



PANIC AT THE DOJO

LIBERIGOTHICA
GAMES

Jacob Randolph

Panic at the Dojo is copyright (2016-2018) by Jacob Randolph and Liberi Gothica Games.

All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

The content in this book is under the Creative Commons CC-BY-SA License:
<https://creativecommons.org/licenses/by-sa/4.0/>

The cover art, and many other art pieces, were created by:

Maddi Gonzalez: maddigzlz.weebly.com/ or @maddigzlz on twitter

Additional artwork was done by the following people:

Jacob Randolph: @veliministriari on twitter

Crossy: @crossync or @paperdarkfish on twitter

H.P. Heisler: hpheisler.com or @hpheisler on twitter

Ziggy Cohen: @sucrosefiction on twitter

TABLE OF CONTENTS

Chapter 1: Action Movie Universe	2	Chapter 6: Between Combat	112
What Is Panic At The Dojo?	3	What Are Skills?	113
How Do You Play?	4	Your Debut	114
Flow of Play	5	Troubles	115
Color Coding	6	Contests	116
Quick Look Glossary	7	Teamwork	118
Chapter 2: Tactical Combat	12	Chapter 7: Meeting Heroes	120
Entering Combat	13	Hero Creation Overview	122
Cinematic Weight	14	Hero Creation Checklist	123
Complications	16	Hero Building Advice	124
Bonuses and Penalties	20	Builds	126
The Last Stand	22	Focused Heroes	128
The Grid and Free Movement	24	Fused Heroes	132
Health Bars and The Initiative Meter	26	Frantic Heroes	136
The Turn	28		
Basic Actions	29	Chapter 8: Making Enemies	141
Taken Out and Heroic Spirit	30	Making Warriors	142
Obstacles and Tokens	32	Making Stooges	143
		Making Bosses	145
Chapter 3: The Basics	36	Boss Archetype Abilities	146
Understanding Forms	38	Enemy Creation Checklist	149
Understanding Archetypes	39		
Understanding Styles	40	Chapter 9: Enemy Forces	150
Visualizing Range	41	Encounter Design	151
Understanding Actions	42	Angels	152
		Cavalry	158
Chapter 4: Forms	44	Cyborgs	164
Blaster Form and Control Form	46	Demons	170
Dance Form and Iron Form	48	Flametongues	176
One-Two Form and Power Form	50	Gunkata	182
Reversal Form and Shadow Form	52	Phantoms	188
Song Form and Vigilance Form	54	Punks	194
Wild Form and Zen Form	56	Teachers	200
		Tricksters	206
Chapter 5: Archetypes	58	Underdogs	212
What Is An Archetype?	59	Wardancers	218
Angel	60	Winterblossoms	224
Cavalry	64	Boss Archetypes	230
Cyborg	68	<i>Backer Bosses</i>	
Demon	72	Maybe Lean	246
Flametongue	76	Grace Thoruson	250
Gunkata	80	Christopher and Christine	254
Phantom	84	Ahmose Sitkamose	258
Punk	88	Big Jay	262
Teacher	92	M3-70	266
Trickster	96	Princess Ruin	270
Underdog	100		
Wardancer	104	Thanks	274
Winterblossom	108	Detailed Glossary + Index	276
		Basic Actions	286

Chapter 1

Action Movie Universe



What Is *Panic At The Dojo*?

Panic at the Dojo is a roleplaying tabletop game set in a world where martial arts reign supreme, and also magic exists a little. All mundane personal conflicts (such as overdue rent, petty theft, movie opinions, and whose turn it is to do the laundry) are decided by high level martial arts fights, where people yell at each other a lot before throwing out punches, swords, explosions, ladders, shouted attack names, and various signature techniques that have been passed down for generations. At the end of the day, someone gets what they want and everyone else has to limp home empty-handed.

Basically, the world is exactly what you'd think it would be if the *Jackie Chan Adventures* cartoon was actually a documentary. Other examples to draw the setting from include: *Kung Fu Hustle*, the tabletop games *Feng Shui* and *Feng Shui 2*, *Avatar: The Last Airbender* and *Avatar: Legend of Korra*, *Shaolin Soccer*, *Dragon Ball*, *One Punch Man*, or *Fullmetal Alchemist*.

However, there is no specific setting to *Panic at the Dojo*. The setting the game takes place in is the setting that you want to play a game in! It's as simple as that. At least one group of playtesters has used the game for giant mecha combat, which was not intended but is very cool.

In this game, you and some friends will each take on the role of an average person in this universe, as a skilled fighter trying to carve out their own personal niche. You will usually be working together, but not always! There will be lots of enemies that get in your way, but at the end of the day, your goal is to get what you wanted and try not to give up too much to get there.

How Do You Play?

To play *Panic at the Dojo*, you will need some friends and some dice. You'll also need a way to record things, whether on paper with pencil, or digitally, with things like Notepad, Google Documents, or Microsoft Excel. You will also need to read this book, or at least the character creation parts while someone who has read the book explains the rest.

Panic is also a game with many different kinds of tokens, which are most easily marked using different colored dice, having a variety of poker chips, or any other method you find best.

My preferred method is to draw a bunch of small circles on a sheet of paper, label each circle with a different kind of token, and as you gain tokens, put a die on the correct circle to mark how many of that token you have.

Then, one player will be appointed the Director. The Director will need to read most of this book (Chapters 2, 3, 4, 6, and 8, along with bits of the other chapters as needed). They will be in charge of the challenges and obstacles everyone must face.

The Director will be making many, many characters to play as, or use the pre-made characters found in Chapter 8. Most of these characters will show up, have a fight, then disappear, but some will stick around as often as the Director wants to use them.

The other players will each make a Hero to play as. These characters are more complicated than most enemies the Director plays. The rules for making a Hero are found in Chapter 7, and you will heavily consult Chapters 4 and 5 while making your Hero.

Once all the Heroes are assembled and the Director knows what to do with them, the game begins! *Panic at the Dojo* is played over a series of tactical battles, and the outcomes of those battles determine how the plot proceeds from there.

Each hero has something they want, and the Director should place obstacles in their way to stop them from getting it. When the Heroes have fought through everything in their way and gotten what they wanted, they win!

Flow of Play

When playing *Panic at the Dojo*, the flow of play is as follows.

Before you sit down to play together, each player should make a Hero (Chapter 7). The Director should also make a compelling set of villains for them to face (Chapter 8), or use the many example enemies available to them (Chapter 9).

At the beginning of the game, each Hero introduces their character to everyone else using a Debut scene (page 114). This is their chance to show off and look cool, and they should take it.

Once each player has Debuted, the Director throws all of the Heroes into a fight. Each fighter establishes their motive (page 13). The Director sets the fight's Cinematic Weight (page 14).

Then, the fight happens, using the Tactical Combat rules (Chapter 2).

Once the fight is over, the winning side gets what they want, and the losing side makes their Last Stand (page 22). The Heroes must decide what it is they will do from there.

After each fight, each Hero must face a Trouble (page 115). If a villain is involved, that Trouble becomes a Contest (page 116). That Contest may lead into a fight with those enemies, depending on its outcome.

If each Hero successfully faces a Trouble or wins a Contest without getting into a fight, a new fight starts.

This process repeats until everyone gets what they want and has no more reason to fight, or until everyone is done playing *Panic at the Dojo* for the night.

When you next play *Panic at the Dojo*, you can pick up where you left off, or start over with a new adventure, as you see fit. If you start over, everyone should begin with their Debut, even if they are playing as a Hero we've seen before.

Color Coding

Some of the most important terms in *Panic at the Dojo* come up extremely often. In order to more easily differentiate them from one another, they have been color coded, as follows.

Stances are **Gold**. Hero characters each have three **Stances** they can use, and switch between them to change how they fight for the turn. Enemies have one **Stance** each, except for Bosses, which count as multiple enemies and have three **Stances**.

Forms are **Blue**. **Forms** are the main building blocks of fighting, and all fighting styles are based on one of the twelve forms. You create a **Stance** by combining a **Form** with a **Style**.

Styles are **Red**. **Styles** are how you differentiate your way of fighting from everyone else. **Styles** are modifiers, that change the way you use your **Forms** in combat. You create a **Stance** by adding a **Style** to one of the basic **Forms**.

Actions are **Green**. **Actions** are the things you can do during your turn in combat. You spend numbers from your **Action Pool** to use an **Action**, and then do what the **Action** tells you to do. There are **Basic Actions** that everyone has, as well as **Unique Actions**, found only on specific **Forms** and **Styles**. You can only use a **Unique Action** while in a **Stance** that gives that **Action** to you.

Character Options are **Purple**. Character Options include your **Build** and **Archetype**. All of these things are colored in Purple. Choices in Purple are binding, and cannot be changed. They give you **Abilities** that apply to your character at all times, regardless of which **Stance** you are currently using.

Skills are **Orange**. **Skills** are given to you by your **Forms**, and describe your character's life experience, abilities, and expertise. **Skills** cannot be used during combat, except to justify the cinematics of your **Actions**.

These particular elements are color coded because they will come up a lot, and every character uses all of them frequently.

Quick Look Glossary

Panic at the Dojo is a game with a lot of moving parts. This glossary gives a quick description of every term in the book, to give you an idea of what everything means before you get too far into the book.

You can find a more detailed Glossary on page 276, that defines each of these terms (and more) in full detail. The expanded Glossary also provides an index of each page where that term is explained or important throughout the book.

Abilities refer to the passive benefits given to you by an **Archetype**, **Form**, **Style**, or **Stance**, which you have access to whenever you are using that **Archetype**, **Form**, **Style**, or **Stance**.

Actions are the things you can do during your turn in combat. You spend numbers from your **Action Pool** to use an **Action**, and then do what the **Action** tells you to do.

Action Dice are determined by your **Form**. At the start of your turn, you will roll those dice, and add the numbers you roll to your **Action Pool**.

The **Action Pool** is a set of numbers you use during your turn. You must spend a number from this pool to use an **Action**. Your turn ends when your **Action Pool** becomes empty.

Archetypes are a collection of **Styles** that share a theme. The **Archetype** you choose limits what **Styles** you can use to make **Stances**. It also gives you a unique ability.

Armor prevents 1 damage from all attacks you take. You either have Armor or you do not, there is no double or triple Armor.

Basic Tokens are Iron Tokens, Power Tokens, and Speed Tokens. Some **Actions** and abilities will give you or let you spend a Basic Token of your choice.

Bonuses are special benefits that can be purchased using cinematic weight or heroic spirit.

Bosses are enemy units with multiple **Stances** and multiple health bars. They take multiple Turns each Round.

Buils are a small bonus ability every Hero gets just for being a Hero. Stooges also get a **Build**, but Warriors and Bosses do not.

Burning Tokens deal damage over time, and represent being set on fire, poisoned, or hit with delayed damage attacks.

Challenge Tokens force an enemy to attack you. Someone holding a Challenge cannot use a targeted **Action** that doesn't include their Challenger as one of their targets.

Cinematic Weight is used at the start of a fight to determine how many hit points each Health Bar has, what the Heal Value is, to take handicaps, and to buy bonuses.

Contests are Skill checks opposed by an enemy. Losing a Contest will always lead to a fight.

Copies are an obstacle that increases Range. When you perform an **Action**, you can perform that action as if you were standing where your Copy is.

Edges are obstacles that force you to leave play, such as cliffs, pits, or simply the edge of the play area. Anyone falling off an Edge is Taken Out if they cannot immediately spend Speed tokens to return to play.

Fog is an obstacle that reduces range. Your **Actions** cannot target an enemy standing in or adjacent to Fog unless you are adjacent to them.

Forms are the building blocks of fighting. There are 12 **Forms**, and every **Stance** must include one of them.

Free Movement is used by spending Speed Tokens, and is the main way to move during combat. Free Movement is not an **Action**.

The **Grid** describes the battle arena you play in. It can be square or hexagonal, and is used to represent movement and positioning during combat.

Healing restores hit points. It can heal you up to the maximum of your current Health Bar, and no further. Shields cannot be Healed.

Health Bars measure how many hit points, or HP, a character has. When your last Health Bar reaches 0 HP, you are Taken Out.

Some characters may have multiple Health Bars. When a health bar reaches zero, it breaks, and can no longer be healed.

The hit that broke your current health bar does not carry the damage through to the next health bar, and any extra damage is lost.

The **Heal Value** is determined by a fight's cinematic weight. Most healing restores HP equal to the Heal Value. The Heal Value is higher in fights with more maximum HP involved.

Heroic Spirit lets you fight on while Taken Out. When your turn comes while you are Out, you can use your Heroic Spirit to either donate your turn to another player, give the enemy team a handicap, or give your team a bonus.

A **Hit** is when you take damage from a single source. Some **Actions** will hit you multiple times.

The **Initiative Meter** measures the turn order, and its length is determined by how many Health Bars are in the fight. Each slot on the meter takes up a single turn, and a run through the entire initiative meter is a round. Every side in a conflict gets an equal number of turns per round, and the initiative meter is how this equality is measured.

Iron Tokens are used to block damage. When you take a hit while holding Iron Tokens, you can spend 1 or 2 tokens to reduce the damage you take by an equal amount.

Numbers are determined by your **Action Dice**, added to your **Action Pool**, and spent to perform **Actions**.

Obstacles are placed on the grid to make fights more interesting. Every battle should start with some obstacles in play. Some obstacles will fill their space, while others leave it empty.

Power Tokens increase the damage you deal. You may spend 1 Power Token when you hit an enemy to deal one more damage and push them one space.

Pulls move them closer to you. You may direct their movement however you like, but each space must be closer to you than the previous space they were in.

Pushes move them away from you. You may direct their movement however you like, but each space must be farther from you than the previous space they were in.

Range is determined by your **Style**. Most **Actions** can only target within their Range.

A **Round** is an entire run through of the Initiative Meter. Each health bar gets one turn during a Round. Heroes or enemies with multiple health bars will take multiple turns each Round.

Rubble is an obstacle that stops movement. It costs 1 extra Speed Token to enter a space with Rubble, and Pushes and Pulls that move into Rubble immediately end.

Shields give you an extra Health Bar, on top of your current health bar. You can only carry one Shield at a time. A Shield's maximum HP is equal to its current HP, and it cannot be Healed.

Skills are given to you by your **Forms**, and describe your character's life experience, abilities, and expertise. **Skills** cannot be used during combat, except to justify the cinematics of your **Actions**.

Spaces are a single tile on the grid. A space can be Empty or Full. Full spaces cannot be entered, while Empty spaces can be moved through freely. A space is Full if it contains a Hero, enemy, Copy, or Wall. A space is Empty if it contains nothing, an Edge, Fog, Rubble, or a Trap.

Speed Tokens let you move without spending **Actions** to do so. You gain Speed Tokens with the **Movement Basic Action**.

Stances are made by combining a **Form** and a **Style**. At the start of your turn, you must pick one of your **Stances**. You will remain in that **Stance** until your next turn.

Stooges are a group of enemies that act as one unit. They share a Health Bar and a **Stance**, and they take their Turns together each round.

Styles modify a **Form** to create a **Stance**. Each **Archetype** has five **Styles** to choose from when creating your **Stances**.

Taken Out, sometimes shortened to just **Out**, describes any character who currently cannot fight. At the end of each Round, Heroes, Warriors, and Bosses who were Taken Out may return to play. Stooges that get taken out never come back.

Targets are determined when you use an **Action**, and that **Action** will tell you who or what it can target. Targets must be within Range, unless stated otherwise.

Teleporting is a type of movement that ignores everything between you and your destination. When you teleport, you enter your target space directly from your current space.

Tokens are used to track positive and negative bonuses. You are given tokens by various **Actions** and abilities.

Traps are an obstacle that deals damage. When you enter a Trap's space, it deals 1 damage to you. At the end of every single turn, everyone standing in a Trap takes 1 damage. Each Trap can only deal damage once per turn.

Troubles are a Skill check. Between each fight, each Hero must overcome one Trouble.

Turns describe a single player's actions during a round of combat. At the start of your turn, you pick a **Stance**, then roll your **Action Dice**. You spend those numbers on **Actions** until you run out of numbers to spend, and then your turn ends.

A **Unit** is the term for a single participant in a fight. Each Hero is a unit, each Warrior is a unit, and each Boss is a unit. A group of Stooges is collectively a single unit.

Walls block all movement and targeting. You cannot enter or see through a Wall. If you deal 2+ damage to a Wall with a single hit, destroy it and replace it with Rubble.

Warriors are standard enemies, with a single **Stance**, one health bar, and one turn per round.

Weakness Tokens reduce the damage you deal. Whenever you hit an enemy while holding Weakness Tokens, reduce that damage by 2, then discard one Weakness token.

Chapter 2

Tactical Combat



Entering Combat

Every fight starts with a reason. Combat is never pointless. Someone involved has a problem, and they think the solution is through the other guy. You may be fighting because of a lie or a misunderstanding, or for some noble cause, or just simple self-defense. Once a fight becomes a fight, the reason doesn't matter anymore.

But a fight will never get to be a fight without a reason.

The first thing you need to establish in any given fight is why it's happening. Your reason might be noble, or complicated. It might be shallow and simple. It might be petty and selfish. It doesn't really matter much what your reason is, but you need to have one.

The challenger, the one who started the fight, goes first, then everyone else may give their reasons in whatever order they want. You need to tell us your reason and your goal. Your reason is why you want to fight, and your goal is what you want to accomplish or obtain. If you don't have both, you're not really ready to fight yet.

Some good, quick reasons, which you may use for inspiration or steal directly:

"I want to punch his smug little face so he never talks to me again."

"This is revenge for last time. I want to hurt them."

"My buddy wants to fight, and I've got their back."

"They've got our money, and I need that money real bad."

"They insulted my hair. I like my hair. I need to teach 'em respect."

"If someone doesn't stop them, they'll detonate a bomb inside the white house and kill the president!"

"They crashed my concert, and need to be removed from the venue."

"Nobody messes with the tunnel snakes and gets away with it."

Cinematic Weight

Once everyone's in the fight and we all know why, its time to determine how heavy the fight is. Heavier fights take longer, have more at stake, and have more complicated parts involved, while lighter fights are quicker, simpler, and easier.

There are five weight classes, and the Director must pick one to represent the feel of the fight. Featherweight fights are very simple, while World Weight fights are very complicated. The higher a fight's weight class, the longer that fight will take.

Lightweight, Middleweight, and Heavyweight are all of similar complexity, but each favors a different kind of character build, so mix them up to vary how the game flows and feels.

Featherweight: Featherweight fights go quick and don't mean much. A featherweight fight is a bunch of nobodies who messed with the wrong people. HP is low and the stakes are simple, so blitz tactics are favored, and healing is mostly valuable for picking people back up.

In a Featherweight fight, everyone has 6 HP per Health Bar.

The Heal Value is 2.

There are no Bonuses or Penalties here. This fight is not complicated, and it will be over before you know it.

Lightweight: Lightweight fights favor quick fighters and high damage attacks, as everyone goes down quickly. These fights are very dangerous, and should be used by deadly foes who want to play rocket tag. Defensive tactics are much less useful here, and fights end fast, one way or the other.

In a Lightweight fight, everyone has 9 HP per Health Bar.

The Heal Value is 2.

Each Hero starts with the default Bonus (+2 max HP). They may forego this team Bonus to give a single Hero a Bonus of their choice, or to give one enemy a Penalty.

Middleweight: Middleweight fights are the standard, and shouldn't favor any particular tactic over any other. HP is still a little low, but not so low that defensive tactics won't work, and an aggressive rush will be less effective than in lower weight fights.

In a Middleweight fight, everyone has 12 HP per Health Bar.

The Heal Value is 3.

Each Hero starts with the default Bonus (+2 max HP). They may forego this team Bonus to give a single Hero a Bonus of their choice, or to give one enemy a Penalty.

Heavyweight: Heavyweight fights favor tougher fighters, as everyone has enough health to shrug off all but the most aggressive blitz. These fights take a long time, so be prepared to plan multiple turns ahead.

In a Heavyweight fight, everyone has 14 HP per Health Bar.

The Heal Value is 4.

Each Hero starts with the default Bonus (+2 max HP). They may forego this team Bonus to give a single Hero a Bonus of their choice, or to give one enemy a Penalty.

Weight of the World: World Weight fights are complicated. They should be used for big, flashy boss fights or set pieces, especially ones with a lot at stake. Everyone is tough to take out and will last a while, if they can help it.

In a World Weight fight, everyone has 16 HP per Health Bar.

The Heal Value is 4.

At the start of the fight, each Hero picks one Bonus or one Penalty. If they pick a Bonus, it applies to them and only them. If they pick a Penalty, it applies to a single enemy of their choice.

The Director also picks one Bonus or one Penalty. If they pick a Bonus, it applies to one of their units. If they pick a Penalty, it applies to a Hero of their choice.

Complications

A fight's weight class isn't the only way you can affect its cinematic weight. Once you've determined a fight's weight class, the Director may add Complications to the fight. Complications will always make a fight last longer, so only use them when the dramatic weight they will add is worth more than the extra time investment.

Guest Heroes

An ally joins the heroes for this fight. To make a guest character, create a normal enemy, give them one health bar, and give them to the heroes to control. They add a Hero Slot to the Initiative Meter, and an Enemy Slot to go with it.

Guest Characters can be controlled by any player who wants to put them to use, and take 1 turn during any Hero slot just like everyone else. Their **Action Dice** are rolled by the Heroes and their actions are decided by the Heroes.

Guest Bosses keep all their Stances, and the player who controls them chooses their Stance for the turn, just as if they were a Hero.

Uneven Fights

This complication is simple - just assign more Health Bars to the fight than there are Heroes. This will add more enemies to the fight, making the Heroes outnumbered, but it will also give extra turns and health to the heroes, too. Add extra slots to the Initiative Meter equal to the number of extra health bars you hand out.

For example, in a fight with 4 Heroes, you could assign 6 bars to the fight. This will give each hero 1.5 health bars, and let you assign 6 enemy units, with one health bar each. Each side will get 6 turns per round, with two of the heroes getting an extra turn.

When assigning these health bars, there are two ways for each side to assign them.

The Heroes can divide the health evenly, splitting the extra HP from their spare health bars amongst all of them, rounded up. Or the Heroes can divide the health unevenly, handing entire health bars to the players who matter most in this fight. Which method the heroes want to use is up to them.

The even distribution is technically more "fair," but not every fight is fair. If they divide their health unevenly, the weaker players are likely to get knocked out early, letting them lend their heroic spirit throughout the fight. In addition, any buffs or bonuses given to the stronger players will have more of an impact, since they'll be more likely to stick around.

The Director also has two ways to assign the extra health bars. They can add more units to the fight, or pile extra health onto units they want to make an impact.

Unlike the Heroes, who have to work with some vague sense of fairness, the Director can be as uneven as they wish. If you want the heroes to fight a single group of Stooges with 6 health bars and 6 turns per round, that's just fine!

Bosses inherently take advantage of this rule by design, but there's nothing stopping you from applying it to whoever you want.

You should always use the Uneven Fighting complication during 1v1 or 2v2 fights, as the combat system doesn't work when Rounds are that short. You should always assign extra health bars so each side has at least 3 bars to work with.

Uneven Fighting is the most versatile complication, and one you should take advantage of often to keep fights fresh.

Switched Sides

Sometimes, after everyone's declared their reasons to fight, you may notice that someone on one side isn't on the same side as their friends. You may have a Hero join the enemy team, or an enemy join the Hero team, to fix this.

Enemies joining the Heroes become Guest Characters, as above. Heroes joining the enemies act on Enemy Slots instead of Hero Slots, and must work with the Director's units against the other Heroes.

