such abilities if they use the same Abilitys Action (and not another Ability) are Exausted in that Round after use , as well as they were in the previous Round . One can not simply choose not to follow through with them , unless specified in the text , Surprise ! can not be used to change this as well as other abilities can not,

\*Abilities that do something at the start of the next Turn before Actions are taken do not apply to this .

Predicting in the future resolving the effect of an Action that continues in the next Turn , the user of such an Ability must not lie and must say the name of the cast Ability and in which stage of casting it will be at the predicet turn(s) , the Prediction MUST come to pass so the Ability that causes an Action in the next Round must be used a Turn and Round prior to the predicted Turn in order for the Prediction to come to pass !

\*Round and Turn are pandams when appropriate in the above text

The Turn the effect of such Abilities are realised ARE counted towards a combo in an Ultimate (so a delayed Action Ability is cast in Round 1 Turn 3 , but takes effect in Round 2 Turn 1 is counted towards a Combo for an Ultimate in Round 2 (and Round 1 if possible) ) .

**Permanent Invisibility**

Permanently Invisible beings can not be forced to become visible by any means ! (but Invisible beings can target them normally) , unless the Ability that gives them Permanent Invisibility is Sealed and able to be Sealed .

Attacks made by Permanently Invisible beings (while they are such) are also always considered Invisible , unlike normall attacks from Invisibility which are considered Visible when used.

- Those who see Invisible beings see Invisible attacks

- If a being Attacks and remains in Stealth by any means during and after the Attack , that Attack is also Invisible

**Targeting Invisible Creatures Masters and Servants (2019)**

If the Master can see and target Invisible beings , the Servants can not unless they too have such an Ability , except Stand Servants who can target the same as their Masters . Masters may not target Invisible beings if their Servants can without their own ability , unless they are Stand Servants

**Exausting Abilities via effect**

If an effect makes an Ability Exausted and is faster than it in the same Turn , the Ability will not be used that Turn is skipped for the user .

Exausting an ability which has a prolonged effect in the next Turn that forces an Action has no practical effect , it will be Exausted but its Action will carry on as normall .

**States (2015)**

Are Flying , Stuned , Frozen etc... They are not Stacks but behave simmilarilly , they can not be removed by Abilities that remove Stacks and are unaffeceted by abilities that effect Stacks.

**Controlling a Heroes Servants and Summoned Heroes if you are controlling him (2019)**

When you take Control of a Hero , you also take control of all of his Servants (under his control) for the duration of you controlling that Hero . Summoned Heroes are not Controlled this way if their Summoner is being controlled (they will not despawn and will remain in control of their original master )

**Naruto Character Clones**

Naruto Universe Character Clone Servants do not leave any corpses , instead they despawn if they die .

***Pandams***

Pandams are simmilar words in several creators texts that in context of the Game mean the same thing , here is a list :

*Stealth = Invisibility*

*Dodge = Ignore*

*Block = Negate*

*Ignore Defenses = Ignore (damage) Absorbtion*

*Minion = Servant*

*Mode = Transformation*