If the Director needs to re-balance the units involved, they can either use the Uneven Fights complication to smooth things out, or add/remove Enemy Units to compensate for the difference.

This Complication doesn't usually add to a fight's length, so its very convenient to use often. It is especially useful for introducing new Heroes who initially oppose everyone else, but turn around and help them out later on.

In fact, you could use this Complication to have one of the players play a "Hero" who is never on the other Hero's side to begin with, showing up just to hassle the other players every fight!

Three Way Battles

If three groups are fighting all at once, things can get messy. For each Hero slot in the initiative, there are now two enemy slots - one for Team A and one for Team B. Build both Team A and Team B exactly how you'd build a team for a normal enemy encounter. Effectively, our heroes are facing twice as many enemies as they normally would!

But all is not lost, because they want to beat each other up, too. During a three way battle, an Ally is anyone you want it to be - you can heal or give friendly tokens to enemies whenever you like. Friendships fluctuate based on who wants what and when.

If you help someone out, give them a Favor token. If they help you out, they give you a Favor token. Label your Favor tokens as A, B, or Hero so you remember who you've helped out. You can only gain one Favor token per turn, even if you help multiple enemies.

Whenever someone goes to attack someone on your team, you may spend a Favor token to make them go bother the other team this turn. Only one Favor token can be used per turn - whichever team calls it first gets to use it.

For example, it is Enemy A's turn, and they go to attack one of our Heroes. Our Hero has a Favor A token, so they spend the token and say

no, you should attack Team B this turn. That enemy cannot attack Team A with attacks for the rest of this turn.

For the first couple turns, I recommend having Team A and Team B beat each other up and mostly ignore the Hero team, up until the Hero team starts giving them a reason. It shouldn't take long for that to happen.

Higher Stakes

And finally, you can make a fight more complicated by simply adding more complications! In a Higher Stakes fight, you may add Bonuses or Penalties to each side of the fight. You can apply a Penalty to everyone, or a Bonus to everyone, or give one specific unit a Penalty, however you please.

The only rule is that you must even out the Bonuses and Penalties. One Bonus is equal to a Bonus for the other team or a Penalty for the same team. So if you give all of the Heroes a Bonus, you must balance it out by giving all of the enemies a Bonus, or by also giving all of the Heroes a Penalty.

While you must even out the bonuses, you don't necessarily have to even them out cleanly. If you give four Heroes one Bonus each, maybe you'll balance that out by giving one enemy four Bonuses! Its up to you exactly how they're distributed, but this is a good way to make Bosses scarier.

Bonuses

Bonuses and Penalties are used to mix a fight up. They make things a bit skewed and uneven, to keep you on your toes.

As you might expect, Bonuses tip the scales in your favor, and give you an edge. They grant small but noticeable, immediate benefits. Gaining a bonus mid-battle can give you exactly the tool you need right when you need it.

Bonuses

Default: The Default Bonus is +2 max HP to every Hero in the fight. The Heroes starts with the Default Bonus in Lightweight, Middleweight, and Heavyweight fights, but they may forego the Default Bonus to give a different Bonus to one Hero, or to give a Penalty to one enemy.

The Default Bonus is only available as the default. When picking a Bonus (to replace the Default Bonus, with the *Heroic Power Up* optional rule, or using **Eye of the Style**), you can never choose the Default Bonus.

Counter: You gain 2 Control tokens (see **Control Form**, page 47).

Defensive: You gain Armor until the end of this round.

Found An Opening: Add  to your **Action Pool**. You may keep this number in your **Action Pool** until you want to spend it.

Freedom: For the rest of this round, you gain 2 Speed tokens at the start of each turn.

Power Up: You gain 2 Iron, Power, and Speed tokens.

Talk Big: Challenge an enemy you can see, then pull them up to four spaces.

Tactics: Place four Obstacles into empty spaces. They can be any obstacles you like, anywhere you want them.

Vigor: You heal twice the Heal Value.

Willpower: You gain a 4-point Shield.

Penalties

Penalties make things worse. Usually, a lot worse. Gaining a Penalty in the middle of a fight usually means immediately having your greatest strengths ripped out from under you. Penalties are much more specific than Bonuses, and target different kinds of fighting styles very specifically, so you can be sure the Penalty you receive is something you absolutely do not want.

The "you" listed in these Penalties refers to the person receiving the Penalty, not the person giving the Penalty.

Burned: You gain 4 Burning Tokens.

Dazed: Your **Stance's Abilities** don't work for the rest of this round. You can still use its **Unique Actions**.

Defenseless: Destroy your active Shield. You cannot have Armor or use Shields for the rest of this round.

Enraged: For the rest of this round, after you take damage, you also take the Challenge token of whoever damaged you. You must always replace the Challenge token you were holding before.

Exhausted: You gain 4 Weakness Tokens.

Handcuffed: When you gain this penalty, pick someone within 2 spaces of you and pull them 1 space. The two of you are now partners, and neither of you can move or teleport to a space that isn't adjacent to your partner.

Both of you can spend Speed Tokens to move the other with the normal Free Movement rules. If one of you is pushed or pulled, the other is pulled until they are adjacent to their partner. Partners cannot **Throw** each other.

Missed Opportunity: On your next turn, after you roll your **Action Dice**, discard the highest number in your **Action Pool**. If multiple numbers are tied for highest, discard only one of them.

Power Down: You discard all Basic Tokens you hold. You cannot gain Power or Iron tokens for the rest of this round.

Spotlight: Destroy all of your Copies. For the rest of this round, your enemies ignore Fog when determining if they can see you.

Trapped: Place a Trap in your space and each empty adjacent space.

The Last Stand

Every fight ends with a dramatic climax. Somebody got beat, somebody is standing tall over them. They try a last ditch plan to come out on top, and then the winner takes control of the narrative and decides how it all ends.

You already know who wins, you just fought it out to decide that. But no warrior worth their salt goes down like a chump. You always go down swinging.

The most important person on the losing side is the one to make the Last Stand. If the Director lost and there isn't a Boss on the losing side, use the last Warrior to fall. If the Heroes lost, use either the last Hero to fall or the Hero with the most emotional investment in the fight.

When you make your last stand, you tell us three things.

- 1: What do you want most out of this fight?
- 2: How far are you willing to go to get what you want?
- 3: What's your last ditch plan to get what you want?

Your last stand narrative can even involve you turning the tables and winning for a bit! Directors should especially use this if they want their villains to be scary or intimidating. A villain who throws a hero to the edge of a cliff and starts monologuing before the hero turns it around on them is both common and fun to play.

After telling us your last ditch plan, you do it, but now the winning side takes over the narrative. They also tell us three things.

- 1: How do you stop their last ditch plan?
- 2: What punishment do you dish out to them? How much punishment you can give them is dependent on how far they were willing to go - the farther they go, the more you can hurt them for it.
- 3: What are you willing to give them, and what do you take for yourself?

How much you give them is dependent on how much punishment you gave - the more you hurt them, the more you have to concede to them here. So if they're willing to go far for what they want, you can let them off lighter to give them less of what they wanted.

Then, the winner defines their victory. Anything that was at stake during this fight is up for grabs, and the winners takes some and gives the loser their scraps. However, you can never give the loser nothing - you must give them something, even if its just the satisfaction of a fight well fought or a good scar they leave you.

If they had something they desperately wanted and went all the way for, you should give it to them. If they were willing to concede as soon as it was clear who won, you can give them very little, like just letting them run away with nothing to show for it. How much you give should be proportional to how far they went and how much hurt you put on them.

Once you have determined exactly what each side got out of the fight, its over. The fight is settled. At the end of the fight, the losers flee, everyone heals to full health, and everyone discards all tokens they hold. Everything is over and you're ready for whatever comes next.



Combat Rules

Now that we've discussed everything around a fight and how it works, its time to talk about how to actually have a fight.

The Grid

The Grid references the battle map you play on. The map is a square grid where everyone uses a single figure to represent themselves. All heroes and most enemies take up one space on the grid.

At minimum, this grid should be a roughly 10x10 space, and at most, 20x20. However, this grid doesn't need to be a square itself - 6x14, or 10x15, or an L-Shape, or a big donut with a hole in the middle to represent a volcano, these can all work just fine.

Everything outside of this grid is an Edge. Anyone thrown off an Edge is temporarily removed from the fight.

Free Movement

Movement on the grid is handled using Free Movement, which is powered by Speed Tokens. Everyone can gain Speed Tokens from the **Movement Basic Action**, and some Forms or Styles will grant you additional Speed Tokens.

While you hold any speed tokens, you may move one space in any direction at any time during your turn between **Actions**, or in the middle of one of your own **Actions**.

You can use Free Movement during enemy turns, but only at the start of their turn, the end of their turn, or when you are placed over an Edge.

After you use Free Movement, you must discard Speed Tokens. If you moved laterally (up, down, left, or right), discard 1 Speed token. If you moved diagonally, discard 2 Speed tokens.

If you moved onto Rubble, discard 1 more Speed token. You discard your tokens after moving, so even if you only have 1 Speed token, you could still use it to move diagonally and/or onto Rubble.

You cannot use Free Movement if you have no Speed tokens.

At the end of each turn, everyone discards all of their Speed tokens. You may spend them before they get discarded, even if it is an enemy's turn.

Terrain

The grid isn't interesting unless it is full of things to interact with. Terrain is represented by Obstacles, most of which will be Edges and Walls. There's two main ways to decide on the terrain of a battlefield.

The first is Free-form. The Director draws the shape of the arena, making sure it is big enough for everyone to fit in and move around in. Then, along each edge of the arena, the Director decides if it is a Wall or an Edge.

If a Wall at the edge of the grid is broken, there is only Edge beyond it.

Once that's been done, each player may add an Obstacle to the arena, to fill it out with interesting things to play around. Each player may add a single type of obstacle (Edges, Fog, Rubble, Traps, or Walls). You may add up to 6 spaces of that obstacle, shaped however you like to make it work.

Once each player has added their obstacles, the Director may either clear some space (if things are too cluttered), add one more obstacle (if they so wish), or let it be. Then, the battle begins.

The Obstacles are found on page 32.

Optional Rule: World of Cardboard

If you want to make characters feel more powerful, you may have them destroy the world around them circumstantially, just by being thrown around the battlefield. To do so, implement the following rule:

When you push or pull an enemy into a Wall, they enter the Wall's space, destroy the wall, and replace it with Rubble. The push or pull ends there.

This rule removes the ability to punch someone with their back against a wall over and over for high damage, but does allow you to punch enemies straight through a wall, by hitting them into the wall then following up with another push.

Use this rule if you want a more cinematic, super-hero feel to the game. Do not use this rule if you want a more grounded, human level of strength.

Health Bars

Health bars are exactly the same here as in other games - they have a certain amount of health in them, and when your last health bar reaches zero, you get Taken Out. Each health bar's value is determined by the Weight of the fight, and your health is reduced when you take damage.

When you have multiple health bars, you take damage to them in order. When one of them falls to zero, that health bar breaks, and you can no longer Heal past that point. The hit that broke your health bar does not carry into the next health bar, and the extra damage is lost.

So if you have 4 HP left in your current health bar and take a 10 damage hit, you do not take that extra 6 damage, even if you have a health bar to spare. If instead you take two hits for 5 damage, the first hit will stop at 4, but you will take 5 damage off of your next health bar from the second hit, for a total of 9 damage taken.

The Initiative Meter

Initiative is handled using an Initiative Meter, with several open spaces on it. The number of slots on the Initiative Meter is equal to the number of Health Bars in the fight.

A **Turn** is a single slot on the initiative meter, starting with someone rolling their **Action Dice** and ending when all their actions have been spent. At the end of each turn, everyone discards all of their Speed tokens. You may spend them before they get discarded, even if it is an enemy's turn.

A **Round** is the entire run through the meter, from top to bottom. At the end of each round, anyone removed from battle comes back, and once-per-round abilities refresh.

The first slot is always a Hero slot - any hero may go first, and it is up to the players to decide who takes this slot.

After they take their turn, the next slot is an Enemy slot - the Director picks a single unit from their side and takes their turn.

The next slot is another Hero slot. Any hero may act now, but not a Hero who has already filled in a slot this round. After their turn is another enemy slot, and any enemy may take it except for an enemy who has already filled a slot this round.

This goes down the line until all Heroes have taken a slot, and all enemies have taken a slot.

If there are more health bars than there are fighters (such as if a Boss is present, or if this is an Uneven Fight), then fights with additional health bars may take extra turns.

For example, a Boss with 4 Health Bars gets four Turns per Round. Even after some of the Boss's health bars break, they will still take four Turns each Round.

For another example, in an Uneven Fight with 5 Health Bars, if there are only four Heroes, one of them will take an extra turn at some point during the round.

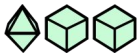
Which one takes the turn depends on how the health bar was distributed. If health was split evenly, anyone may take the extra turn, depending on who needs it.

If the second health bar was given to a single hero, that hero gets two Turns per Round for the entire fight. If a hero is given 3 health bars, they get three Turns each Round, and so on.

The Turn

When your turn rolls around, the first thing you do is choose a **Stance**. You may choose any one of the **Stances** you made for your hero during character creation.

Once you have chosen your **Stance**, you roll the dice that **Stance** gives you. These are your **Action Dice**, and the results of your dice form your **Action Pool** for the turn. The results of your roll are also known as your **Numbers**.

Each die is counted separately as its own number. You do not add any dice together. For example, **Iron Form's Action Dice** are . You roll one eight sided die and two six sided dice at the start of your turn, and keep the dice on the numbers they roll. So if you roll a **5**, a **4**, and a **1**, those are the numbers that form your **Action Pool** for the turn.

To take your turn, you spend your numbers on any **Action** you have access to and can afford. Keep your dice in a group together, and as you spend them during your turn, take them out of the pool. Your turn continues until your pool of numbers is empty.

Every **Action** requires a minimum number to use. This is represented by a number followed by a plus (+).

For example, a **2+ Action** requires you to spend a 2 or higher. If you do not have a 2 or higher number in your **Action Pool**, then you cannot perform that **Action**.

You can always spend your numbers on the **Basic Actions**. The Basic Actions are **Movement**, **Damage**, **Throw**, **Grapple**, **Open The Path**, **A Challenge Approaches**, **Put It Out!**, **Bring It On!**, and **Rescue**.

Every **Form** and most **Styles** also give you access to **Unique Actions**, which you can only use while in a **Stance** containing that **Form** or **Style**. **Unique Actions** allow you to do things no one else can, and they are the main thing that makes one **Stance** different from another.

At the end of each turn, everyone discards all Speed Tokens they hold.

The Basic Actions

X: Movement

You gain X Speed tokens.

1+ or 3+ or 5+ or 7+ or 9+: Damage

Choose one enemy within your range. Deal 1 damage to them.

3+: Deal 2 damage instead.

5+: Deal 3 damage instead, and push them 1 space away.

7+: Deal 4 damage instead, and push them 1 more space.

9+: Deal 5 damage instead, and push them 1 more space.

X: Throw

Choose an adjacent enemy or ally. Push them up to X spaces.

X: Grapple

Choose an enemy or ally within range. Pull them up to X spaces.

1+ or 4+ or 8+: Open The Path

Choose an obstacle within range and destroy it.

4+: Also destroy every obstacle adjacent to it.

8+: Also destroy every obstacle adjacent to those obstacles.

1+: A Challenger Approaches

Challenge an enemy within **Range 1-4**.

2+ or 4+ or 7+: Put It Out!

Remove one token from someone within range.

4+: Remove one more token from them.

7+: Remove one more token from them.

4+: Bring It On!

Challenge any number of enemies you can see.

5+: Rescue

Choose an ally within range with zero HP, or an ally who is not in play. That ally heals. If that ally is not in play, they return to play in an empty space of their choice.

Taken Out

There are two ways to be taken out - you can be dropped to zero HP, or you can be removed from play, usually by falling off an Edge. If everyone on one side of a battle is Taken Out, then they lose, and the fight is over. Proceed to the Last Stand.

If you are Taken Out, you fall, and cannot move, attack, or be attacked anymore. You cannot gain or lose tokens, you cannot be targeted by enemy **Actions** or abilities, and you cannot be targeted by friendly **Actions** or abilities either.

You are not in play, and do not take **Actions**, cannot be targeted or moved, and anything affecting you (like Burning tokens, Traps, or Challenges) are on hold until you get back.

There is one exception: if an **Action** heals an ally, it can target allies who have been Taken Out. If you are healed while you are in play, you get back up and are immediately returned to the fight.

If you were Taken Out by being removed from play, healing will not return you to play, but it can still target you.

Coming Back

At the end of each Round, everyone who is removed from play may decide to come back before starting the next Round.

If you decide to return, place yourself in any open space adjacent to an Edge, and you're here again, in exactly the condition you left. If there are no Edges in play, the edges of the map count.

Stooges do not get a chance to come back this way. A Stooge who has been thrown off an Edge is gone for the rest of the fight.

Big Boss Comebacks: Bosses get a special rule for coming back. If the only enemy in the fight is a single Boss, they cannot get Taken Out by being thrown off an Edge. They just jump right back onto the battlefield.

If the big boss is not in play at the start of their turn, they take 3 damage, and may return to play anywhere they like before taking their turn as normal. If this damage drops them to zero HP, then the battle is over, and they actually did lose by ring-out.

Heroic Spirit

If a Hero or Enemy Unit is taken out, they still take turns!

When you've been taken out and you take a Hero Slot, your turn plays out mostly as normal, to begin with. You choose your **Stance** and roll your **Action Dice** for the turn.

But, since you've been taken out, you don't use your **Action Dice** to take your own actions - you choose another player, and give them the numbers you rolled. They take another turn, using your roll and their current **Stance**. This sharing of power is known as your **Heroic Spirit**.

Before giving them your Heroic Spirit, tell them what your hero would want them to do right now. They don't necessarily need to respect your wishes, but they probably should. You did just give them an extra turn.

In this way, even as a battle winds down, each side still gets an equal number of turns. A cornered enemy is at their most dangerous, but so is a cornered hero.

If your **Stance** heals you at the start of the turn, or lets you take your turn while at zero HP, you don't get to use your Heroic Spirit. Instead, you just take your turn as normal.

Optional Rule: Heroic Power Up

In place of giving them all of your numbers, you may choose to give them a Bonus. Discard the lowest two numbers from your **Action Pool**, then choose any of the Bonuses on page 20. They get that Bonus in addition to your remaining numbers.

With this rule, you still give away your turn, handing off your biggest numbers to your allies, but you also give them power ups. This rule will slow down play by adding an extra layer of complications, and is only recommended if you have the list of Bonuses right in front of you and feel comfortable applying them on the fly. But it will let players add a personal touch to their Heroic Spirit, and add a layer of decision making to the end of a fight.

Obstacles

Obstacles take up a single space on the battle map. There are six obstacles: Copies, Edges, Fog, Rubble, Traps, and Walls. If an Obstacle is placed in another Obstacle's space, the new Obstacle overwrites the old one.

Copies: Copies are exact replicas of yourself. Every Copy is named after the person they are a Copy of, and that person is referred to as their Original. Copies can be targeted either as an enemy or as an obstacle.

When the Original uses an **Action**, they may have one of their Copies use that **Action** instead. A Copy can be moved with Free Movement. If a Copy takes damage, it is destroyed.

Anything done to a Copy happens only to the Copy, and is not repeated against the Original. If a Copy takes damage, it is destroyed and the Original suffers no consequences. If a Copy is given tokens, those tokens just disappear. If a Copy is pushed or pulled or teleports, it is moved just as anyone else would be. Copies are full space.

Copies cannot be placed during **Free Terrain** placement.

Edges: Being over an Edge removes you from battle. When you are over an Edge, you may spend Speed tokens to try to save yourself. If you are ever over an Edge with zero Speed tokens, you are immediately removed from play. Edges are empty space.

Fog: Enemies inside or adjacent to Fog can only be targeted at **Range 1**. Allies in Fog can be targeted normally. For the purposes of **Actions** and **Abilities**, anyone benefiting from Fog is 'in Fog,' even if they are standing next to it. Fog is empty space.

Rubble: If you are pushed or pulled onto a space with Rubble, that movement ends. If you move onto Rubble using Free Movement, you must discard 1 Speed token.

Rubble can be targeted as an enemy. If Rubble takes 2+ damage in one hit, it is destroyed. Rubble is empty space.

Traps: When you move into a space with a Trap, it deals 1 damage to you. At the end of every single turn, everyone standing on a Trap takes 1 damage. Each Trap can only deal damage once per turn. Traps are empty space.

Walls: No one can move onto, move through, see through, or target enemies through a wall. If a Wall is destroyed, replace it with Rubble.

Walls can be targeted as an enemy. If a Wall takes 2+ damage in one hit, it is destroyed. Walls are full space.

Tokens

Many battle effects are tracked using Tokens. Even moving across the battlefield uses them, by tracking your Speed. Tokens let you track buffs, damage, speed, all sorts of things.

Many abilities refer to the **Basic Tokens**, usually by letting you gain or spend a Basic Token of your choice.

The **Basic Tokens** are Iron, Power, and Speed tokens.

Basic tokens are very common among all Archetypes and Forms, but **Song Form**, the **Cyborg**, and the **Underdog** specialize in Basic Tokens of every variety.

Iron Tokens: Iron tokens are basic tokens that grant damage reduction on demand. Iron tokens are primarily used by **Iron Form** and **Tricksters**, but they are common across many **Archetypes** and **Styles**.

When you are targeted by an enemy's **Action**, you may spend Iron tokens. For each Iron token spent, that **Action** deals 1 less total damage to you, and moves you 1 less total space than it otherwise would have.

Iron tokens apply to the total, cumulative effect of the **Action**. So if an **Action** hits you three times for 1 damage each, dealing a total of 3 damage, you would need to spend 3 Iron tokens to negate that **Action's** damage to you.

Power Tokens: Power tokens are basic tokens that give your attacks more impact. Power tokens are primarily used by **Power Form**, but they are common across many **Archetypes** and **Styles**.

When you deal damage with a hit, you may spend one Power token to increase that damage by 1.

When you push someone, you may spend one Power token to push them 1 space further.

If you deal damage and push them with the same hit and spend a Power token, you increase both the push and the damage by 1. This is not optional. If you spend a Power token to increase one effect, it will increase the other as well.

You can only spend 1 Power token per hit.

Speed Tokens: Speed tokens are basic tokens that grant Free Movement. Speed Tokens are primarily used by **Dance Form** and **Shadow Form**, but they are common in many **Archetypes** and **Styles**.

While you hold any speed tokens, you may move one space in any direction at any time between **Actions**, or in the middle of one of your own **Actions**. You can use Free Movement during enemy turns, but only at the start of their turn, the end of their turn, or when you are placed over an Edge.

After you use Free Movement, you must discard Speed Tokens. You discard your tokens after moving, so even if you only have 1 Speed token, you can still use it to move diagonally and/or onto Rubble.

If you moved laterally (up, down, left, or right), discard 1 Speed token.

If you moved diagonally, discard 2 Speed tokens.

If you moved onto Rubble, discard 1 more Speed token.

You cannot use Free Movement if you have no Speed tokens.

At the end of each turn, everyone discards all of their Speed tokens. You may spend them before they get discarded, even if it is an enemy's turn.



Other Common Tokens

All other tokens are non-Basic tokens. The most common non-basic tokens are Burning, Challenge, and Weakness tokens, although other kinds of tokens exist.

Many non-Basic tokens are used only by a single **Archetype**, and can only be found by fighters using those **Archetypes**. Only **Demons** use Chaos Tokens, only **Teachers** use Training Tokens and Inspired Tokens, only **Control Form** uses Control Tokens, and so on.

Burning Tokens: Burning tokens represent being on fire. Burning Tokens are primarily used by the **Flametongue**.

At the end of your turn, if you have any Burning tokens, you take damage equal to the number of Burning tokens you hold. Then, you discard half of your Burning tokens, rounded up.

For example, say you have 5 Burning tokens. When you end your turn, you will take 5 damage, then discard 3 of your Burning tokens, leaving you with 2 Burning tokens left.

Challenge Tokens: Challenge tokens are special. You can only hold 1 Challenge token at a time, and each Challenge has a name attached to it - "Redd's Challenge," for example.

Challenge tokens are primarily used by the **Angel** and the **Punk**.

When an **Action** tells you to challenge someone, it means you give them a Challenge token with your name on it.

If you are given a Challenge token while you already hold one, you may choose whose Challenge you wish to keep.

While you hold someone's Challenge, all of your **Actions** must include them as a target. You can still take **Actions** that do not have a target, such as **Movement**, but **Actions** that target only allies cannot be performed while you hold a Challenge. At the end of your turn, if you damaged the person whose Challenge you hold, discard it.

When someone gets taken out or leaves play, everyone who is holding their Challenge token discards it.

Weakness Tokens: Weakness tokens represent your strength being drained or held back.

Weakness tokens are primarily used by **Vigilance Form**, the **Demon**, and the **Winterblossom**.

Whenever you deal damage, if you are holding any Weakness tokens, reduce that damage by 2, to a minimum of 0. Then, discard 1 Weakness token.

Chapter 3
The Basics



Basics of Play

Panic at the Dojo is, at its core, a game about fighting. You use various styles and special attacks to defeat your enemies and get what you want. The way you represent your combat style is by creating **Stances**.

Stances are made by combining a **Style** and a **Form** together. The final **Stance** consists of all **Abilities** and **Actions** from the **Style** and **Form** you combined.

This chapter will go in depth about each of these: **Forms**, **Archetypes**, **Styles**, **Abilities**, **Actions**, and **Stances**.

Forms are the basic building blocks of fighting. There are twelve of them, and every Hero has access to three different **Forms**. You can find all of the **Forms** in **Chapter 4**.

Archetypes are a collection of **Styles** with a similar theme. You will have between one and three **Archetypes**, depending on how focused your Hero is. Your **Archetype** gives you a passive **Ability** that you can use regardless of your current **Stance**.

Styles are your personal spin on it, and modify the basic **Forms** to create your own method of combat. Every Hero has three different **Styles**. The **Archetypes** and **Styles** are found in **Chapter 5**.

Abilities are passive benefits that are granted to you by your **Archetype**, **Forms**, and **Styles**. Even if you know a **Form** or **Style**, you only gain the benefit of its **Abilities** while you are using it.

Your **Archetype Ability** is constant and always applies to your Hero, regardless of your **Stance** (except for Frantic Heroes).

Actions are active attacks and moves you can perform, usually during your own turn, by spending numbers or tokens. Everyone can always perform the **Basic Actions**. Every **Form** and most **Styles** give you **Unique Actions** you can only perform while in that **Form** or **Style**.

Stances are made by pairing a **Form** with a **Style**. Every Hero has three **Stances**. Your **Stances** determine how you fight, and are vital to building the Hero you want to play. A **Stance** has every **Ability** and **Action** of the **Form** and the **Style** used to make it.

You can find more information about making **Stances** in **Chapter 7**.

Understanding Forms

1

Dance Form

Alt: Circle / Crab / Hurricane / Shuffle Form

ACTION DICE

2



3



4



3

After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

4

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

5

Put On A Show

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

- 1

Name: The name of the **Form**. Each **Form** has five possible Names. They are referred to throughout the book as their the primary name (**Power Form**). When you take a **Form**, you may use any name that sounds cool (**Power**, **Blade**, **Rage**, **Sun**, or **Tiger Form**).
- 2

Action Dice: At the start of your turn, you will roll these dice to determine the **numbers** in your **Action Pool** for that turn.
- 3

Ability: Each **Form** has a passive **Ability** you have access to while using that **Form**. **Abilities** are constant. While you are in a **Stance**, the **Abilities** of your **Form** and **Style** are active and true.
- 4

Unique Actions: Every **Form** has between one and three **Unique Actions** it will give you. You can perform a **Form's Unique Actions** only while using that **Form**, or while using a **Stance** containing that **Form**.
- 5

Skill: Each **Form** gives you a **Skill**. You use **Skills** to resolve out-of-combat situations. You may trade one of your three **Skills** for any other **Skill** during character creation.

Understanding Archetypes

2

Focused Angel

1

3

At the start of your turn, Challenge an enemy you can see, then deal 1 damage to them, then heal 1.

After you Challenge an enemy, deal 1 damage to them and heal 1.

4

The second half of the **Focused Angel Ability** does trigger off of the first half. The end result is that at the start of your turn, you Challenge an enemy, deal 2 damage to them, and heal 2.

1

Name: The name of the **Archetype**. Heroes are described by their **Archetypes**, such as "**Focused Angel**" or "**Fused Cyborg / Punk**."

2

Hero Type: Focused, Fused, and Frantic Heroes each get different **Archetype Abilities**. Take the **Ability** that matches the type of Hero you are creating.

Enemy Warriors and Bosses always use the **Fused Ability**.

3

Ability: Each **Archetype** has a passive **Ability** you have access to at all times. These **Abilities** persist across all of your **Stances**. The rules of that **Ability** are found here.

4

Clarifications: Some **Abilities** have rules clarifications. These are placed after the relevant **Ability**. If the clarification applies to each **Ability** of the **Archetype**, the clarification will be after the **Frantic Ability**.

The **Archetypes** also include several paragraphs describing the core strengths and weaknesses of the **Archetype**. Use these descriptions to get a feel for each **Archetype**, and to help you decide on which one(s) to pick for your Hero.

Understanding **Style**

1

Pressure Style

2

Range: 1-2

3

At the start of your turn, give one Weakness token to every enemy within range.

4

5+: Apply Pressure

4

Choose one enemy within range. Deal damage to them equal to the number of tokens they hold.

You can only use **Apply Pressure** once per turn.

1 Name: The name of the **Style**. When this **Style** is combined with a **Form** to create a **Stance**, the **Style's** name goes first. For example, combining **Pressure Style** with **Vigilance Form** would make **Pressure Vigilance Stance**.

2 Range: Your attack range is determined by your **Style**. When an **Ability** or **Action** tells you to do something "within range," it means that **Ability** or **Action** will only work on targets that are this many spaces away from you. See **Visualizing Range**, on the next page, for more info.

3 Ability: Each **Style** has a passive **Ability** you have access to while using that **Style**. **Abilities** are constant. While you are in a **Stance**, the **Abilities** of your **Form** and **Style** are active and true.

4 Unique Actions: Every **Style** has between zero and three **Unique Actions** it will give you. You can perform a **Style's Unique Actions** only while using that **Style**, or while using a **Stance** containing that **Style**.

In **Chapter 5**, each **Style** has a few paragraphs of text below it. If there are any rules clarifications, these come first, explaining any corner cases or common situations involving that **Style's Ability** or **Unique Actions**.

The remaining paragraphs list a few recommended **Stances** you can make using that **Style**. These **Stances** always use the common name for the **Forms**, so **Pressure Style's** suggested stances are listed as **Pressure Vigilance**, **Pressure Blaster**, and **Pressure Control**.

Each paragraph includes a sentence or three explaining why these suggested **Stances** are a good idea. These lists are recommendations, but they are also just suggestions. You are free to combine any **Style** with any **Form** you wish, and you are not required to make one of the listed **Stances** if you do not want to.

Visualizing Range

Range is an important element of every fighting **Stance**, and is determined by the **Style** attached to your **Stance**.

Your Range determines who you can target with your **Actions**.

Range only cares about the number of spaces between you and your target. Diagonal or lateral, a space is a space.

The space you are standing in is **Range: 0**, but you can always target yourself with any **Action** or **Ability** that targets allies.

Range: 1 can only target adjacent spaces.

Range: 1-2 can target adjacent spaces, as well as any space that is two spaces away.

Range: 2-4 can target any space that is two, three, or four spaces away, but cannot hit anything adjacent to them.



Understanding Actions

1 1+: Slide In **2**

3 Teleport two spaces.

1 **Cost:** The cost you must pay to use the **Action**. Most **Actions** simply list a number (like **1+** or **5+**). As long as you have that number or a larger number in your **Action Pool**, you may perform this **Action** by discarding that number.

2 **Name:** The name of the **Action**.

3 **Effect:** This describes what happens when you use the **Action**. When an **Action** doesn't list a subject, it refers to the person using the **Action**. So when you **Slide In**, you teleport two spaces.

There are many different types of **Actions**. The most common type of **Action** is **Simple Actions**, that look just like **Slide In**. You pay a number, and you do something, and that's it. But there are some **Actions** that are more complicated than that.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

Choice Actions have you choose one or more options from a list. When performing a **Choice Action**, each choice is known as an **option**, and you must perform each **option** in the order listed.

Any **option** you did not pick is ignored, and does not happen.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

Tiered Actions do more when you spend a larger number on them.

Tiered Actions always list each **Gate** in their cost. If you do not pay for enough for a **Gate**, then you will stop performing the **Action** when you reach that point. Some **Actions** will have multiple **Gates**.

If you spend a **1**, a **2**, or a **3** to **Stand Strong**, you stop performing the **Action** when you reach the **4+** **Gate**. If you spend a **4** or any larger number to **Stand Strong**, you will perform the entire **Action**.

1+ or 4+: High Efficiency

Choose three: You heal 1; you gain one Iron token; you gain one Power token; you gain one Speed token; or you deal 1 damage to an enemy within range.

4+: Choose the last two options.

Some **Choice Actions** are also **Tiered Actions**, and let you choose more **options** when you pay more. You still perform all **options** in the listed order, even if you choose more of them. This is the only exception to the standard **Tiered Action** rule of performing the **Gated** portions of an **Action** after the other parts of the **Action**.

So if you spend a **4** on **High Efficiency**, you perform all five **options**, in the listed order, even though the **4+ Gate** comes after the choice.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

Token Actions are **Actions** that cost something other than a number to perform. Like the name implies, they usually require you to spend some tokens. As the only kind of **Action** that doesn't require numbers in your **Action Pool**, you can use **Token Actions** during other people's turns.

X: Throw

Choose an adjacent enemy or ally. Push them up to X spaces.

X Actions cost **X**, and include an **X** listed in their effect. You can spend any number in your **Action Pool** to pay for an **X Action**, and the **X** listed in the effect is the same value as the number you used to pay for the **Action**.

For example, if you spend a **3** to use **Throw**, then the effect reads "Choose an adjacent enemy or ally. Push them up to 3 spaces."

Chapter 4

Forms



Forms are the fundamental building blocks of fighting. Every possible combat stance and fighting technique in *Panic at the Dojo* uses a **Form** as its baseline, modified by your **Style** and **Archetype**.

Forms give you your **Action Dice**. Without a **Form**, you could not take any **Actions** each turn.

Each **Form** is attached to a **Style**, which gives you your Range in that **Stance**. Without a **Style**, you couldn't hit anything.

Each **Form** has its own strengths, and a strong character is made by combining **Forms** with **Styles** that play to their strengths.

Blaster Form blasts multiple targets simultaneously.

Control Form negates and redirects your enemy's attacks.

Dance Form flutters across the battlefield, dragging friend and foe with you.

Iron Form is immovable and unbreakable, ensuring you'll last.

One-Two Form hits them again with every attack you make.

Power Form is an unstoppable force that sends foes flying.

Reversal Form takes things slowly, taking their turn all throughout the Round.

Shadow Form disappears in a puff of smoke, always out of reach.

Song Form inspires their allies, healing and buffing them all at once.

Vigilance Form can survive any situation, through careful threat analysis.

Wild Form gives you more **Actions** when you're losing.

Zen Form lets your enemies defeat themselves.

Each **Form** also has one **Skill**, in **Orange**, which you can use to solve problems outside of combat scenarios. You have each **Skill** attached to each **Form** you have. When its your turn to solve a problem that doesn't require a fight, you can use a **Skill** to tell us how you do it.

During Hero Creation, you will be able to trade one of your **Form's** default **Skills** for any other **Skill** of your choice.

Each **Form** has five potential names. When you attach a **Form** to a **Style** to create a **Stance**, choose which name you want to use. For example, when combining **Blaster Form** with **Inferno Style**, you could name the stance **Inferno Blaster**, **Inferno Dragon**, **Inferno Dynamo**, **Inferno Gold**, or **Inferno Star**.

Which name you want to use is entirely up to your taste, but the **Style** name always goes first.

Blaster Form

Alt: Dragon / Dynamo / Gold / Star Form

ACTION DICE



Your **Actions** may apply to one extra target within range.

When you add **Blaster Form** to a **Style**, increase that **Style's** maximum range by 1.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

Blaster's Ability allows you to apply your **Actions** to an additional target for free, every time you use an **Action**. This extra target is always optional, and cannot target anything the **Action** is already targeting. You can't 'double up.'

If you cannot use the extra target, you do not get to use it.

Actions that target only yourself, like **Unbreakable Style's Eyes Open**, gain no benefit from **Amplify** or **Blaster's Ability**.

Valid extra targets include any enemy, ally, or obstacle the **Action** could have targeted normally. If an **Action** places obstacles, you may use one extra target to place one more of those obstacles.

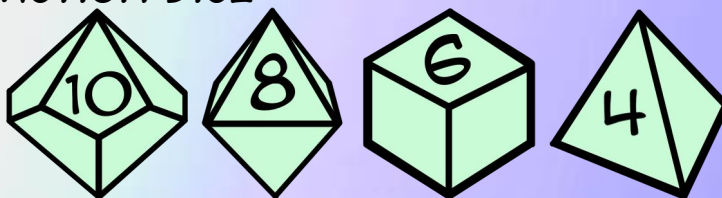
If an **Action** targets multiple kinds of targets, you decide which one(s) you want to apply your extra target(s) to. You choose what you want your extra target(s) to be as you take the **Action**.

For example, **Charging Style's Follow My Lead** targets one ally you can see, and one enemy within your range. You may use your free extra target to choose one more ally you can see, or you may use your extra target to hit one extra enemy within your range. If you have **Amplified Follow My Lead**, you may divide your extra targets between enemies and allies as you see fit.

Control Form

Alt: *Blizzard / Gravity / Owl / Watcher Form*

ACTION DICE



When you add **Control Form** to a **Style**, choose one:

- Increase that **Style's** maximum range by 3.
- Set that **Style's** minimum range to 1.

Control Token: When an enemy within your range takes an **Action**, you may spend a Control token to **negate** that **Action**, or spend two Control tokens to **redirect** it. You may only use Control tokens once per turn.

If you **negate an Action**, they lose the number they spent and the **Action** does not happen. If you **redirect an Action**, you choose all targets and make all decisions for that **Action**.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

Professional

You always look stylish, cool, and in control. People listen when you make demands of them, and you have some lackeys or followers who will do what you say.

Tiered Actions get stronger the larger a number you spend on them. These **Actions** have multiple costs listed, like **Suppression**. These **Actions** also list these higher costs in the text box - if you do not spend a large enough number, you stop performing the **Action** at those points.

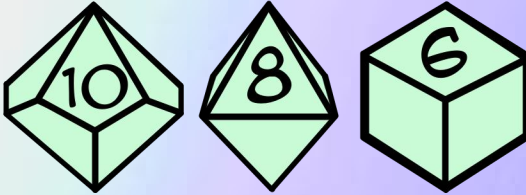
So if you spend a **4** to use **Suppression**, you gain 1 Control token and may move one space. You stop there - the **6+** and **9+** portions do not trigger, because you did not pay for them. But if you spend a **9**, you will gain 3 Control tokens and may move one or two spaces, because you paid for everything.

When you redirect an enemy's **Action** using Control tokens, act as if you were performing the redirected **Action** from their location. Their **Action** targets your enemies and your allies, not their enemies or their allies. You may redirect their **Action** to hit themselves, even if they could not normally target themselves with that **Action**.

Dance Form

Alt: Circle / Crab / Hurricane / Shuffle Form

ACTION DICE



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

Put On A Show

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

Dance Form's Ability triggers each time you move a space using Speed tokens. You move one space, then pull someone else within range one space. You cannot pull yourself.

Try And Keep Up is not Free Movement, so it does not activate **Dance Form's Ability**. **Try And Keep Up** trades the utility of **Dance's Ability** for staying power, while maintaining high mobility.

Token Actions, like **Try And Keep Up**, do not cost a number to perform. You can perform them at any time, even outside of your own turn, as long as you have the tokens to pay for them.

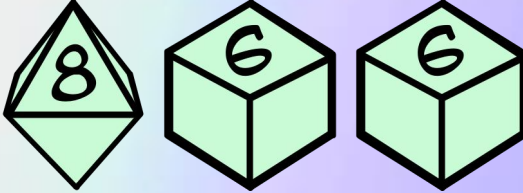
Actions cannot interrupt **Actions**. If you use **Try And Keep Up** during an enemy's turn, you must use it before or after one of their **Actions**. You cannot **Try And Keep Up** in the middle of their **Action**.

Healing removes damage that has been taken. Healing can never take someone above the maximum hit points of their current health bar.

Iron Form

Alt: Fortress / Mountain / Turtle / Void Form

ACTION DICE



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Unmovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

Armor reduces all damage you take by 1, to a minimum of 0.

Iron Tokens: When you are targeted by an enemy's **Action**, you may spend Iron tokens. For each Iron token spent, that **Action** deals 1 less total damage to you, and moves you 1 less total space than it otherwise would have.

When you gain an odd number of Speed tokens, **Iron Form's Ability** turns the odd token out into an Iron token. So if you should gain 5 Speed tokens, you instead gain 3 Iron tokens and 2 Speed tokens.

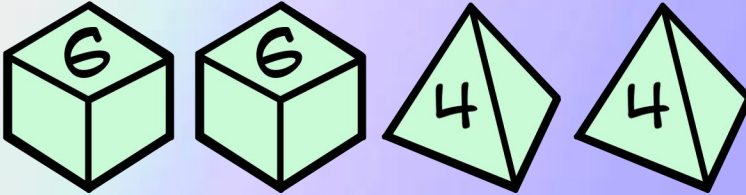
When performing a **Choice Action**, you perform those choices in the listed order. **Contain** pulls an enemy first, then Challenges an enemy you can see, and then places a Trap within range, skipping the option you did not choose.

For ordering purposes, **Protect** goes through the **Secure** list before going through the **Contain** list.

One-Two Form

Alt: Chaos / Drill / Hound / Sky Form

ACTION DICE



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

Think Fast

You can come up with plans and act on them in an instant. You never lose in games of skill, and you can fast talk anyone into seeing things your way.

One-Two's Ability is not an **Action**, so when you use an **Ability** that triggers off of dealing damage with an **Action**, **One-Two's Ability** does not trigger that **Ability** again.

The extra hit of **One-Two's Ability** will remove a Weakness token you hold. **Whirlwind** could potentially remove 6 of your Weakness tokens at once!

Be wary of enemies with **Armor** or **Abilities** that trigger when they take a hit. **One-Two's Ability** does nothing to **Iron Form** or **Reversal Form**, and **Zen Form**, **Angels**, **Punks**, **Tricksters**, and **Underdogs** can punish aggression severely.

When you teleport, you ignore everything between you and your destination.

Actions with multiple targets, like **Whirlwind**, cannot hit the same target multiple times. Each target must be unique. You cannot 'double up' and hit an enemy two or three times, even if they are the only enemy within range.

Power Form

Alt: Blade / Rage / Sun / Tiger Form

ACTION DICE



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

Unstoppable

You can smash through any door, wall, or vehicle.

Power Tokens: When you deal damage with a hit, you may spend one Power token to increase that damage by 1. When you push someone, you may spend one Power token to push them 1 space further.

If you deal damage and push them with the same hit and spend a Power token, you increase both the push and the damage by 1. This is not optional.

You can only spend one Power token per hit, except in **Power Form**.

When you gain an odd number of Speed tokens, **Power Form's Ability** turns the odd token out into a Power token. So if you should gain 5 Speed tokens, you instead gain 3 Power tokens and 2 Speed tokens.

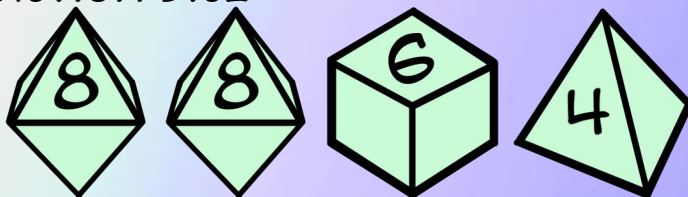
Power tokens do not boost the entire **Action**, just one hit. So if your **Action** hits multiple enemies, you may spend 1 Power token per enemy. If your **Action** hits one enemy three times, you may spend one Power token per hit.

Crush is unstoppable. Its damage is not reduced by Armor, Shields, Iron tokens they hold, or Weakness tokens you hold. It cannot be countered or redirected by Control tokens. They cannot use reactions to move away, reduce the damage, or redirect it to someone else. They just get **Crushed**.

Reversal Form

Alt: *Panic / Scorpion / Time / Tornado Form*

ACTION DICE



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

Armor reduces all damage you take by 1, to a minimum of 0.

Actions cannot interrupt **Actions**. When you use an **Action** during someone else's turn, you must use it before or after one of their **Actions** - you cannot **Stunt** away in the middle of their **Action**.

When it is not your turn, you can only use Free Movement at the start or end of the turn. You cannot use Free Movement between an enemy's **Actions**.

Counter Attack can only be used against an enemy that damaged you with an **Action** or **Ability**. Damage from Traps or Burning tokens doesn't count.

Counter Attack teleports you so the enemy is within your range, not so you are within their range. You may teleport to any open space that places the enemy you are targeting within your range.

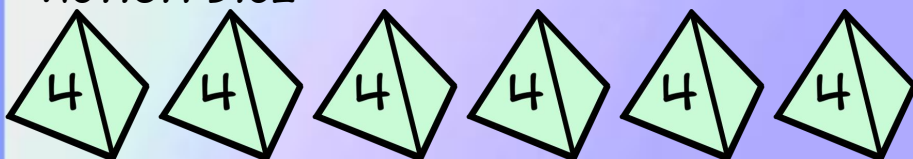
The number mentioned in **Counter Attack's** description is the number you spent to use **Counter Attack**. Effectively, you use that number twice.

Reversal's Ability also applies during your own turn - you may only take one **Action** during your turn, but in exchange, you can take one **Action** during every other turn, too. **Reversal Form** takes its turn very slowly.

Shadow Form

Alt: Moon / Silence / Silver / Snake Form

ACTION DICE



At the start and end of your turn, you gain 2 Speed tokens.
You do not discard your Speed tokens at the end of a turn.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

Fog: Enemies inside or adjacent to Fog can only be targeted at **Range 1**. Fog counts as empty space. Allies in Fog can be targeted normally.
Fog is empty space.

Copies: Copies are exact replicas of yourself. Every Copy is named after the person they are a Copy of, and that person is referred to as their Original. Copies can be targeted either as an enemy or as an obstacle.

When the Original uses an **Action**, they may have one of their Copies use that **Action** instead. A Copy can be moved with Free Movement. If a Copy takes damage, it is destroyed. Copies are full space.

Trap: When you move into a space with a Trap, it deals 1 damage to you. At the end of every single turn, everyone standing on a Trap takes 1 damage. Each Trap can only deal damage once per turn.

Traps are empty space.

Token Actions, like **Stunt**, do not cost a number to perform. You can perform them at any time, even outside of your own turn, as long as you have the tokens to pay for them.

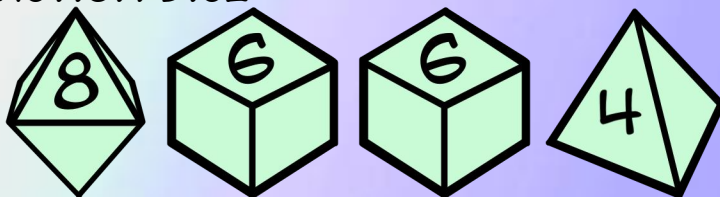
Actions cannot interrupt **Actions**. If you use **Stunt** during an enemy's turn, you must use it before or after one of their **Actions**. You cannot **Stunt** away in the middle of their **Action**.

When it is not your turn, you can only use Free Movement at the start or end of the turn. You cannot use Free Movement between an enemy's **Actions**.

Song Form

Alt: Melody / Symphony / Remix / Wave Form

ACTION DICE



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

Healing removes damage that has been taken. Healing can never take someone above the maximum hit points of their current health bar.

If you heal someone at zero HP, they return to play immediately, and may take turns and be attacked by enemies again.

When healing does not list a number, it heals equal to the Heal Value, which is set by the Cinematic Weight of the fight.

When someone takes an **Action** outside of their turn, it interrupts the current turn until that **Action** is completely resolved.

Tiered Actions get stronger the larger a number you spend on them. These **Actions** have multiple costs listed, like **Sing Along**. These **Actions** also list these higher costs in the text box - if you do not spend a large enough number, you stop performing the **Action** at those points.

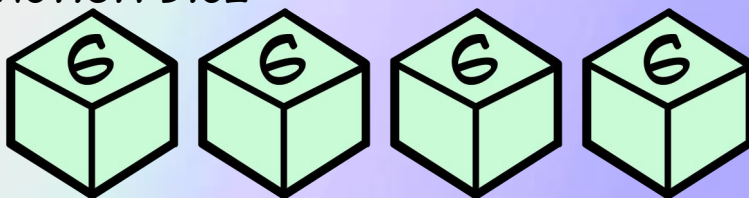
You are always your own ally, so you may use **Sing Along** on yourself. If you do, both the **1+** and **4+** choices must be different.

This is not the case when you have an ally **Sing Along**. They may make the same choice you did. If they do, they could heal twice, or gain 4 tokens, or remove two tokens they hold, when you use a **4+ Sing Along** on them.

Vigilance Form

Alt: Bear / Eternity / Heart / Moment Form

ACTION DICE



At the start of your turn, either heal or discard one token you hold.
At the end of your turn, choose an enemy in range and give them one Weakness token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

Eyes Wide Open

Your senses are unusually strong. You cannot be surprised by anything, and always have a chance to react first.

Weakness Tokens: Whenever you deal damage, if you are holding any Weakness tokens, reduce that damage by 2, to a minimum of 0. Then, discard 1 Weakness token.

Tiered Actions get stronger the larger a number you spend on them. These **Actions** have multiple costs listed, like **Stand Strong**. These **Actions** also list these higher costs in the text box - if you do not spend a large enough number, you stop performing the **Action** at those points.

So if you spend a **2** to **Stand Strong**, you can heal yourself or an ally. But if you spend a **4**, you can heal yourself and an ally, heal two allies, or heal twice.

If you heal someone at zero HP, they return to play immediately, and may take turns and be attacked by enemies again.

When healing does not list a number, it heals equal to the Heal Value, which is set by the Cinematic Weight of the fight.

If your **Stance** heals you at the start of your turn, such as with **Vigilance Form's Ability**, you heal before rolling **Action Dice**. If you were Taken Out at the start of your turn, this healing allows you to take your turn as normal.

Wild Form

Alt: *Beast / Platinum / Soul / Storm Form*

ACTION DICE



At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

Token Actions, like **Fury**, do not cost a number to perform. You can perform them at any time, even outside of your own turn, as long as you have the tokens to pay for them.

Actions cannot interrupt **Actions**. If you use **Fury** during an enemy's turn, you must use it before or after one of their **Actions**. You cannot unleash your **Fury** in the middle of their **Action**. If you use **Fury** during an enemy's turn, you may continue to keep using Fury until you are done or run out of tokens. They do not get to continue their turn until you're done.

For maximum **Fury** damage, you will want to spend your Speed and Iron tokens first, and use your Power tokens to amplify **Fury's** damage on each hit.

Zen Form

Alt: Lotus / Mantis / Spiral / World Form

ACTION DICE



Your **Action Pool** is predetermined: **7, 5, 3, 1**.

You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

Peaceful Heart

You can redirect others' anger to more productive ends. Your soothing voice and gentle touch can calm rampaging beasts, unruly mobs, and anyone else acting out of hurt or anger.

Shields are an extra health bar, on top of your current one. You can only hold one Shield at a time, except in **Zen Form**. When you take damage, reduce your Shield by that amount instead. When your Shield drops to 0, it breaks.

Unlike normal health bars, Shields cannot be healed, and damage carries over when they break. If you take 5 damage while holding a 3 point Shield, the Shield will break and you will take 2 damage.

If you gain a Shield while you already have one, you decide whether to take the new Shield or keep the old one.

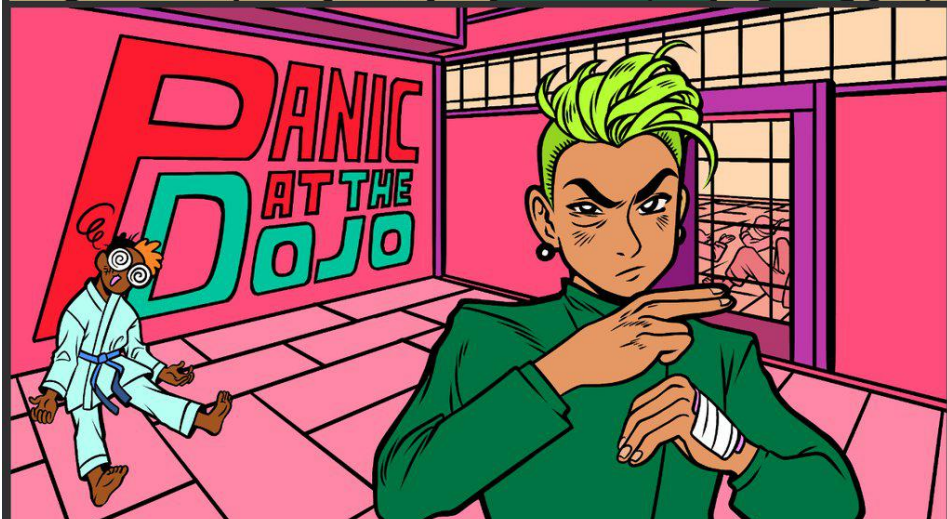
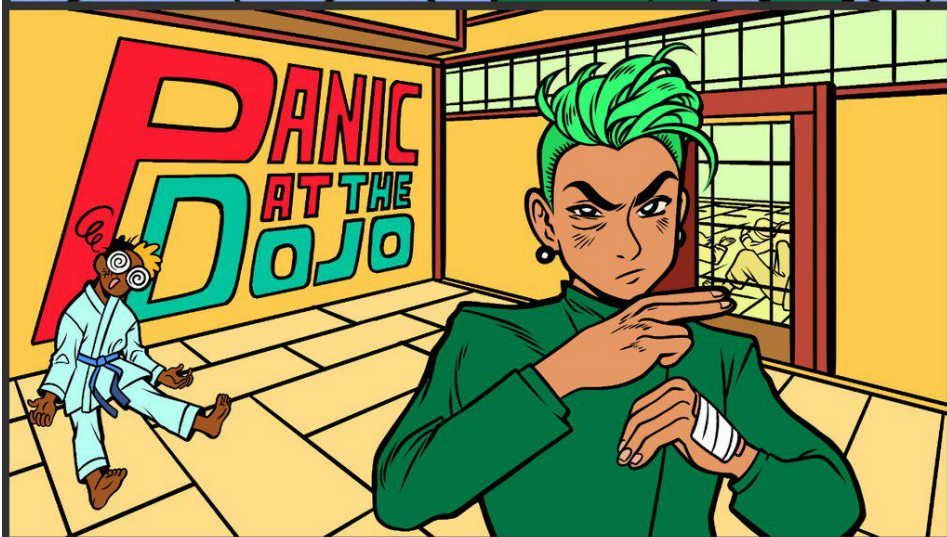
If you leave **Zen Form** while holding multiple Shields, choose one to keep and discard the rest.

If you use an **Action** or **Ability** that spends your HP, like **Bleeding Style's Lash Out**, you must spend that HP from your health bar. You cannot pay for **Lash Out** with your Shield.

Tiered Actions get stronger the larger a number you spend on them. These **Actions** have multiple costs listed, like **Focus**. These **Actions** also list these higher costs in the text box - if you do not spend a large enough number, you stop performing the **Action** at those points.

So if you spend a **3** or **5** to **Focus**, you gain a 2 point Shield and may move one space. But if you spend a **7**, you gain a 2 point Shield and a 4 point Shield, and you may move one, two, or three spaces.

Chapter 5 Archetypes and Styles



Styles are the main way you make your fighting style yours. While the **Forms** are the building blocks of fighting, your **Styles** take that fundamental form and twist it into something special.

Styles are organized by the **Archetype** they come from. An **Archetype** consists of a set of three **Abilities** and five **Styles**. The **Ability** you get depends on if your Hero is Focused, Fused, or Frantic.

Focused Heroes get a single **Archetype**, and must pick all three of their **Styles** from that **Archetype**. In return, they get a strong, dependable **Focused Ability** that they can always rely on.

Fused Heroes get two **Archetypes**. They pick two of their **Styles** from one of those **Archetypes**, and their third **Style** from the other **Archetype**. They get the **Fused Ability** of each of their **Archetypes**, which are each half as powerful as a **Focused Ability** is.

Frantic Heroes get three **Archetype Abilities**, two **Styles** that are found within two of those **Archetypes**, and a third **Style** from any other **Archetype** they want. They have ultimate flexibility, but trade it for inconsistency. Every turn, they cannot use the **Form**, **Style**, or **Frantic Ability** they used in the previous turn.

The Archetypes are:

Angel: A controlling tank focused on Challenge tokens.

Cavalry: A team support leader focused on Shields.

Cyborg: A versatile combo warrior focused on Basic tokens of all types.

Demon: An aggressive monster focused on combo breaking.

Flametongue: A zoning combo fighter focused on Burning tokens.

Gunkata: A defensive zoning fighter focused on keeping their distance.

Phantom: A defensive, supporting zoner focused on versatility.

Punk: An aggressive tank focused on revenge.

Teacher: A mentor focused on letting their allies do all the work.

Trickster: A defensive tank focused on never being pinned down.

Underdog: A defensive warrior focused on Basic tokens of all types.

Wardancer: A rush-down brawler focused on high numbers.

Winterblossom: A controlling bastion focused on Weakness tokens.

Archetype: Angel

COMPLEXITY



Angels are the embodiment of law, purity, and order. Their enemies cannot defy them. **Angels** will find you, hunt you, and destroy you.

Angels are a controlling, defensive **Archetype**, focused on durability and tenacity, but its a focused tenacity. **Angels** pick an enemy and they make their life real difficult.

Angels don't dish out a lot of damage, but they can reliably withstand a ton of it, and they Challenge their enemies to focus on the **Angel** before they can deal with her friends. The **Angel's Ability** makes her get back up again every turn, so **Angels** cannot be Taken Out while anyone on her team is still standing.

Angels make heavy use of Challenge tokens, using them to control their enemies, and every **Style** they have gives them a different means of dealing with having a lot of enemies who all want you dead.



Focused Angel

At the start of your turn, Challenge an enemy you can see, then deal 1 damage to them, then heal 1.

After you Challenge an enemy, deal 1 damage to them and heal 1.

The second half of the **Focused Angel Ability** does trigger off of the first half. The end result is that at the start of your turn, you Challenge an enemy, deal 2 damage to them, and heal 2.

Fused Angel

At the start of your turn, Challenge an enemy you can see.

After you Challenge an enemy, deal 1 damage to them and heal 1.

Frantic Angel

At the start of this turn, Challenge an enemy you can see, deal 2 damage to them, and heal.

Halcyon Style

Range: 1-2

At the start of your turn, remove one token you hold.

After you remove tokens using an **Action** or **Ability**, you gain an equal number of Iron tokens.

1+ or 3+ or 6+: Purify

Remove one token from yourself or an ally within range.

3+: Remove up to two tokens from someone within range.

6+: Remove up to two tokens from someone within range.

Halcyon Style is focused on Iron tokens and support, so it pairs well with defensive and support **Forms**. Paying for **Token Actions** does not count as removing tokens for **Halcyon's Ability**.

Halcyon Vigilance and **Halcyon Song** are the only **Forms** that can remove tokens without **Purify**, triggering **Halcyon's Ability**.

Halcyon Blaster allows for very wide-reaching **Purifies**. Your extra targets can apply to any part of the **Action**, so an **Amplified 6+ Purify** could remove as many as 13 tokens!

Halcyon Wild lets you turn all those Iron tokens into **Fury**. **Purified** rage is the strongest kind of rage.

Halcyon Zen guarantees you can use a **6+ Purify** every turn.

Judgment Style**Range: 1**

When an enemy with your Challenge starts their turn, they do not roll their lowest **Action Die**. It is discarded and unused.

5+: Denial

Teleport adjacent to an enemy you can see, and Challenge them.

Judgment Style is great for singling out one enemy and making it hard for them to do anything.

Reminder: **Abilities** do not work while you are Taken Out, so once you go down, Challenged enemies will get their **Action Dice** back.

Judgment Power can reliably use **Denial**, which covers for **Power Form's** mobility problem.

Judgment Iron and **Judgment Reversal** give you Armor, letting you Challenge many enemies and survive the attention.

Judgment Control is the hardest lock-down **Stance** in the game, letting you remove two of an enemy's **Actions** per turn at the cost of one Challenge and Control token per enemy.

Judgment Zen helps your Shields survive through your Challenged enemies' turns by limiting their actions, guarantees access to a **Denial**, and **Zen's Ability** makes Challenged enemies defeat themselves for you.

Shining Style**Range: 1**

At the start of your turn, all obstacles and enemies adjacent to you are pushed one space.

Enemies cannot move into the spaces adjacent to you.

1+ or 4+: Beacon

Pull one ally up to three spaces. You and that ally heal 1.

4+: That ally heals.

Shining Style lets you act as a living wall, completely shutting down enemies with **Range: 1**, especially after you Challenge them.

Shining Dance, **Shining Vigilance**, and **Shining Song** generate a lot of breathing room, providing both healing and safety.

Shining Control and **Shining Blaster** increase your range, allowing you to attack from behind the safety of the **Shining Ability**. Without this range boost, you have to move close enough to where enemies can hit you to attack them.

Singing Style**Range: 2-4**

At the start and end of your turn, you gain a 2 point Shield.
After each **Action** you perform, if you have an active Shield, increase its value by 1.

Destroy Your Active Shield: Symphony

*Symphony is a **Token Action**, but the cost is your Active Shield.*

Choose two: Pull an ally 3 spaces; an ally within range heals; Challenge an enemy within range; an enemy within range is pushed 3 spaces; or destroy an obstacle within range.

Singing Style is a Shield-based style that can shed its Shield at any time to surprise your enemies. You can pull out a surprise **Symphony** between any **Action**, as long as you have a Shield.

Singing Zen is the obvious stance to take, as it allows you to hold multiple Shields so you can perform multiple **Symphonies**. After you perform a **Symphony**, your next Shield does not become active until next turn, so you can not immediately perform a second **Symphony**.

Singing Dance is a powerful recovery **Stance**. **Movement** is an **Action**, and **Try And Keep Up** is also an **Action**, so this **Stance** can build up a huge Shield while also healing you.

Singing Shadow and **Singing Wild** both have many **Action Dice** and a **Token Action**, so these stances allow you to build up a beefy Shield while doing normal **Shadow** or **Wild** things.

Winged Style**Range: 1-2**

Edges cannot remove you from play.
At the end of every turn, you may move two spaces.

1+: As The Crow Flies

Teleport three or four spaces.

Winged Style is a highly mobile harassment style, able to be anywhere it needs to be to best cause trouble. The **Winged Ability** triggers on every turn, not just your own, letting you stay out of reach.

Winged Power and **Winged One-Two** let you put that speed to good use, getting wherever you need to be to hurt things.

Winged Reversal takes advantage of both parts' strengths, with **Winged Style's** free movement at the end of every turn putting you in position for **Reversal Form's** out of turn **Actions**.

Winged Shadow is one of the fastest stances in the game, letting you constantly move around while creating obstacles as you go.

Archetype: Cavalry

COMPLEXITY



No one keeps up like the **Cavalry**. Your job is to get in, exactly where you need to be, and keep everyone on their feet. Nobody is there for them like you can be. **Cavalry** are protectors, heroes, and all around nice people to have on your side of the battlefield.

Cavalry provide a wide variety of support abilities for their team, giving Shields to anyone who fights alongside them. The **Cavalry** can get wherever they need to be and provide just the back up your team needs.

Cavalry need to watch their positioning. Many of their **Abilities** work by being within range of their allies, and being where you need to be can make a huge difference in the flow of battle.

Cavalry are all about the team buffs. When you have the **Cavalry** around, you can expect to get a bunch of small bonuses every turn. When playing as the **Cavalry**, be sure to keep track of these bonuses for your team, so they can properly take advantage of them.



Focused Cavalry

At the start and end of your turn, you and each ally adjacent to you gains a 2 point Shield. When your Shield or an ally's Shield breaks, you gain 1 Speed token.

Fused Cavalry

At the end of your turn, you and each ally adjacent to you gains a 2 point Shield.

Frantic Cavalry

At the start and end of this turn, you and each ally adjacent to you gains a 2 point Shield.

Charging Style

Range: 1

At the start of your turn, you may move 2 spaces.
At the start of each ally's turn, they may move 2 spaces.

3+: Follow My Lead

You may move one space, then deal 1 damage to an enemy within range. An ally you can see may move one space, then deal 1 damage to an enemy within their range.

Charging Style provides team support regardless of your own positioning, so its ideal for getting where you need to be.

One-Two Form is a natural pair with **Charging Style**, even when it isn't your **One-Two Form**. An ally using **One-Two** will trigger the **One-Two Ability** when they **Follow Your Lead**. Be on the lookout for allies with other **Abilities** that trigger when they deal damage with an **Action**.

Charging Blaster is a powerful combination. Each extra target for **Follow My Lead** can be an extra ally moving and attacking, letting the whole team strike in unison.

Charging Shadow puts its six **Action Dice** to use, letting you use **Follow My Lead** many times.

Charging Reversal can use **Follow My Lead** during your allies' turns, if they need just a little more movement to get where they need to be. You can use this **Stance** to correct minor positioning issues as they pop up.

Heroic Style**Range: 1-2**

Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

4+: Burning Heart

You and each ally within range gains 2 Iron tokens.

Heroic Style keeps everyone else safe, no matter what. As long as you're in the middle of the squad, they won't get hurt at all.

Heroic Iron and **Heroic Reversal** are obvious choices, as Armor drastically increases the **Heroic Ability's** benefits.

Heroic Reversal and **Heroic Shadow** can keep their Speed tokens between turns, so you can move to where you need to be to take damage, or get out of there if you start taking too much damage.

Heroic Zen is a punishing stance. If you're positioned right, the **Zen Ability** will deal damage to your enemies every time they attack anyone on your team, as long as you can keep your Shields up.

Heroic Control is less obvious than other choices, but **Range 1-5** with **Burning Heart** is a powerful combo. The Control tokens also help you deal with those attacks that you can't afford to take head on.

Jumping Style**Range: 1**

At the start and end of your turn, you may teleport one, two, or three spaces.

4+: Leap In

Teleport up to three spaces.

You may deal 2 damage to an enemy within range.

Jumping Style lets you dive onto threats that need to go down quickly. Sometimes the best team support is to take out the problem.

Jumping Power and **Jumping One-Two** are obvious choices, as these **Forms** give you the damage you want to dive on a threat.

Jumping Blaster is also an option, as the **Jumping Ability** and **Leap In** let you easily get into position for **Shockwave**.

Jumping Wild works pretty well as a panic stance, for when things get bad and you don't know what else to do.

Jumping Vigilance lets you easily get in position to heal or hand out Weakness tokens, then jump away to safety. You can trigger your **Abilities** in any order, so at the end of your turn, you can either use the **Vigilance Ability** before jumping away, or after jumping to an enemy.

Rallying Style	Range: 1
At the end of your turn, you and each ally within range heals. At the start of each ally's turn, if they are within range of you, they may heal.	
2+ or 3+ or 5+: Group Up Pull one ally up to 3 spaces. 3+: Pull one ally up to 4 spaces. 5+: Each pulled ally heals.	

Rallying Style is healing focused, capable of picking your whole team back up off the ground.

Rallying Song and **Rallying Vigilance** are obvious, as the primary two healing **Forms**. **Rallying Vigilance** is especially good, as this **Stance** prevents your team from losing its healer in a pinch.

Rallying Iron gives you Armor and access to **Secure**, which combos well with **Group Up**.

Rallying Shadow lets you get into position to pull your allies wherever they need to be.

Rallying Blaster and **Rallying Control** increase your Range, greatly improving the **Rallying Ability's** flexibility.

Unbreakable Style	Range: 1-2
After each Action you perform, give one Iron token to an ally other than yourself within range. Your allies within range may spend your tokens.	
4+: Eyes Open You gain 6 Iron tokens and 1 Weakness token.	

Unbreakable Style lets you buff your team by proxy. Any token you hold becomes a token your friends hold.

Unbreakable Control is the obvious choice, increasing your range to make sharing tokens easier. The **Unbreakable Ability** also lets your allies use your Control tokens, letting you use them as a range boost.

Unbreakable Power and **Unbreakable Iron** let you build up a lot of Power or Iron tokens, to use with the **Unbreakable Ability**.

Unbreakable Shadow and **Unbreakable Reversal** keep their Speed tokens outside of your turn, letting your allies borrow movement as they need it.

Archetype: Cyborg

COMPLEXITY



Cyborgs build power over time. They adapt to the threat in front of them, growing stronger, tougher, or faster, as needed. If you let a **Cyborg** build up, they will destroy you.

Cyborgs is a combo-focused Archetype, using their constant flow of basic tokens to trigger powerful **Unique Actions**. They are good at everything and weak to nothing. The **Cyborg** doesn't have much versatility, but they make up for it with sheer firepower and speed.

Cyborgs need to pay close attention to their token management. Basic Tokens are their bread and butter, and everything they do relies on keeping a stock of the tokens they need when they need them.

With a variety of powerful **Token Actions** and an **Ability** that gives you the tokens you need, the **Cyborg** sets itself up for success. As long as you can keep track of what you need when you need it, the **Cyborg** can handle anything in front of them.



Focused Cyborg

At the start of your turn, you gain four Basic Tokens of your choice.

Fused Cyborg

At the start of your turn, you gain two Basic Tokens of your choice.

Frantic Cyborg

At the start of this turn, you gain four Basic Tokens of your choice.

The **Cyborg Abilities** give you two or four Basic Tokens of the same type. So a **Focused Cyborg** chooses to gain four Iron tokens, four Power tokens, or four Speed tokens at the start of their turn.

When you choose to gain Speed tokens while using **Iron Form** or **Power Form**, you will gain half of those tokens as Iron or Power tokens, as per the **Abilities** of those **Forms**.

Armored Style

Range: 1-2

After you spend Iron tokens, you heal 1.

2 Iron Tokens: You, Stay

Challenge an enemy within range.
That enemy discards three Speed tokens.

With the **Armored Ability**, you want to spend only 1 Iron token per hit you take, if possible. If you spend 4 Iron tokens to block a single hit, the **Armored Ability** still only heals 1.

Spending Iron tokens to use **You, Stay** or **Fury** will heal you 1.

Armored Style is tough as nails. With each Iron token you hold negating two damage instead of one, you are very difficult to take down.

Armored Iron is the obvious pair, giving you Armor and the Iron tokens to spend on **You, Stay**.

Armored Shadow and **Armored Reversal** let you move into position to use **You, Stay** on enemies you want to slow down during their turn.

Armored Vigilance is a powerful recovery **Stance**. With the **Vigilance Ability** picking you up, the **Cyborg Ability** giving Iron tokens, and the **Armored Ability** making each Iron token count, this combination all but guarantees you'll survive to your next turn to try something else.

Like all **Cyborg Stances**, **Armored Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Incinerator Style**Range: 1-3**

When you spend Power tokens to boost the damage a hit deals, give one Burning token to the target of that hit.

2 Power Tokens: Flamethrower

Choose an enemy within range. They take 1 damage, gain one Burning token, and are pushed 1 space.

If you have 3 Power tokens and spend them all on **Flamethrower**, it deals 2 damage, pushes 2 spaces, and gives 2 Burning tokens.

Incinerator Style is extremely aggressive, getting enemies out of your face and setting them on fire.

Incinerator Power is the obvious stance to take, as it gives you more Power to spend on the **Flamethrower**. **Incinerator's Ability** only gives one Burning token to a Power-boosted hit, no matter how many Power tokens you spend. Spending 5 Power tokens on one **Flamethrower** deals 4 damage, pushes 4 spaces, and gives 2 Burning tokens.

Incinerator One-Two and **Incinerator Blaster** give you more hits with each **Action**, giving you more opportunities to hand out Burning tokens with **Incinerator's Ability**.

Like all **Cyborg Stances**, **Incinerator Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Machine Style**Range: 1-2**

You may spend your Basic Tokens as if they were any other Basic Tokens. The Basic Tokens are Iron, Power, and Speed tokens.

1+ or 4+: High Efficiency

Choose three: You heal 1; you gain one Iron token; you gain one Power token; you gain one Speed token; or you deal 1 damage to an enemy within range.

4+: Choose the last two options.

A **4+ High Efficiency** performs all five choices, in the order listed.

Machine Style is a well-rounded **Style** that pairs well with any **Form**.

Machine Shadow and **Machine Reversal** keep their Speed tokens between turns, allowing you to use them with **Machine's Ability**.

High Efficiency does a lot at low cost, so **Machine Shadow** and **Machine Wild** make the best use of this with their many **Action Dice**.

Like all **Cyborg Stances**, **Machine Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Rocket Style**Range: 1**

After you push someone, you may teleport to any empty space adjacent to them.

2 Speed Tokens: Rocket Tackle

Push an adjacent enemy or ally two spaces.

Rocket Style carries your allies to where they should be, and pushes enemies away from where they want to be.

Rocket Dance is incredibly mobile, letting you **Throw** someone, teleport to them, and take home a bunch of Speed tokens for your trouble.

Rocket Shadow and **Rocket Reversal** can keep hold of your Speed Tokens for impromptu **Rocket Tackle** interrupts.

Like all **Cyborg Stances**, **Rocket Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Syphon Style**Range: 1-2**

At the end of your turn, choose a token you hold. Either replace it with a Power token, or gain another copy of it.

2+ or 6+: Power Converter

Target a single token held by you or someone within range.

Choose one or both: You steal the targeted token(s) from them; and/or replace the targeted token(s) with Power tokens.

6+: The **Choice Effect** applies to every token they hold of the targeted token's type.

Syphon Style filters out excess tokens into more Power, letting you turn weakness into strength. A **6+ Power Converter** will steal and/or replace every token of a single type held by your target. So if an ally has 3 Weakness tokens, you may turn them into 3 Power tokens.

Syphon Power and **Syphon Wild** can efficiently use all the Power Tokens you gain from **Power Converter**.

Syphon Blaster lets you remove more tokens at once. An **Amplified 6+ Power Converter** can remove 5 types of tokens from anyone with range, giving all of them back to you as Power tokens. Extra targets don't give you more choices - you must make the same choice for every target.

Syphon Reversal can steal your opponent's tokens the moment they gain them, before they even get to use them.

Syphon Zen guarantees you get a **6+ Power Converter** each turn.

Like all **Cyborg Stances**, **Syphon Song** is a valid option entirely because **Song Form** can give you whatever Basic Token you need.

Archetype: Demon

COMPLEXITY



Demons are big bullies. They get their strength from making others weak. They drain your strength, toss you aside, and just when you think you've got the upper hand, they sneak in a surprise attack.

Demons are an aggressive **Archetype**, focusing on picking off their enemies one by one. They stay on their feet by keeping their enemies off balance, and limiting their ability to counterattack effectively.

Demons need to be wary of their enemy's capabilities, because they are relatively fragile. They rely on their tricks, their Fog and Weakness tokens and teleports, to avoid being punished for their aggressive antics.

But what really makes a **Demon** vicious is their Chaos tokens, which they can spend to take **Actions** out of turn. They need to keep track of the best time to use those tokens, because a key interruption can mean the difference between defeat and domination.



Focused Demon

At the end of your turn, you gain 2 Chaos tokens.

Fused Demon

At the end of your turn, you gain 1 Chaos token.

Frantic Demon

At the end of this turn, you gain 2 Chaos tokens.

Chaos Token: This token is exclusively used by the **Demon**. At any time, you may spend a Chaos token to immediately take a **4 Action**, interrupting the current turn until that **Action** is resolved.

Dark Style

Range: 2-4

You can see and target enemies through Fog.
At the end of your turn, place a Fog obstacle into your space.

4+: Darkness Dawns

Place two Fog obstacles into empty spaces within range.
You may teleport to one of those Fog obstacles.

4+: Twilight Sorrow

Each enemy standing in Fog gains one Weakness token.
You gain one Speed token for each enemy affected.

For **Twilight Sorrow**, enemies standing adjacent to Fog still count as being in Fog. **Twilight Sorrow** gives you the same number of Speed tokens as the number of Weakness tokens it hands out.

The **Dark Ability** replaces any obstacle in your space with Fog.

Dark Style lets you set up a lot of Fog to hide in, and punish any enemies who try to use it by handing them Weakness tokens.

Dark Shadow can use **Stunt** to create more Fog. The **Shadow Ability** lets you keep your Speed tokens when you use **Twilight Sorrow** out of turn with a Chaos Token.

Dark Blaster lets you place more fog with **Darkness Dawns**, as well as taking advantage of its **Ability** to target through Fog for unavoidable, long-range **Shockwaves** or **Amplified Damage Actions**.

Dark Control increases your Range, so **Darkness Dawns** can take you farther, and you can use your Control tokens through the Fog.

Ogre's Style**Range: 1-2**

Your **Throw Actions** may target any number of enemies within range. After you **Throw** an enemy, they take 1 damage.

3+: Watch Your Step

Choose an enemy you can see that moved during this turn. You deal 2 damage to them.

Ogre's Style relies on **Throws** to trigger **Watch Your Step**, and its **Ability** makes those **Throws** better and easier to use.

Ogre's Dance is a powerful mobility stance, turning your **Throws** into a exponential amount of Speed tokens. If you **Throw** three enemies three spaces, you gain 9 Speed tokens!

Ogre's One-Two deals 2 damage with each **Throw** you perform.

Ogre's Reversal can use **Watch Your Step** to snipe enemies from across the map during their own turn, so long as they move at all.

Ogre's Blaster can **Throw** a bunch of enemies, then use an **Amplified Watch Your Step** to hit all of them at once.

Ogre's Control has **Range: 1-5**, letting you use one **Throw Action** on as many enemies as possible.

Slasher Style**Range: 1**

At the end of every turn, you deal 1 damage to an adjacent enemy.

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone. Someone is alone if nobody is adjacent to them.

The **Slasher Ability** deals damage every turn, not just your turn.

Slasher Style wants to be in the thick of things. By sticking close to an enemy who already took their turn, you can slowly tear them apart until one of their friends pushes you out of the way. Then, you can use your Chaos tokens to **Suddenly...** be back in position.

Slasher Reversal and **Slasher Shadow** can move out of turn, letting you stick close to enemies you want to focus on with the **Slasher Ability**.

Slasher Power and **Slasher Song** give you Power tokens, so you can deal more damage with the **Slasher Ability**.

Slasher Iron gives you the survivability you'll need to stand next to your enemies for several turns, and **Contain** can pull them close and place Traps for them to fall in while escaping from you.

Vampire Style	Range: 1
After you deal damage with a hit, you heal 1. After you give Weakness tokens to an enemy, you gain that many Power tokens.	
4+: Life Steal	
Deal 2 damage to an enemy within range. You may give that enemy one Weakness token.	

Vampire Style drains power with every blow, growing stronger as your enemies grow weaker.

Vampire One-Two and **Vampire Blaster** give each of your attacks another hit, letting the **Vampire Ability** heal you more.

Vampire Vigilance has many ways to give out Weakness tokens, which all turn into extra Power later.

Vampire Zen deals 1 damage each time an enemy hits your shield, which triggers the **Vampire Ability's** heal. If you put up your shields while damaged, enemies trying to break you will only help pick you back up.

Zombie Style	Range: 1
You have Armor . At the start of your turn, if your HP is 3 or less, you heal.	
4+: Hunger	
Deal 2 damage to an enemy within range. You may take one token from that enemy.	

The target of **Hunger** loses the token you take from them, and you gain that token.

Zombie Style gets back up and stays on its feet. It is a well-rounded **Style** that pairs well with any **Form**.

Zombie Vigilance is a double dose of recovery, healing you twice at the start of your turn. This **Stance** can go from zero HP to a full health bar with a single **4+ Stand Strong**.

Zombie Wild lets you easily set up your extra **Action Dice** from **Wild's Ability**, since **Hunger** can steal tokens and the **Zombie Ability** can pick you up from death. The tokens you steal with **Hunger** can also be used to pay for **Fury**.

Archetype: Flametongue

COMPLEXITY



Flametongues want to watch the world burn. They specialize in fire, explosions, and blasts of all sorts, destroying the terrain around them as they fight.

Flametongues are a zoning **Archetype**, discouraging their enemies from getting close and dealing their damage from a distance. They hand out a lot of Burning tokens, which deal more and more damage the more of them your enemies have.

Flametongues are vulnerable to foes who can remove tokens easily. The **Angel's Purify**, the **Cyborg's Power Converter**, and the **Trickster Ability** can turn your blistering heat into their own strength. Also, Burning Tokens don't trigger until the end of their turn, and everyone can use **Put It Out!**, so don't rely on Burning Tokens to finish your foes off.

The main way a **Flametongue** defeats their foes is by giving them more to deal with than they can reasonably handle. You give out so many Burning tokens, and lay out so many Traps, and punish them for hitting you, and just make fighting back the last thing they can afford to do.



Focused Flametongue

After you deal damage to an enemy with an **Action**, give that enemy one Burning token.

Fused Flametongue

The first time you deal damage to an enemy during your turn, give that enemy two Burning tokens.

If you damage multiple enemies at once, the **Fused Flametongue Ability** only gives Burning tokens to one of them.

Frantic Flametongue

During this turn, after you deal damage to an enemy with three or less Burning tokens, give them one Burning token.

Burning Tokens: At the end of your turn, if you have any Burning tokens, you take damage equal to the number of Burning tokens you hold. Then, you discard half of your Burning tokens, rounded up.

Burning Style

Range: 2-4

After you target an enemy with an **Action**, if they have four Burning tokens or less, give them 1 Burning token.

4+: Burn It All Down

Target one enemy within range. Give them one Burning token and put a Trap into their space.

Burning Style hands out Burning tokens very aggressively, using traps and fire to overwhelm their foes.

Burning Shadow, **Burning One-Two**, and **Burning Dance** appreciate the free extra burning tokens while doing what they want to do anyway, and have reliable access to **Burn It All Down**.

Burning Blaster is your best option for handing out a lot of fire, and **Burn It All Down** is extremely good with extra targets.

Burning Iron protects you from the traps you lay, while also letting you pull enemies through your traps.

Explosion Style**Range: 2-4**

After you deal damage to an enemy, push that enemy one space.
After you destroy an obstacle, replace it with an Edge.

6+: Ka-Boom!

Deal 2 damage to an enemy within range.
Then, destroy every obstacle adjacent to them.

When you use **Ka-Boom!**, the **Explosion Ability** will push them before the second part of **Ka-Boom!** This means it will destroy obstacles adjacent to the space they were pushed into.

Explosion Style makes craters. It tears the map apart and makes all your attacks high-impact, pushing your enemies all over the place.

Explosion Blaster can use an **Amplified Ka-Boom!** to destroy a huge portion of the battlefield.

Explosion Power and **Explosion One-Two** allow you to push enemies farther, using either power tokens or the followup hit.

Explosion Dance can use **Dance's** mobility, along with the Edges you make with **Ka-Boom!**, to easily ring out your foes.

Inferno Style**Range: 1-2**

At the end of your turn, after your Burning tokens have already triggered, you gain three Burning tokens.

After an enemy deals damages to you with an **Action**, you may give them all of your Burning tokens.

Gain 1 Burning Token: Ignition

Give one Burning token to an enemy within range.
You can only use **Ignition** once per turn.

The three Burning tokens you gain from **Inferno's Ability** do not hurt you the turn you gain them.

Like all **Token Actions**, **Ignition** can be used during enemy turns.

Inferno Style involves setting yourself on fire to discourage enemies from attacking you. That's just smart.

Inferno Blaster is a strong choice, turning **Ignition** from a zero sum game into a game stacked heavily in your favor.

Inferno Shadow lets you stay within range of your enemies, so you can keep using **Ignition** every turn.

Inferno Wild gets extra **Action Dice** from being on fire.

Inferno Zen will heavily punish enemies who attack you. Be sure to Challenge someone so they have to.

Phoenix Style**Range: 1**

Whenever you would take damage from Burning tokens or from Traps, you heal that much damage instead.

4+: Cleansing Fire

Choose two: Give a Burning token to someone within range; heal an ally within range; or place a Trap within range.

Phoenix Style pairs well with **Inferno Style** and **Volcanic Style**, preventing their downsides from destroying you. It functions as an excellent follow-up **Style** to other **Flametongue** shenanigans.

Phoenix Vigilance is a powerful self-healing **Stance**, allowing you to rapidly get back in the fight.

Phoenix Song and **Phoenix Iron** provide reliable support, so you can keep the rest of your team in the fight while your enemies burn.

Phoenix Shadow has the most chances to use **Cleansing Fire**, can run away during enemy turns, and use **Stunt** to place a Trap for you to stand in and heal up with.

Volcanic Style**Range: 1-3**

After you spend Speed tokens on Free Movement, you may place a Trap into each space you exit.

You do not take damage from entering a space with a Trap.

4+: Pyroclasm

Place three Traps within range. Each Trap placed by this **Action** must be adjacent to a Trap obstacle.

The **Volcanic Ability** lets you move through Traps safely, but doesn't protect you from damage if you end your turn on one.

Volcanic Style covers the world around you with fire.

Volcanic Shadow is the obvious choice. Moving out of turn lets you place your Traps reactively, and lets you get out of them if someone tries to use them against you by pushing you into one.

Volcanic Dance is good for similar reasons, as a stance that gains a lot of Speed tokens. Throwing enemies through a line of Traps is also extremely deadly, if they do not have the Armor to take it.

Volcanic Song lets you run and hide while you provide support to your team, putting a wall of traps between you and your enemies.

Volcanic Iron and **Volcanic Reversal** are immune to damage from Traps, thanks to their Armor, so you can place Traps recklessly.

Archetype: Gunkata

COMPLEXITY



Gunkata is the ancient combat art of shooting people. Usually with guns. Ideally in the face. Probably a lot.

Gunkata is a high-damage **Archetype** that hits its enemies over and over and over. They embody the idea of death by a thousand cuts, and they do it all from fairly far away.

Big downside: your **Styles** have to deal with a minimum range. You need to be very wary of putting obstacles between you and your targets. Fog completely shuts you down and Walls make life difficult, but Rubble and Traps make it harder for your enemies to punish your ranged pokes.

Gunkata is a simple **Archetype**, but simple doesn't mean weak. Play to your strengths and punish your enemies' weaknesses, and you'll find that victory is an easy target.



Focused Gunkata

At the start of your turn, push every adjacent enemy one space, then move one space.

At the end of your turn, deal 1 damage to each enemy within range.

Fused Gunkata

At the end of your turn, deal 1 damage to each enemy within range.

Frantic Gunkata

At the end of this turn, you may move one space, then deal 1 damage to each enemy within range. Then, you may move one space.

Akimbo Style

Range: 3-5

After you deal damage to someone, you move one space.

4+: Firing Wild

Choose one: Deal 1 damage to every enemy and ally adjacent to you; or deal 1 damage to every enemy and ally within range.

Akimbo's Ability does not give you a choice - if you deal damage, you must move one space. **Firing Wild** makes you move one space per enemy or ally damaged by it.

Count up all the damage dealt before you move anywhere. Each space of movement is separate, so you may move back and forth over and over if you don't want to leave your spot.

Akimbo One-Two doubles the damage of **Firing Wild**, and makes each of your **Damage Actions** move you one additional space.

Akimbo Control can either have a large Range of 3-8, letting you hit everyone on the map, or close off your weakness to close range combat by making your Range 1-5.

Akimbo Reversal takes advantage of **Akimbo's Ability** to give you mid-turn movement after your damage-dealing **Actions**, letting you escape from enemies mid-combo.

Artillery Style**Range: 3-8**

You can see and target enemies through Fog and Walls.

1+ or 6+: Bombardment

Place a Trap into a space within range.

6+: Place a Trap into each space adjacent to the first Trap.

Do not place these Traps over Edges or Walls.

Artillery Style bombards your enemies with an endless rain of fire.

Artillery Control can either have a massive Range of 3-11, letting you hit everyone on the map, or close off your weakness to close range combat by making your Range 1-8.

Artillery Power can **Crush** enemies at long range.

Artillery Blaster can **Bombard** two spaces at once.

Artillery Shadow can fill the field with Fog for you to hide behind, while keeping your long range advantage anyway.

Artillery Zen can guarantee a **6+ Bombardment** every turn.

Crosshair Style**Range: 4-8**

You ignore Armor and Shields when dealing damage.

Weakness tokens you hold and Iron tokens your enemies hold do not reduce the damage you deal.

1+: Take Aim

Your next **Action** this turn has its cost and every number listed in its description increased by 1.

Take Aim is especially powerful with **Choice Actions** and **Tiered Actions**, as it gives you much more from those **Actions** than normal.

Crosshair Style keeps your enemies in your sights, ignoring their defenses and hitting them where it hurts, as long as you can keep away.

Crosshair Blaster can use **Take Aim** to improve **Amplify**, then **Amplify** a **Damage Action** to have 4-12 Range and 6 total targets.

Crosshair One-Two and **Crosshair Power** take advantage of the **Crosshair Ability** to ignore enemy defenses by dealing high damage.

Crosshair Control can **Take Aim** to gain twice as many Control Tokens from **Suppression**, while also removing your weakness to close range combat by making your Range 1-8.

Crosshair Iron, **Crosshair Song**, and **Crosshair Vigilance** take advantage of **Take Aim's** wording to pick extra choices or hand out multiple extra tokens with their various **Unique Actions**.

Ricochet Style**Range: 2-4**

After you deal damage to an enemy with an **Action**, you may deal 1 damage to a different enemy within 3 spaces of them.

3+: Trick Shot

Choose one obstacle within range.
Deal 2 damage to an enemy within 3 spaces of that obstacle.

Both the **Ricochet Ability** and **Trick Shot** draw line of sight from the enemy that triggers the **Ricochet**, or the obstacle you chose with **Trick Shot**, instead of drawing from you.

Trick Shot can shoot through Walls and Fog. If you choose a Wall or Fog as the targeted obstacle, any enemy within 3 spaces of the Wall or Fog is a legal target, even if you couldn't hit them normally.

Ricochet Style spreads your damage around rapidly, letting you poke enemies around corners and soften up many enemies at once.

Ricochet One-Two is the most machine-gun **Stance** in the game, hitting your enemies two extra times with each attack you make.

Ricochet Wild and **Ricochet Shadow** take advantage of **Ricochet's Ability** with their many many **Action Dice**, and especially with **Fury**.

Ricochet Blaster can trigger multiple **Ricochets** per **Action**, since **Ricochet** triggers once for each enemy damaged by each **Action** you perform. This makes your **Shockwaves** especially dangerous.

Ten Thousand Style**Range: 2-3**

Add  to your **Action Dice**.

2+: Point Blank Shot

Deal 1 damage to an adjacent enemy. Then, push them 1 space.

Ten Thousand Style lets you do just a little bit more with any **Form**, making it a universally solid **Style**.

Ten Thousand Power can use the extra dice to get into position, or to use more **Point Blank Shots** with all your Power Tokens.

Ten Thousand Blaster, **Ten Thousand One-Two**, and **Ten Thousand Dance** all gain bonuses with certain kinds of **Actions**, so having more **Actions** each turn lets you gain those bonuses more often.

Ten Thousand Shadow gets an unparalleled eight **Action Dice**.

Ten Thousand Vigilance and **Ten Thousand Song** are the only **Forms** with **1+ Unique Actions** for your extra dice to use.

Archetype: Phantom

COMPLEXITY



Phantoms are strange and unusual. They use their paranormal powers to fight their battles for them. Invisible barriers, telekinesis, teleportation, flight - you have all sorts of strange tricks that are tough for many enemies to handle.

Phantom is a flexible **Archetype** that can adapt to anything. Your universal access to your **Unique Actions** means that when choosing your **Stance**, you can focus on switching to the **Abilities** you need.

Phantoms are flexible, but lack power. You need to rely on your team to actually defeat most foes, as the **Phantom's Styles** don't have any damage dealing **Abilities** or **Unique Actions**.

Phantoms have an answer to every problem, and can control the battlefield as you see fit. Edges are your friend, and tossing enemies out of bounds is child's play to a **Phantom**.



Focused Phantom

You have access to all of your **Styles' Unique Actions** at all times, no matter what your current **Stance** is. All of your **Unique Actions** have their cost reduced by 1 (to a minimum of **1+** or **2 tokens**).

The **Phantom's** cost reduction **Ability** applies to all of your **Unique Actions**, including your **Phantom Style Unique Actions**.

For example, **Iron Form's Protect** only requires a **5+**, and **Aura Style's Shields Up** only costs 2 Basic tokens.

This **Ability** has a minimum, so **One-Two Form's Slide In** doesn't become a **0+ Action**, and **Wild Form's Fury** still costs 2 Basic tokens.

Fused Phantom

Your **Unique Actions** have their cost reduced by 1 (to a minimum of **1+** or **2 tokens**).

Frantic Phantom

You have access to all of your **Unique Actions** this turn, no matter what your current **Style** and **Form** are.

Your **Unique Actions** have their cost reduced by 1 (to a minimum of **1+** or **2 tokens**) during this turn.

Aura Style

Range: 1-3

At the start of your turn, you gain a 3 point Shield.
When an enemy within range damages or breaks a Shield, you may move that enemy one space.
After a Shield within range breaks, you gain 1 Iron token.

3 Basic Tokens: Shields Up

An ally within range gains a 3 point Shield.

You always count as an ally within range of your own **Actions**, so **Shields Up** can give yourself a Shield.

Aura Style is a shield-based support **Style** that punishes enemies who try to attack your team.

Aura Zen lets you stack Shields, making it ideal for **Aura's** benefits.

Aura Song and **Aura Iron** are both support-based **Stances** that can generate the tokens you need to use **Shields Up**.

Aura Dance and **Aura Shadow** can generate many Speed Tokens to spend on **Shields Up**.

Crying Style**Range: 1-4**

At the start of your turn, give one Weakness token to all enemies within range.

At the end of your turn, Challenge an enemy within range and give them one Weakness token.

6+: Banshee's Wail

All enemies within range gain a Weakness token.

All Traps and Walls within range become Rubble.

Crying Style weakens all of your enemies at once.

Crying Control has **Range: 1-7**, making the **Crying Ability** and **Banshee's Wail** extra effective.

Crying Blaster also increases your range, and adds some offensive power to the **Phantom** by giving you access to large **Shockwaves**.

Crying Vigilance doubles up on the Weakness-granting **Abilities** and **Actions**, allowing you to significantly hamper dangerous enemies.

Crying Zen guarantees you'll have a **Banshee's Wail** each turn.

Puppet's Style**Range: 1-5**

You may use Speed tokens to move any ally, enemy, or obstacle within range, using the normal Free Movement rules.

Walls and Traps you move with this Ability become Rubble.

Edges cannot be moved with this Ability.

3+ or 5+: Pull The Strings

Choose an enemy or ally you can see. Move them 3 spaces.

5+: Choose an enemy or ally you can see. Move them 3 spaces.

Puppet's Style can re-arrange the battlefield however you see fit.

Puppet's Dance is the obvious **Stance**, letting you turn **Throws** and **Grapples** into Speed Tokens that can move anything within range.

Puppet's Control gives you more Range, letting you puppeteer from farther away, and control your enemy's **Actions**, too.

Puppet's Shadow and **Puppet's Reversal** keep your Speed tokens between turns, letting you manipulate your enemies throughout the round. But remember, if it is not your turn, you can only use Free Movement at the start or end of the turn. If you move an enemy over an Edge at the start of their turn, they can use Basic **Movement Actions** to save themselves.

Spirit Style	Range: 1-3
Edges cannot remove your Copies from play. You and your Copies can move over Walls as though they were empty space. After you use Free Movement on yourself or your Copy, you may move any number of your Copies one space.	
1+ or 3+ or 5+: Now You See Me... Place a Copy into an empty space within range. 3+: Place a Copy into an empty space within range. 5+: Place a Copy into an empty space within range.	
Destroy 1 Copy: ...Now You Don't <i>...Now You Don't is a Token Action, but the Cost is one of your Copies.</i> Teleport into the space of the destroyed Copy.	

Spirit Style is a defensive style, letting your move freely while hiding yourself behind a wall of Copies.

Spirit Shadow is one of the slipperiest **Stances** in the game, turning both Speed tokens and Copies into escape mechanisms in the middle of enemy turns, and **Stunt** can make even more Copies to escape with.

Spirit Dance can cover the battlefield with dancing partners to trigger the **Dance Ability** with, letting you manipulate the battlefield at will.

Spirit Iron and **Spirit Power** can use **...Now You Don't** to get around their mobility penalty.

Vortex Style	Range: 1-3
Edges cannot remove you from play. When you stand on an Edge, every other Edge counts as an adjacent space you can move to.	
4+: Black Hole Place an Edge into an empty space within range.	

The **Vortex Ability** only counts for movement, not Range. You cannot stand over any Edge and attack any enemy within Range 1-2 of every other Edge. You must move to them.

Vortex Style opens portals you can use to your advantage, both for mobility and to remove your enemies from play.

Vortex Dance, **Vortex Shadow**, and **Vortex Reversal** give you the speed to consistently take advantage of your portals.

Vortex One-Two, **Vortex Power**, and **Vortex Fury** can use your portals to surprise your foes, suddenly attacking from out of nowhere.

Archetype: Punk

COMPLEXITY



Punks are all about tearing down the world. They need to make their mark, stand by their convictions, and rebel against the system. You've got guts, and you're not afraid to show 'em. The more the **Punk** gets beaten down, the harder they rise up and hit back.

The **Punk** is a tanking **Archetype**. You want to take hits, because the more you bleed, the stronger you hit back on the rebound. The **Punk** knows that if you outlast your enemy, you win.

The **Punk's** greatest weakness is biting off more than they can chew. Their **Styles** and **Abilities** encourage going aggro, and punishing any enemies who take the bait. But if you aren't careful, you'll wind up hurt. Bait doesn't live a long life.

If you can take the heat, though, nobody hits back like a **Punk**. Once they give you a reason, nothing will hold you back.



Focused Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to twice the damage on your current health bar.
 If your health bar is full, **X = 1**.

Fused Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar.
 If your health bar is full, **X = 1**.

Frantic Punk

At the start of this turn, add **X** to your **Action Pool**.
X is equal to twice the damage on your current health bar.
 If your health bar is full, **X = 1**.

For example, if your Health Bar has 12 HP, and you currently have 7 HP, you have 5 damage. The **Focused** and **Frantic Punks** will add a **10** to their **Action Pool**, while the **Fused Punk** will add a **5**.

Bleeding Style

Range: 1

You don't get Taken Out at zero HP. You can continue to fight as long as you remain in play. Your side still loses if everyone in play is at zero HP at the same time.

2 HP: Lash Out

*Lash Out is a Token Action that spends your HP.
 You can't spend HP you do not have.*

Push an adjacent enemy two spaces.

12+: I'm Still Here

Deal 7 damage to an enemy within range.
 Then, push that enemy 7 spaces.

I'm Still Here is nearly impossible to trigger without the **Punk Ability**. Switch to **Bleeding Style** after you get Taken Out and you can guarantee **I'm Still Here** will do some damage.

Bleeding Style is tenacity made form, and will never surrender.

Bleeding Wild is a good desperation **Stance**, as switching to it while you are Taken Out triggers two of **Wild's** bonus dice.

Bleeding Blaster can make **I'm Still Here** hit multiple enemies.

Bleeding Song can heal your allies even if you die.

Brawling Style**Range: 1**

After your Shield breaks, you gain 1 Power token.

After you deal damage, if you didn't spend a Power token on that hit, you gain 1 Power token.

2 Power Tokens: Tough It Out

You gain a 2 point Shield.

Brawling Style can keep up with the most vicious of foes, building up power and then spending it on defense or damage as you need it.

Brawling One-Two builds up Power tokens very quickly, letting you spend them on **Power Form's Crush** or **Wild Form's Fury** later.

Brawling Zen can rebuild its Shields as they break. While inactive Shields don't normally become active until the end of the turn, you can use **Tough It Out** after your active Shield breaks to immediately have a new active Shield.

Brawling Wild can unleash devastating **Fury**. As long as you don't spend a Power token to use **Fury**, you'll get a Power token back, letting your Iron and Speed tokens effectively buy **Fury** at half price.

Flashy Style**Range: 1**

After you roll your **Action Dice**, you may combine two of your numbers into a single, larger number.

X: Show Off

Choose two of these Basic Actions: **Movement**, **Damage**, **A Challenger Approaches**, **Put It Out!**, or **Throw**.

Perform both of those **Actions** as if you had spent **X** on them.

You can only use **Show Off** once per turn.

The **Flashy Ability** combines two numbers into one, effectively removing one from your **Action Pool**. For example, if you combine a **3** and a **4**, you gain a **7**, but lose both the **3** and the **4**.

Flashy Style is all about doing more with less. It favors **Forms** with many dice to add together with the **Flashy Ability**.

Flashy Reversal loves **Show Off**. The once per turn limit is not a drawback when paired with **Reversal's Ability**.

Flashy Shadow and **Flashy Wild** have many **Action Dice** for you to combine with the **Flashy Ability**.

Flashy Power is the most statistically likely **Stance** in the game to get a **9+ Crush** whenever you need it.

Flashy Dance can use the **Flashy Ability** for an incredible **Throw**.

Knockdown Style

Range: 1

After you take damage from an enemy, you deal 1 damage back to them.

4+: Take It On The Chin

Each enemy within range deals 1 damage to you.
Then, you deal 3 damage to one of them.

If you use Armor or Iron Tokens to reduce the damage you take to zero, the **Knockdown Ability** does not trigger. If an enemy hits you twice with **One-Two's Ability**, **Knockdown's Ability** will also hit them twice.

Knockdown Style loves a good fight, and gives it out as good as it gets. Enemies who rely on hitting you multiple times will regret it.

Knockdown Zen does some very silly things. If you **Take It On The Chin** while you have a Shield up, you will deal 2 damage to every enemy within range, until your Shield breaks.

Knockdown Blaster and **Knockdown Control** increase your range, making **Take It On The Chin** more dangerous.

Taunting Style

Range: 1

After you take damage, you gain 1 Iron token.

After you take damage from an enemy with your Challenge, you may move one space.

1+: Is That All You Got?

Challenge an enemy you can see. You gain 1 Iron token.

X: Not Good Enough

Give **X - 2** Weakness tokens to an enemy with your Challenge.
Then, they discard your Challenge.

Not Good Enough gives out two less Weakness tokens than the number you spent on it. For example, if you spend a **9** to use **Not Good Enough**, you give them seven Weakness tokens. Spending a **1** or a **2** will give them zero Weakness tokens.

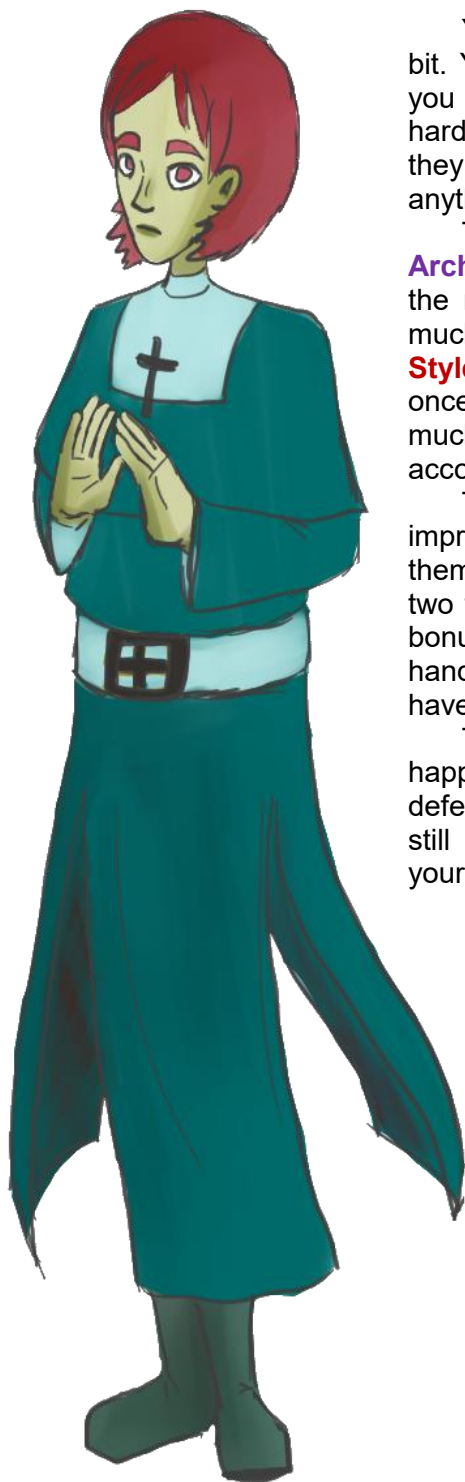
Taunting Style is a big distraction, letting you Challenge your enemies while keeping enough Iron tokens to survive anything.

Taunting Iron and **Taunting Vigilance** pair their Iron/Weakness token affinity with **Taunting Style's** use of both.

Taunting Reversal and **Taunting Shadow** can move out of turn, making you even harder to pin down.

Archetype: Teacher

COMPLEXITY



Your age only holds you back a little bit. You're strong, but not as strong as you used to be, and your lessons hit harder than your fist nowadays. But if they listen to their **Teacher**, they can do anything.

The **Teacher** is a support based **Archetype** that donates **Action Dice** to the rest of their team. You don't have much power yourself, although **Elder Style** lets you draw on the strength you once had. Your real strength is in how much more you let your team accomplish.

The **Teacher** is a force multiplier, improving the output of everyone around them. But being a force multiplier has two fatal flaws. If you go down, all your bonuses go with you. But on the other hand, if you're the last one standing, you have no one to give any bonuses to!

To prevent either of these from happening, the **Teacher** favors a defensive play style. As long as you're still standing to show them the ropes, your team's power will be unparalleled.

Focused Teacher

At the end of your turn, you gain two Inspired tokens.

Fused Teacher

At the end of your turn, you gain an Inspired token.

Frantic Teacher

At the end of this turn, you gain two Inspired tokens.

Inspired Token: This token is only used by the **Teacher**.

During an ally's turn, you may spend one Inspired token to roll and add that number to their **Action Pool**. 

Patient Style

Range: 1

At the end of your turn, your Speed tokens become Iron tokens. You may only take one **Action** per turn. Your **Action Pool** does not empty between Turns or Rounds.

X: Waiting Game

Add **X+1** to your **Action Pool**. Then, you may move one space. You can only use **Waiting Game** during enemy turns.

Waiting Game gives you a number one higher than the number you spent to use **Waiting Game**.

Patient Style likes to wait. While **Reversal Form** holds your numbers to interrupt your enemies' turns, **Patient Style** holds them to make your next turn ridiculous, using two turns' worth of numbers all at once, while tailoring your numbers to the **Actions** you want to use.

Patient Reversal Stance may use two **Actions** per turn, one from the **Patient Ability** and one from the **Reversal Ability**. As a result, this **Stance** can use **Waiting Game** twice as often as other **Patient Stances**.

Patient Song and **Patient Dance** can gain a lot of Speed tokens, giving you a lot of Iron tokens while you wait to build up a big turn next.

If you want to add a lot of little numbers to your next turn, you want to use **Patient Shadow** or **Patient Wild**.

If you want to add some big numbers to your next turn, you want to use **Patient Control** or **Patient Power**.

Elder Style

Range: 1-2

The cost of this **Stance's Unique Actions** are reduced by 1 (to a minimum of **1+** or **2 tokens**).

Once per turn, during your turn, you may use any **Unique Action** you know, from among all of your **Stances**, for free. It does not cost any tokens or numbers to use. If your free **Action** is a **Tiered Action**, you perform it as if you spent a **7**.

Elder Style is a strange beast. It pairs well with any **Form**, but it also pairs with every other **Form** and **Style** you have, due to its **Ability**.

Elder Style likes **Forms** with good **Unique Actions** it can use for free. Some of the best are **Blaster Form's Amplify**, **Iron Form's Protect**, **Power Form's Crush**, and **Song Form's Sing Along**.

You do not need to pair **Elder Style** with these **Forms** to use these **Actions**. You just need to have these **Forms** among your **Stances**.

Elder Shadow only needs 2 Speed tokens to use **Stunt**, letting you teleport all over while leaving obstacles everywhere. An **Amplified Stunt** will place four obstacles into adjacent spaces.

Elder Reversal is so ineffective I have to warn against it. **Elder's** cost reduction does nothing for **Counter Attack**, and the **Elder Ability** to use a surprise **Unique Action** once during your turn is heavily limited by the **Reversal Ability's** once per turn **Action** limit.

Mastermind Style

Range: No

You cannot perform **Actions**. Instead, you spend your numbers on your allies, making them perform **Actions** for you.

Each **Action** you take uses an ally's current location, range, and **Stance** bonuses as if they'd taken that **Action** themselves. You can only give **Actions** to allies you can see.

After each **Action** an ally performs during your turn, you may move 1 space.

Mastermind Style directs your allies, deciding what they do for them.

Be wary of **Mastermind One-Two**, **Mastermind Power**, and **Mastermind Zen**. Their **Abilities** do nothing when you can't take **Actions**.

Mastermind Vigilance can do its job much easier when you can make your allies Weaken enemies themselves, without putting yourself in harm's way.

Mastermind Reversal can donate **Actions** to your allies exactly when they need them most, making a full-team **Reversal Form**.

Mastermind Iron has Armor and a downside that doesn't matter if you don't need to go anywhere.

Motivating Style

Range: 1-2

At the end of your turn, allies within range heal, and you gain an Inspired token.

4+: You Can Do It!

Choose an ally within range. They **choose two**: They heal; they move two spaces; they gain a copy of a token they hold; or they discard one token they hold.

The Inspired token you gain from the **Motivating Ability** is the same as the one used for the **Teacher Ability**.

Motivating Style is a support based style, and lets you fill the role of the **Cavalry**, encouraging you to group up with your team mates.

Motivating Dance and **Motivating Shadow** can easily put you in position to use **You Can Do It!** and the **Motivating Ability**.

Motivating Iron doubles up on your defenses and support options.

Training Style

Range: 1

At the end of your turn, give an ally one Training token.

Training Token: Before performing an **Action**, you may spend a Training token to increase all numbers listed in that **Action** by 1, including its cost. You may only spend 1 Training token per turn.

3+: Watch Closely

You gain one Training Token. If you spend it before the end of this turn, give one Training Token to an ally.

When you use a Training Token, pay close attention to the wording of the modified **Action**. **Actions** that say "target one enemy" will now say "target two enemies," while **Actions** that say "an enemy" or "an ally" will still have only one target.

For example, the basic **Damage Action** deals damage to two targets, and deals one more damage to both of them. The basic **Grapple** or **Throw Actions**, however, are unchanged by Training Tokens.

Training Style is a balanced **Style** that does not lean in any particular direction. Its primary benefit, the Training Tokens, are best used with one **Watch Closely** per turn, so any **Form** with four or more **Action Dice** makes a good pair with **Training Style**.

Archetype: Trickster

COMPLEXITY



Everyone loves a good trick, unless the trick was played on them. **Tricksters** revel in confusion, changing the rules as they go. As long as you can stay one step ahead, nobody can handle you.

Tricksters are a zoning **Archetype**, keeping enemies close or pushing them away as needed. You stay out of reach while keeping your enemies within your own. As long as your enemies can never catch you, you cannot lose.

Tricksters are extremely powerful when they have everything they need, but they rely on a lot of things to keep their tricks rolling. **Illusion Style**, **Mysterious Style**, and **Hidden Style** all rely on certain types of terrain, and terrain can be cleared away by your enemies. More than any other **Archetype**, **Tricksters** need careful planning so you don't run out of tricks right when you need them most.

Tricksters are hard to pin down, hard to fight reliably, and hard to deal with. You may not deal the most damage, but you'll give your enemies hell trying to keep up with everything you've got going on. Nothing is easy when you're fighting a **Trickster**.



Focused Trickster

You may spend any tokens you hold as if they were Iron tokens.
When you spend Iron tokens to reduce the damage you take, push your attacker 1 space, then you may move 1 space.

Fused Trickster

You may spend any Basic Tokens you hold as Iron tokens.
When you spend Iron tokens to reduce the damage you take, you may move 1 space.

Frantic Trickster

Until your next turn, you may spend any tokens you hold as if they were Iron tokens.
When you spend Iron tokens to reduce the damage you take, push your attacker 1 space, then you may move 1 space.

Caged Style

Range: 1

Adjacent enemies cannot gain or spend Speed tokens.

2+: Welcome To My Maze

Deal 1 damage to one enemy outside of your Range.
Then, pull them three spaces.

Caged Style traps your enemies until you're ready to let them go.

Caged Zen forces your enemies to stay with you, giving them no choice but to eat counter-attack damage from the **Zen Ability**.

Caged Iron and **Caged Reversal** make good use of their Armor, so you can survive caging any enemy you want.

Caged Vigilance can use **Welcome To My Maze** to guarantee an enemy is within range for the **Vigilance Ability**.

Caged Blaster is a suicidal strategy - you can pull every enemy to you, and force them to Take You Out if they want to escape your **Ability**. If your team has a strategy that requires every enemy to be in one spot, **Caged Blaster** can guarantee they will be.

Mysterious Style**Range: 1-2**

At the start of your turn, place a Fog obstacle into your space. While you stand in Fog, your maximum range is doubled.

3 Speed or Iron Tokens: Ghost Walk

Place a Fog obstacle into an empty space within range. Then, teleport to a Fog obstacle within range.

The **Mysterious Ability** replaces an obstacle in your space with Fog.

You can pay for **Ghost Walk** with any quantity of each token, as long as you spend a total of 3 tokens. 3 Speed, 2 Speed and 1 Iron, 2 Iron and 1 Speed, and 3 Iron tokens are all legal costs to pay for **Ghost Walk**.

Mysterious Style strikes from hiding, using Fog to be untouchable.

Mysterious Control increases your range, letting you attack, control, and **Ghost Walk** across the whole map.

Mysterious Blaster also increases your range, while also letting **Ghost Walk** place additional Fog and giving you access to **Shockwave**. While standing in Fog, an **Amplified Shockwave** has **Range: 1-10**.

Mysterious Shadow and **Mysterious Reversal** keep their Speed tokens between turns, letting you **Ghost Walk** to escape harm.

Mysterious Iron can **Ghost Walk** to make up for **Iron Form's** lack of maneuverability, while also gaining Iron tokens for **Trickster Abilities**.

Illusion Style**Range: 1-3**

After an enemy deals damage to you while within range of at least one of your Copies, you deal 1 damage to them. If they are within range of three or more Copies, you deal 2 damage to them instead. You may spend your Copies as Iron tokens.

3+ or 6+: Where Are You Looking?

Place 2 Copies into empty spaces within range.

6+: Place 2 more Copies into empty spaces within range.

Illusion Style punishes enemies who try to hurt you without clearing out your Copies. Once you set up, it takes a lot of effort to set you back.

Illusion Control and **Illusion Blaster** have increased Range, making your Copies more dangerous. **Illusion Blaster** also places extra Copies with **Where Are You Looking?**

Illusion Shadow can place additional Copies using **Stunt** in the middle of the enemy's turn, for a sudden surprise.

Illusion Zen increases the punishment for attacking you.

Hidden Style**Range: 1-3**

You may move through Walls as though they were empty spaces.
You can see and target enemies through Walls.

3 Iron tokens: Sudden Strike

Deal 2 damage to an enemy within range.

The **Hidden Ability** lets you stand in Walls. A Wall you are standing in does not block line of sight to you.

Hidden Style is a defense oriented **Style**, but is generically useful with any Form you want to pair it with.

Hidden Iron and **Hidden Song** have the Iron tokens you need for **Sudden Strike**.

Hidden Reversal and **Hidden Shadow** can escape from enemies by going through the walls.

Whip Style**Range: 2-5**

Your **Throw Actions** target one person within range.
When you **Throw** or **Grapple** an enemy, they take 2 damage.

5+: Grapple Hook

Teleport to any empty space within range.

The **Whip Ability** prevents you from **Throwing** adjacent enemies.

Whip Style is a zoning **Style**, staying out of enemy range and keeping your enemies from getting close.

Whip Dance adds a lot of value to your **Throws** and **Grapples**, to the point that every **Action** you take in this **Stance** should be a **Throw**, a **Grapple**, or **Try And Keep Up**.

Whip Reversal is incredibly good at interrupting enemy combos. You can **Throw** your enemies away from your allies, or **Grapple Hook** yourself away if they come after you.

The **Whip Ability** gets around **Shadow Form's** low, inconsistent damage output. When even the **1's** in your pool deal 2 damage, **Whip Shadow** can deal 12 damage every single turn, divided up in 2 damage packages however you see fit. The only requirement is keeping your enemies within range as you ping pong them back and forth, and **Shadow's** free Speed tokens help you maintain that distance.

Archetype: Underdog

COMPLEXITY

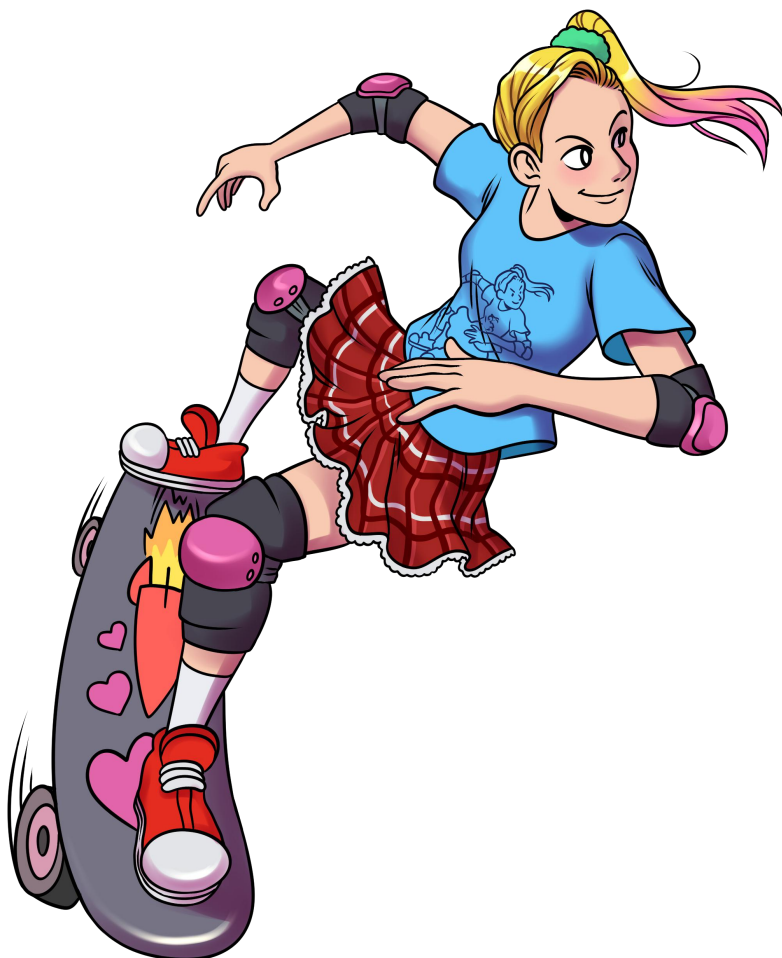


You're just a regular kid, and you're in way over your head. Or you would be, if being an ordinary underdog didn't make you the most dangerous person in the room at all times.

The **Underdog** is an all-around balanced **Archetype**, focused on keeping your enemies under control. Its **Styles** have a lot of flexibility, and most of their **Actions** are **Choice Actions**, allowing you to respond to any kind of situation with some kind of answer.

The **Underdog** is all about getting back up again. The longer a battle goes, the more it favors the **Underdog**, as they turn pain into power. But unlike the **Punk**, who turns damage into powerful high-cost **Actions**, the **Underdog** turns damage into basic tokens they can spend, so they require careful thinking and tenacity to make the most out of their bonus.

The **Underdog** is a middle ground between the controlling **Angel**, the tanking **Punk**, and the combo-heavy **Cyborg**. But you can leave it to an **Underdog** to patch together a solution to every situation.



Focused Underdog

At the start of your turn, you gain one Basic token of your choice.
After you take damage, you gain one Basic token of your choice.

Fused Underdog

At the start of your turn, you gain one Basic token of your choice.
After you take damage, you gain one Basic token of your choice.
You cannot choose a Basic token you are already holding.

Frantic Underdog

At the start of this turn, you gain one Basic token of your choice.
Until your next turn, after you take damage, you gain one Basic token of your choice.

The Basic tokens are Iron, Power, and Speed tokens.

Fused Underdogs holding all three Basic Tokens may spend their Iron Tokens before taking damage. Doing this will let them regain an Iron token from taking damage, if they no longer have any.

Fused Underdogs may choose any Basic Token at the start of their turn, even if it is one they already hold.

Collateral Style

Range: 1-2

After you destroy an obstacle, you gain one Basic token of your choice.

3+: Roughhousing

Destroy an obstacle within range, then **choose one**: Teleport to that obstacle's space; deal 1 damage to each enemy adjacent to the destroyed obstacle; or destroy another obstacle within range.

You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

Collateral Style tears the arena apart. If your enemies were relying on walls and traps to protect themselves, **Collateral** will put a stop to that.

Collateral Blaster is interesting, because extra targets give **Roughhousing** some unique properties. If you choose "Deal 1 damage to each enemy adjacent to the destroyed obstacle," and destroyed four obstacles, you'll deal 1 damage to each enemy adjacent to any of those obstacles!

Collateral Control increases your range, making **Roughhousing's** teleport choice more useful.

Distracting Style

Range: 1-2

After an enemy deals damage to you, if they have no Weakness tokens, give that enemy one Weakness token.

1+ or 2 Basic Tokens: Flare

*Flare can be used as either a **Simple** or **Token Action**.*

Move one space, then give one Weakness token to one enemy within range.

Distracting Style makes you the perfect distraction. Hard to catch and hard to hit, you can outlast all but the most aggressive assaults. Be sure to Challenge your enemies, so the distraction works!

Distracting Shadow is an incredibly elusive **Stance**, able to move constantly with **Flares** and **Stunts** during your enemies' turns.

Distracting Iron and **Distracting Zen** let you survive the attention, giving your Armor or Shields to block some damage.

Distracting Reversal is the halfway point between **Iron** and **Shadow**, giving you the reactions of **Shadow** and the Armor of **Iron**.

Distracting Vigilance is a solid recovery **Stance**. Rather than Challenge your enemies and force them to take Weakness tokens, this **Stance** uses its **Ability** as a threat, a way to punish attackers who come after you while you try to heal.

Eye of the Style

Range: 1

At the start of your turn, you gain a Bonus of your choice.

3+: Thrill of the Fight

Target an adjacent enemy, then **choose one**: Challenge them; you deal 2 damage to them; or give them 2 Burning tokens.

You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

The Bonuses are on page 20.

Eye of the Style is a versatile **Style** that gives you exactly what you need right when you need it. It pairs well with any **Form** you wish to use.

Eye of the Shadow can use the *Freedom* Bonus to gain even more Speed tokens, letting you **Stunt** with impunity.

Eye of the Wild can use *Freedom* or *Power Up* to build up your **Fury**.

Lucky Style**Range: 1**You have **Armor**.Add  to your **Action Dice**.**3+: Just What I Needed****Choose one:** You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.

Lucky Style is basic, but extremely solid, granting you both Armor and an extra **Action** each turn. It combines well with any **Form**, but Armor doesn't stack, so don't pair it with **Reversal** or **Iron Form**.

Lucky One-Two, **Lucky Song**, and **Lucky Vigilance** make best use out of **Lucky Style's** bonus die, as these **Forms** each have very cheap **Actions** they want to perform as often as possible.

Lucky Blaster has two solid **3+ Actions**, so half of the time **Lucky Style's** bonus die will give this **Stance** a free **Amplify** or **Shockwave**.

Misfortune's Style**Range: 1-3**

When you would take damage from a Trap, deal that damage to an enemy within range instead. If no enemies are within range, gain one Power token instead.

1+ or 3 Basic Tokens: Bad Luck

Bad Luck can be used as either a **Simple** or **Token Action**.
Place a Trap into a space within range.

Misfortune's Style turns your bad luck around, filling the terrain with Traps while becoming immune to them yourself.

Misfortune's Shadow lets you keep your enemies close, while also giving you **Stunt** as another means of placing Traps.

Misfortune's Zen combines both **Abilities** to pile on the 1 damage reactions. Death by a thousand cuts.

Misfortune's Control increases your range, making **Bad Luck** even easier to spread around. In addition, Control Tokens extend your ability to share misfortune and stop your enemies from doing as they please.

Archetype: Wardancer

COMPLEXITY



You have mastered the art of combat. And to you, art is exactly what it is: temporary, ever-changing, always improving, never perfect. You fight to perform, and you will put on a better show than anybody.

The **Wardancer** is an aggressive Archetype, focused on high damage dealing and mobility. **Wardancer Styles** are hyper-focused on specific kinds of aggression, giving you exactly the hammer you need to pound down any nail.

Mechanically, the **Wardancer** has the highest numbers. All of their **Unique Actions** are **Tiered Actions**, and they get stronger when you spend larger numbers to use them. Their **Ability** increases their numbers after they roll, but they still favor **Forms** with large dice to begin with: **Control**, **Dance**, **Power**, **Wild**, and **Zen Forms** especially.

The **Wardancer** is a very simple fighter to play. But simple doesn't mean weak, as they are unrivaled in raw power and speed.



Focused Wardancer

After rolling your **Action Dice**, either increase all of your numbers by 1, or increase one of your numbers by 4.

Fused Wardancer

After rolling your **Action Dice**, increase two of your numbers by 2.

Frantic Wardancer

After rolling your **Action Dice** this turn, either increase all of your numbers by 1, or increase one of your numbers by 4.

Forbidden Style

Range: 1-2

At the start of your turn, you take 2 damage. This damage cannot drop you below 1 HP on your current Health Bar.

This **Style** is attached to two **Forms**. You have the **Abilities** and **Unique Actions** from each **Form**. Do not use the **Action Dice** listed in those **Forms**. This **Stance's Action Dice** are determined by combining the results of the following chart:

Blaster:		Reversal:	
Control:		Shadow:	
Dance:		Song:	
Iron:		Vigilance:	
One-Two:		Wild:	
Power:		Zen:	

Forbidden Style lets you combine two **Forms** into a single **Stance**. This makes it the most open-ended **Style** in the game.

You only get one **Skill** from a **Forbidden Stance**. You can choose which **Form** you take that **Skill** from.

If you want damage, **Forbidden Power Blaster** or **Forbidden Blaster One-Two** double down on damage increasing Abilities.

Combining **Shadow** or **Dance** with any other **Form** makes that **Form** highly mobile, so **Iron**, **Power**, **Wild**, and **Zen** appreciate these pairs.

If you want maximum defense, combine **Iron**, **Reversal**, **Vigilance**, and **Zen Forms** in any way you please.

Forbidden One-Two Wild turns every 2 Basic tokens you hold into 2 damage. Spend everything on **Movement**, and destroy them with **One-Two Fury**.

Lightning Style**Range: 1**

After you deal damage, you gain 1 Speed token.

2+ or 5+ or 8+: Deadly Dance

Teleport 2 spaces. Deal 1 damage to an enemy within range.

5+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

8+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

Lightning Style is fast. Real fast. So fast you can't see it coming.

Lightning One-Two makes great use of **Whirlwind** and **Deadly Dance** with the **Lightning Ability**, giving you tons of Speed tokens while you hit multiple times per **Action**.

Lightning Shadow and **Lightning Dance** are obvious Stances, as they can put those extra Speed tokens to use on their **Unique Actions**.

Lightning Wild is a monstrous **Stance** that refunds half of your **Fury**, letting you keep the chain going 50% longer than normal.

With the **Wardancer Ability**, **Lightning Zen** can perform an **8+ Deadly Dance** and a **5+ Deadly Dance** every single turn.

Overwhelming Style**Range: 1**

You ignore **Armor** when dealing damage.

When an enemy hits you with an **Action**, you may spend a Power token to deal 1 damage to them and push them 1 space.

4+ or 8+: Power Strike

Deal 2 damage to an enemy within range.

You gain 2 Power tokens.

8+: Deal 4 damage and gain 4 Power tokens instead.

Overwhelming Style can break through the mightiest defenses, leaving your enemies reeling from your mere presence.

Overwhelming Power is the obvious choice, letting you immediately spend as many of those Power tokens as possible on damage.

Overwhelming Blaster, **Wild**, and **One-Two** each appreciate the **Overwhelming Ability** to ignore Armor, for **Shockwave**, **Fury**, and the **One-Two Ability**.

With the **Wardancer Ability**, **Overwhelming Zen** can perform an **8+ Power Strike** and two **4+ Power Strikes** every single turn.

Relentless Style**Range: 1**

When you deal damage to an enemy, immediately push them one space and then move into the empty space they left.

If you damage multiple enemies at the same time, push all of them one space, then move into one of the empty spaces they left.

3+ or 5+ or 7+: Rush Down

Deal 1 damage to an enemy within range.

Then, deal 1 damage to an enemy within range.

5+: Then, deal 1 damage to an enemy within range.

7+: Then, deal 1 damage to an enemy within range.

The **Relentless Ability** requires you to move into their space if you can, even if you do not want to. If they are standing in a full space (such as a Wall) due to an **Ability**, you do not move into that space.

Relentless Style lets you smash your foes across the battlefield.

Relentless One-Two and **Relentless Blaster** hit additional times, so you can move farther and push farther.

Relentless Blaster and **Relentless Control** have additional range, so you don't accidentally send opponent's flying out of your reach.

Relentless Zen can **Rush Down** very efficiently, as their numbers perfectly line up with **Rush Down's** cost.

Weightless Style**Range: 1**

All spaces are Empty spaces to you.

Edges cannot remove you from play.

Rubble does not make you discard Speed tokens.

Traps deal no damage to you.

4+ or 7+: Effortless

Teleport to any space you can see.

7+: Choose an ally. They may teleport to any space they can see.

Weightless Style ignores trouble in a way no other **Style** can. You have no way of stopping their tricks, so why not just ignore them?

Weightless Power and **Weightless Iron** can use **Effortless** to make up for their lack of mobility.

Weightless Blaster can re-position your entire team with **Effortless**.

Weightless Song and **Weightless Vigilance** are excellent recovery **Stances**, able to escape any trap or foe.

Archetype: Winterblossom

COMPLEXITY



Your style is calm, controlled, precise, and icy. A **Winterblossom's** fighting style revolves around controlling and weakening your enemies, reducing them to a helpless mess that cannot hope to fight back.

The **Winterblossom** is a controlling **Archetype** that shuts down your foes, similar to the **Angel**. But while the **Angel** buffs herself into being untouchable, the **Winterblossom** weakens her foes into uselessness, before destroying them with a well-timed power blow.

The **Winterblossom** has no problems against other defensive and controlling foes, winning the war of attrition with ease. But aggressive enemies are a problem, as they can dish out damage faster than you can stop it. **One-Two Form** is especially bad for you, as its users can remove two Weakness tokens per attack.

But if you can pile on the Weakness tokens, your opponents will never be able to touch you.



Focused Winterblossom

At the start of every turn, give 1 Weakness token to one enemy within range.

Fused Winterblossom

At the start and end of your turn, give 1 Weakness token to one enemy within range.

Frantic Winterblossom

At the start and end of this turn, give 2 Weakness tokens to one enemy within range.

Focused Winterblossoms give out a Weakness token at the start of every turn, not just yours. Each ally's turn, and each enemy's turn, if an enemy is within your range, then you give them one Weakness token.

Crystal Style

Range: 1-2

When one of your Copies is destroyed, it deals 1 damage to every enemy adjacent to it.

3+ or 6+: Splinter

Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

6+: Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

Free: Shatter

***Shatter** is a **Token Action** that costs nothing.*

Destroy one of your Copies. Give one Weakness token to an enemy that was within range of that Copy.

Crystal Style litters the field with bombs for you to detonate at will.

Crystal Blaster lets you place more Copies per **Splinter**, and give out Weakness tokens to multiple enemies with **Shatter**.

Crystal Shadow can use **Stunt** to place Copies in the middle of your enemies' turns, surprising them with an instant **Shatter**.

Crystal Control gives you tons of range, letting you place Copies from afar and use them as a network for your Control tokens and **Winterblossom Ability**.

Crystal Zen can reliably **Splinter** 2-3 times a turn.

Frozen Style

Range: 1

After an enemy moves into an empty space adjacent to you, you may give them one Weakness token.

3+: Exploit Weakness

Choose one enemy within range. Give them one Weakness token and deal 2 damage to them.

The **Frozen Ability** triggers each time an enemy moves into a space adjacent to you, even if they are moving around you or passing through.

Frozen Style makes it difficult to approach you, as anyone doing so has their strength stolen away from them.

Frozen Dance can **Grapple** enemies to you, giving them Weakness tokens and giving you Speed tokens simultaneously.

Frozen Shadow can **Stunt** away after your enemies trigger the **Frozen Ability**, forcing them to move in again if they want to hit you.

Frozen Iron can **Contain** foes to force them to come to you, while keeping you flush with Armor and Iron tokens to survive the attention.

Precision Style

Range: 1-2

Your **Actions** deal +1 damage to enemies with Armor or Shields.

When you target an enemy with an **Action**, they must discard 1 Iron token.

3+ and 3+: Perfect Strike

*This **Action** costs two numbers to perform.*

Deal 4 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Perfect Strike**.

The **Precision Ability** adds only +1 damage, even against an enemy with both Armor and a Shield.

Precision Style punishes defensive strategies, crashing straight through their Shields and Armor.

Precision Blaster lets **Perfect Strike** hit multiple foes, making up for its multiple-number cost.

Precision Shadow and **Precision Wild** both have the most **Action Dice**, giving you more opportunities for **Perfect Strikes**.

Precision Zen can **Perfect Strike** and **7+ Focus** every turn.

Precision Power combines their **Abilities** to deal massive damage regardless of your opponent's defenses.

Pressure Style	Range: 1-2
At the start of your turn, give one Weakness token to every enemy within range.	
5+: Apply Pressure	
Choose one enemy within range. Deal damage to them equal to the number of tokens they hold. You can only use Apply Pressure once per turn.	

Pressure Style is your big finisher. Once your enemies are drowning in tokens, **Apply Pressure** will destroy them.

Pressure Vigilance combines **Pressure Style** with the only **Form** that can give tokens to enemies the same turn you **Apply Pressure**.

Pressure Blaster and **Pressure Reversal** let you get around **Apply Pressure's** once per turn limitation.

Pressure Zen guarantees you can **Apply Pressure**, while spending the rest of your numbers to **Focus** so you aren't vulnerable to retaliation.

Reflected Style	Range: 2-3
At the start of your turn, you may place up to three Walls into empty adjacent spaces. You can see and target enemies through Walls.	
3+: Walled In	
Place 3 Walls into empty spaces within Range 1-3 .	
3+: Icicle Fall	
Deal 1 damage to each enemy adjacent to any Walls.	

Reflected Style is the ultimate defensive combat style, building a wall to hide behind while you continue to strike out at your foes.

Reflected One-Two doubles the damage of **Icicle Fall**.

Reflected Blaster and **Reflected Control** increase your Range, so you can stay behind your wall without moving.

Reflected Shadow can teleport away if your wall is broken.

Chapter 6 Between Combat



What Is A Skill?

In *Panic at the Dojo*, people are larger than life. They aren't like you and me. They aren't mostly well rounded and focused on all the general things that help you survive day to day life. They're focused on doing a few things extremely well, at the exclusion of all other things.

This is what your **Skills** are all about. If you do something related to one of your **Skills**, you are hyper-competent, only able to fail against incredible odds or equally skilled opponents. Someone who is **Unstoppable** can just charge right through a series of walls, rip off a bank vault door, or even punch a car out of their way. They could do all of that in a row, if they wanted to. There's no stopping the **Unstoppable**.

If you attempt to do something outside of your Skills, you are comically inept and guaranteed to be embarrassed, hurt, or put in a bad spot. A **Professional** should be able to drive a car, for example, and most unique skills will also give you that ability, but Truth can't drive. She's a vampire, she never learned. If she got behind the wheel, the scene would cut to three minutes later when Truth is walking out of a 4 way collision and it's somehow on fire.

When you attempt something you just do not know how to do, you fail. You fail miserably and catastrophically and there's not much you can do about it. But don't worry - failure here has no real consequences beyond how you get to what happens next. Whether they drive to their destination or Truth crashes the car into their destination, the heroes will always get where they need to go. It's just a matter of how cool or irresponsible they are doing it.

Your Big Debut

Skills are used during three different parts of gameplay: During a **Debut**, to get past some **Trouble**, or to resolve a **Contest**.

A **Debut** is a character's first scene. The Heroes can debut at the start of the game in any order they want. The goal of this scene is to show off. You want to look cool and sell everyone on who your character is.

Begin your debut by setting the scene for us. Tell us where you are, what's happening around you, and what terrible thing is about to happen to you. It should sound like something that happens regularly in your hero's life. Then, describe how you use at least two of your **Skills** to get out of the situation.

For an example of someone's Debut, let's use one of the first scenes in *The Incredibles*. Mr. Incredible is sitting in his too-tiny desk, an old lady wailing across from him about how her insurance just has to cover this or she doesn't know what she's going to do. So how does he handle this? Well, he uses his **Professional** skill to tell her how to get through all the loopholes and make sure she gets coverage. When his boss gets mad at him about this, he gets angry and uses **Unstoppable** to throw his boss through the wall, getting himself fired and setting up the rest of his plot arc for the film.

Once each Hero has made their Debut, the Director will set up a combat scenario for them. This scenario should kick off the plot for the session, with villains who are after something specific the Heroes must protect or also want.

Some of the Heroes may be on different sides in this first fight, only teaming up after kicking some sense into each other. See Switched Sides (page 18) for more information on how to play out such a fight.

A Spot Of Trouble

Trouble is when there's a problem, but it isn't one you can just fight your way through. For example, a car swerves out of their lane straight at you, or you need to get a message out but the phones are jammed. Trouble often has multiple ways to be solved, and whoever jumps in to solve the Trouble is the one who gets it.

Between fights, there should be one Trouble to resolve per Hero. Some Trouble might be complicated, and require two Heroes to work together - that counts as two Troubles. Present the Heroes with problems one after another, and let each Hero step up to solve one of them.

Once every Hero has stepped up to a Trouble, they make it to whatever the next Fight is planned to be. Troubles are basically the route they take to get there, and may modify the fight depending on how well they did.

How well they resolve the Trouble depends on what skills they have to use. If a Skill applies to the solution they want to use, they succeed! The Hero tells us how cool they look while they handle the problem, how easily they help everyone through, and how they nip any complications in the bud.

If they do not have an appropriate Skill, they fail! Miserably. The Hero tells us how they make a big mess, cause problems for themselves and the rest of you, and how they bumble on ahead in spite of their mistakes.

Failure never gets in the way of progress. Failure just makes progress a bumpy, painful road, instead of an easy one.

The first Trouble or two will almost definitely be successful. Its the last couple where the problem comes in. Once you've solved a Trouble, you can't solve any more Troubles. You're done. Someone else must stand in the spotlight, and they might not have what it takes.

If everyone successfully resolves their Trouble, the next fight happens with their advantage. The Heroes place themselves on the map after the enemies are already on the battlefield. Each Hero may start the fight wherever they want to be.

If there is one failure, then the fight proceeds as normal. The Heroes and enemies are placed on opposite ends of the arena and the fight proceeds as planned.

If there are two or more failed Troubles, then the enemies get an Ambush! The Heroes place themselves in the arena first, and the villains place themselves around the heroes, surrounding them entirely.

Contests of Skill

A **Contest** is like a Trouble, but against an enemy instead of an obstacle. Instead of racing through town to get there on time, you're racing against someone on a motorbike to get there ahead of them.

A Contest can replace a Trouble, or it can replace / delay a Fight. The main difference between Contests and Troubles are the consequences. Contests have a lot more impact on the game around them.

A failed or successful Trouble has little real impact. A failed Contest leads directly to a fight or a loss. Either you must give up on what you were Contesting, or you need to fight over it, right here, right now. In addition, a lost Contest always makes the fight into an Ambush, as above.

A tied Contest has only one result: You must fight over it. You are evenly matched, no one can get a clear advantage, and the whole contest breaks down after someone throws a punch.

A successful Contest can have any of three results, chosen by the winning Hero. You can get what you want, skip the next fight, or pick a fight with an advantage.

If you get what you want, you succeed in the contest! You get exactly what you're contesting over. If this was your last Trouble between combat, this leads directly into a fight over what you got. Otherwise, continue with the Troubles.

If you skip the next fight, reset your current Troubles entirely. You managed to avoid this fight, and you've moved on to the next one. You can only choose this option if you tried to use a Contest to avoid a fight in the first place, by running away or sneaking past or some other plan.

If you create an advantage, you get to start the next fight with a Bonus, or give your enemies a Penalty. The Bonuses and Penalties are found on page 20.

So how do you win or lose a Contest? They're a little more complicated than a Trouble, and have three variables: Whether or not you have an appropriate Skill, who you're up against, and Teamwork.

Heroes Vs. Stooges

Stooges do not have **Skills**. If you have an appropriate **Skill**, you will always defeat them in a contest. Defeated Stooges will likely run off to get a Warrior or Boss to face you properly.

If you have an appropriate **Skill**, you win the Contest.

If you do not have an appropriate **Skill**, you Tie the Contest, and must fight them.

Heroes Vs. Warriors

Warriors have a single skill! If both of you have a **Skill** that applies, or if neither of you have a **Skill** that applies, then the contest is a Tie, and you must fight them.

If you have a **Skill** and they do not, you win the Contest.

If they have a **Skill** and you do not, you lose the Contest.

If both of you are Skilled, the Contest is a Tie.

Heroes Vs. Bosses

Bosses are much stronger than individual heroes, and cannot be beaten in a fair Contest. They have multiple **Skills**, with stronger Bosses having more **Skills** than even Heroes do.

A Skilled Hero against a Boss with no applicable **Skills** is a Tie.

A Skilled Boss always wins against a single Hero, whether the Hero has an appropriate **Skill** or not. A Skilled Boss can only be defeated by Teamwork.

Teamwork

A Skilled Boss is unbeatable, and a Skilled Warrior will tie with you even if you are also Skilled. But you don't have to play fair. There are more Heroes than enemies (usually).

If two Skilled Heroes work together, they can improve the results of a Contest by one step, turning a loss into a Tie and a Tie into a Win.

If three Skilled Heroes all work together, they will always Win against any single opponent. Each Skilled Hero beyond the first who all work together increases the result of the contest by one degree.

The enemies can also use teamwork.

When Heroes and enemies each use Teamwork in a big opposed Contest, give each side a point value to determine who wins. The side with more points Wins the Contest, as you might expect. If both sides have an equal number of points, the Contest is a Tie, and you must fight.

Stooges are worth no points. They only get in the way.

Unskilled Heroes and Warriors are also worth no points. They cannot help a Contest of Teamwork.

A Skilled Hero or Warrior is worth one point.

An Unskilled Boss is worth one point.

A Skilled Boss is worth two points.

For example, if you are competing against two skilled Bosses with four skilled Heroes, the end result is a Tie. 4 points vs 4 points.

One Skilled Hero vs. one Skilled Boss is a Loss. 1 point vs 2 points.

One Skilled Hero vs. ten Stooges is a Win. 1 point vs 0 points.

Three Skilled Heroes vs an Unskilled Boss, a Skilled Warrior, and three Stooges is a Win. 3 points vs 2 points.



Chapter 7
Meeting Heroes



If you're playing *Panic at the Dojo* for the first time, as a Hero character, this chapter is right where you should be! This chapter will go over everything you need to know to create your Hero and their **Stances**.

Color Coding

Some of the most important terms in *Panic at the Dojo* come up extremely often. In order to more easily differentiate them from one another, they have been color coded, as follows.

Forms are **Blue**.

Styles are **Red**.

Stances are **Gold**.

Actions are **Green**.

Character Options are **Purple**.

Skills are **Orange**.

Making Heroes

There are three ways to build a Hero: **Focused**, **Fused**, or **Frantic**.

Focused Heroes fall entirely within a single **Archetype**. They are very powerful and excel in the area they focus on, but lack flexibility or versatility compared to other types of Heroes.

Fused Heroes are made by combining two **Archetypes**. You get **Stances** and an **Archetype** ability from both, allowing you to create a blended fighting style unique to you.

Frantic Heroes are made by picking three **Archetypes**, and taking one **Style** from each. You only get one **Archetype**, **Style**, and **Form** each turn, but you pick one of each every single turn, giving you unparalleled flexibility at the cost of unreliability.

Optional Rule: Niche Protection

If you want each hero to be completely unique, you can make it a rule that nobody can pick a **Style** someone else has. Under this rule, Focused and Fused heroes can never pick the same Archetype as one another, and Frantic heroes need to check with everyone else about what **Styles** they have.

This rule is optional. Use it if you think it'd make the game more fun, or ignore it if you think it wouldn't.

Hero Creation Overview

No matter which kind of Hero you build, they will be operating under similar rules. You will have three **Stances**, an **Archetype Ability**, and a **Build**. These elements combine to create your character's fighting style.

A **Stance** is made by combining a **Style** with a **Form**. The **Forms** are found in Chapter 4, and the **Styles** are found in Chapter 5.

Focused Heroes and **Fused Heroes** make **Stances** as normal, but **Frantic Heroes** do not. They pick 3 **Styles** and 3 **Forms**, and make **Stances** on the fly mid-combat.

You may use any **Form** you like for any **Stance**, but each of your **Stances** must have a different **Form**. You cannot 'double up' on **Forms**.

Which **Styles** you have access to depends on which type of Hero you are making.

Focused Heroes must pick all of their **Styles** from one **Archetype**.

Fused Heroes must pick their **Styles** from two **Archetypes**, with one **Style** from each and the third **Style** from either one.

Frantic Heroes may pick Styles from any **Archetype**, but only one Style per **Archetype**. They cannot pick two Styles from the same **Archetype**.

Your **Archetype Ability** comes from the **Archetypes** you picked your Styles from.

Focused Heroes have a single powerful **Archetype Ability**.

Fused Heroes have two weak **Archetype Abilities**.

Frantic Heroes have three powerful **Archetype Abilities**, but can only use one at a time, and cannot use the same one two turns in a row.

Your **Build** is chosen separately from everything else. The **Builds** are found on page 126. You can choose any **Build** you'd like, regardless of your other choices.

Hero Creation Checklist

Focused Heroes

- 1: Choose one **Archetype**. You get its **Focused Ability**.
- 2: Create three **Stances**.
 - > Each **Stance** must have one **Style** and one **Form**.
 - > Each **Style** must be from your **Archetype**.
 - > Each **Form** must be different.
- 3: Choose a **Build**.
- 4: You get three **Skills** from your **Forms**.
 - > You may replace one of your **Skills** with another one.
- 5: Create your final **Skill** by writing a two-word description of your Hero.

Fused Heroes

- 1: Choose two **Archetypes**. You get both of their **Fused Abilities**.
- 2: Create three **Stances**.
 - > Each **Stance** must have one **Style** and one **Form**.
 - > Each **Style** must be from one of your two **Archetypes**.
 - > You must pick at least one **Style** from each **Archetype**.
 - > Each **Form** must be different.
- 3: Choose a **Build**.
- 4: You get three **Skills** from your **Forms**.
 - > You may replace one of your **Skills** with another one.
- 5: Create your final **Skill** by writing a two-word description of your Hero.

Frantic Heroes

- 1: Choose three **Styles**.
 - > All three **Styles** must be from different **Archetypes**.
- 2: Choose three **Frantic Archetype Abilities**.
 - > At least two of them must match the **Archetype** of a **Style** you chose in step 1.
- 3: Choose three **Forms**.
- 4: Choose a **Build**.
- 4: You get three **Skills** from your **Forms**.
 - > You may replace one of your **Skills** with another one.
- 6: Create your final **Skill** by writing a two-word description of your Hero.

Hero Building Advice

When making a hero, no matter which kind, you'll want to build your character with two goals in mind. First is stance diversity, and second is character focus. These two goals are a bit at odds with each other, but finding the right balance is important for having a strong, useful, powerful character.

Stance Diversity refers to taking advantage of the fact that each of your **Stances** completely changes how your character functions. You want to be able to become whatever you need, right now. **Frantic Heroes** should emphasize **Stance Diversity** when picking their abilities, because they have more flexibility than anyone else mid-combat.

To get the most out of **Stance Diversity**, each of your Stances should be good in completely different situations. You'll want to pick three things you want to do, and make one stance for each: Mobility, Defense, Tank, Damage, Desperation, or Support.

A mobility stance is useful for getting out of trouble and taking advantage of positioning. **Shadow** and **Dance Form** are the big ones, letting you get just where you need to throw someone out of bounds.

Defensive stances stop the pain and discourages enemies from hitting you specifically. **Control Form** and **Iron Form** are the main defensive forms.

Tanking stances are similar, but you WANT them to hit you. You want to Challenge your enemies, then make them attack you instead of your friends. **Zen Form** and **Reversal Form** are best here, but **Shadow Form** is frustratingly effective as well, letting you teleport away from enemy attacks while leaving smoke and traps behind you.

There will always come a time when you need to deal a lot of damage, right now, and that's what a damage stance is for. Just make a **Stance** that hits things, hard. **Blaster Form**, **Power Form** and **One-Two Form** are ideal.

Vigilance Form's start-of-turn heal and **Wild Form's** everything make up the core of what a Desperation stance is. This is for a Stance where you don't care if you go down, as long as you take them all down with you. Any Stance that gives you some start of turn healing makes a good Desperation stance, where you just go in, do work, get destroyed, then switch into it to get back up and keep going.

Support stances are for keeping the team going when things get rough. Anything that heals, moves, or gives tokens to your allies can create a potential support stance. **Song Form** is basically THE support **Form**, but **Vigilance** and **Iron** dip their toes in here too.

On the other end of things, you also need to make sure your character has a focus. **Character Focus** refers to a character's ability to reliably do something every turn. **Focused Heroes** obviously care about this more than anyone else, as they want to be able to take advantage of the powerful **Focused Ability** their **Archetype** gives them.

It's a little hard to explain character focus without an example, so let's use an example. Say you're making a **Focused Winterblossom**.

Focused Winterblossom

At the start of every turn, give 1 Weakness token to one enemy within range.

Every turn, you hand out a Weakness token for free! The only thing you need to do it is keep an enemy within range. So immediately, you want to make a hero who keeps her enemies close. Mobility stances are useful, but not as useful as increased range. Tanking stances are perfect, but a defensive stance is counter-productive, because you WANT your enemies close by.

The **Winterblossom Styles** all feed into this already - they're slow, but they give you range and some tricks to extend your range with Copies or seeing through walls. But you want to pick **Forms** that improve upon this **Ability's** potential, because you want to use it often. So **Control Form** and **Blaster Form's** extra range is perfect, as is **Shadow Form** and **Reversal Form's** ability to move around outside of your own turn.

Proper character focus is about identifying the one thing you want to be doing every time you get the chance, and building your character around that. It means more than just your **Archetype Ability**, although that is a major factor. If you want to play a support hero or an aggressive hero, you might want to make two **Stances** within that role that fulfill different needs. **Power Form** and **Blaster Form** are both very aggressive, high damage **Forms**, but they're good in different situations, so if you want to always be dealing high damage, then maybe you should make a **Stance** with each.

These two goals of stance diversity and character focus are at odds, but only mildly. You just need to keep character focus in mind when picking your stance diversity. Know what you want your hero to do, and build a diverse stance pool where each stance feeds into different aspects of your focus.

Build

Each hero chooses a Build. Your Build determines how you take damage, what your hit points represent, and gives you a small bonus.

Agile Build

You dodge every blow that comes your way. You see it coming, you see it pass you by, you get away, until you take that one big hit that takes you out.

At the start of your turn, you gain 2 Speed tokens.

Bumbling Build

You avoid hits by the narrowest margin, right up until the last hit makes you drop. Every hit point before your last one is your luck running out.

At the end of any turn you took damage, you may move 1 space.

Mysterious Build

Your actions are mysterious, your movements unpredictable. You hide behind illusions and smoke. But once they see through it all, you're done for.

At the start of your turn, you may place a Copy or Fog obstacle into an empty adjacent space.

Overpowering Build

You deflect, blast, punch, or otherwise actively stop everything coming your way. Your strength is unparalleled, but you can't take that hit that gets through.

At the start of your turn, you gain 1 Power token.

Scheming Build

You fight dirty, breaking the 'rules' as others expect them. Every hit point is another trick you've thrown in their face, until you finally get what's coming to you.

At either the start or the end of your turn, you may place one Trap into an adjacent space.

Tough Build

You take hits and keep on going like nothing happened. Damage to you makes you bleed, makes you hurt, makes you suffer, and you don't care. You can take it. Every fight ends with you covered in blood, and only some of it is yours.

At the start of your turn, you gain 1 Iron token.

Archetypes Reference List

For convenience, here is a list of all the **Archetypes** and what they focus on, organized by their complexity rating. More complex **Archetypes** are more difficult to play, but are not stronger than simpler **Archetypes**.

COMPLEXITY



Cavalry: A team support leader focused on Shields.

Flametongue: A zoning combo fighter focused on Burning tokens.

Punk: An aggressive tank focused on revenge.

Wardancer: A rush-down brawler focused on high numbers.

COMPLEXITY



Angel: A controlling tank focused on Challenge tokens.

Cyborg: A versatile combo warrior focused on Basic tokens of all types.

Gunkata: A defensive zoning fighter focused on keeping their distance.

Teacher: A mentor focused on letting their allies do all the work.

Winterblossom: A controlling bastion focused on Weakness tokens.

COMPLEXITY



Demon: An aggressive monster focused on combo breaking.

Phantom: A defensive, supporting zoner focused on versatility.

Trickster: A defensive tank focused on never being pinned down.

Underdog: A defensive warrior focused on Basic tokens of all types.

Focused Heroes

The first step to building a **Focused Hero** is to choose a single **Archetype** that defines your fighting style. **Focused Heroes** embody their chosen Archetype, and exemplify its strengths and its weaknesses.

The **Archetypes** are found in Chapter 5.

Once you have chosen an **Archetype** you like, you get that **Archetype's Focused Ability**, which will be found in a purple box. This **Ability** applies regardless of your current **Stance**.

Then, you need to make three **Stances** for your Hero. A **Stance** is made by picking one **Style** from your **Archetype**, and combining it with one basic **Form**, from chapter 4.

Each of your **Stances** must be made using a different **Style** and **Form**. For example, a **Flametongue** cannot have both **Inferno Blaster Stance** and **Phoenix Blaster Stance**.

Next, you must pick a **Build** from page 126. Like your **Archetype Ability**, your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Eccentric Gambler**, or **Terrified Clerk**, or **Enraged Wrestler**.

Example Focused Hero Creation: Patty North

Patty decides they want to play as a Focused Hero. After looking over the options, they settle on **Teacher** as their **Archetype**. They gain the **Focused Teacher Ability**.

Patty needs to make three **Stances**. They want to be a defensive support character, who lets the rest of the team really shine, so their first stance is **Training Mountain Stance**, made by combining **Training Style** with **Iron Form**.

For their second **Stance**, they want total control, so they go with **Mastermind Control Stance**, made by combining **Mastermind Style** and **Control Form**.

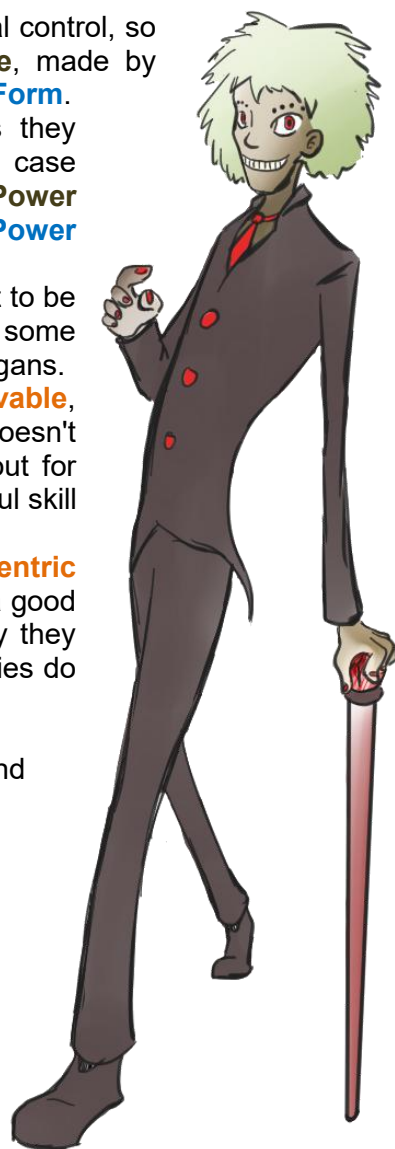
For their third **Stance**, Patty decides they want something that hits real hard, just in case things go poorly. So they settle on **Elder Power Stance**, made using **Elder Style** and **Power Form**.

For their **Build**, Patty decides they want to be **Mysterious**. Fog and Copies give them some shenanigans, and Patty is all about shenanigans.

Their **Forms** make Patty **Unmovable**, **Unstoppable**, and **Professional**. Patty doesn't really feel **Unstoppable**, so they trade it out for **Perfect Timing**, which is a much more useful skill for a gambler.

For their final **Skill**, they decide on **Eccentric Gambler**, because Patty loves the thrill of a good bet more than a good fight, and that's why they stand back most of the time and let their allies do the work.

Patty North, the **Mysterious Teacher** and **Eccentric Gambler**, is done!



Patty North *(Focused Hero)*

Eccentric Gambler

Professional

Perfect Timing

Unmovable

Mysterious Teacher

At the start of your turn, you may place a Copy or Fog obstacle into an adjacent empty space.

At the end of your turn, you gain 2 Inspired tokens.

Inspired Token: During any ally's turn, you may spend an Inspired token to roll  and add that number to their **Action Pool**.

Training Mountain

Range: 1

ARMOR



When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

At the end of your turn, give an ally a Training token.

Training Token: Before performing an **Action**, you may spend a Training token to increase all numbers listed in that **Action** by 1, including its cost. You may only spend 1 Training token per turn.

3+: Watch Closely

You gain one Training Token. If you spend it before the end of this turn, give one Training Token to an ally.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Mastermind Control

Range: No



You cannot perform **Actions**. Instead, you spend your numbers on your allies, making them perform **Actions** for you.

Each **Action** you take uses an ally's current location, range, and **Stance** bonuses as if they'd taken that **Action** themselves. You can only give **Actions** to allies you can see.

After each **Action** an ally performs during your turn, you may move 1 space.

Control Token: When an enemy within your range takes an **Action**, you may spend a Control token to **negate** that **Action**, or spend two Control tokens to **redirect** it. You may only use Control tokens once per turn.

If you negate an Action, they lose the number they spent and the **Action** does not happen. **If you redirect an Action**, you choose all targets and make all decisions for that **Action**.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

You give these Control tokens to the player you had use **Suppression.*

Elder Power

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Once per turn, during your turn, you may use any **Unique Action** you know, from among all of your **Stances**, for free. It does not cost any tokens or numbers to use. If your free **Action** is a **Tiered Action**, you perform it as if you spent a **7**.

2+: Yell

You gain 3 Power tokens.

5+ or 8+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

8+: You may spend any number of Power tokens on this hit.

Fused Heroes

The first step to building a **Fused Hero** is to choose two **Archetypes** you want to fuse together. **Fused Heroes** blend two **Archetypes** into their own thing, and are extremely varied in their focus.

The **Archetypes** are found in Chapter 5.

Once you have chosen two **Archetypes** you like, you get those **Archetypes' Fused Abilities**, which are found in a purple box. These **Abilities** apply regardless of your current **Stance**.

Then, you need to make three **Stances** for your Hero. A **Stance** is made by picking one **Style** from your **Archetype**, and combining it with one basic **Form**, from chapter 4.

Fused Heroes must pick at least one **Style** from each of their two **Archetypes**. The third **Style** can be from either **Archetype**.

Each of your **Stances** must be made using a different **Style** and **Form**. For example, a **Punk** cannot have both **Bleeding Song Stance** and **Bleeding Wild Stance**.

Next, you must pick a **Build** from page 126. Like your **Archetype Ability**, your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Secretive Vampire**, or **Sad Clown**, or **Troubled Cop**.

Example Fused Hero Creation: Truth Crimson

Truth wants to make a Vampire. **Demon's Vampire Style** is obviously required, but she doesn't like the rest of Demon's abilities too much, so she decides to combine it with **Angel**.

Truth gets both the **Demon** and **Angel Fused Abilities**. So every turn, she gets 1 Chaos token and Challenges an enemy, and every time she Challenges an enemy, she drains 1 HP from them, which is exactly what she wants out of being a vampire.

So now she needs three **Stances**, and she decides to start with the required one for her goal: **Vampire Eternity Stance**. Combining **Vampire Style** with **Vigilance Form** gives her lots of healing and an easy way to drain enemy strength, turning their Weakness into her own Power tokens.

She needs at least one **Angel** and **Demon Stance**, so she makes an **Angel** one next. Looking around, the most power-drain kind of Style is **Halcyon Style**. There's some good defensive **Forms** to pair with **Halcyon Style**, but **Vampire Eternity** covers a recovery/defensive stance, so Truth settles on **Wild Form** to make **Halcyon Beast**. With all the tokens she'll get from **Vampire Eternity** and **Purify**, her **Fury** will be deadly.

Her final **Stance** can be from either **Archetype**, so after some deliberation, she decides on **Winged Style** and **Shadow Form** to make **Winged Moon Stance**. Her other Stances are slow and have limited ranged, so **Winged Moon** gives Truth some much-wanted mobility. She probably won't use it much, but it'll be a life-saver when she does need it. And Vampires fly, right?

Truth decides on an **Agile Build**, because **Winged Moon** and **Halcyon Beast** can both use Speed tokens for extra bonuses.

Truth already knows what she wants her personalized skill to be: **Secretive Vampire**.

Truth Crimson is done! She is an **Agile Angel/Demon Fusion**, and a **Secretive Vampire**. Truth is also a **Shadow Walker**, a **Wind Runner**, and she has her **Eyes Wide Open**. Unnatural speed and reflexes perfectly fit her vampire aesthetic, so she trades out none of them.



Truth Crimson *(Fused Hero)*

Secretive Vampire

Eyes Wide Open

Shadow Walker

Wind Runner

Agile Angel / Demon

At the start of your turn, Challenge an enemy you can see and gain 2 Speed tokens.

After you Challenge an enemy, deal 1 damage to them and heal 1.

At the end of your turn, you gain one Chaos token.

Chaos Token: At any time, you may spend a Chaos token to immediately take a 4 **Action**, interrupting the current turn until that **Action** is resolved.

Halcyon Beast

Range: 1-2



At the start of your turn, remove one token you hold.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

After you remove tokens using an **Action** or **Ability**, you gain an equal number of Iron tokens.

1+ or 3+ or 6+: Purify

Remove one token from yourself or an ally within range.

3+: Remove up to two tokens from someone within range.

6+: Remove up to two tokens from someone within range.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

Vampire Eternity

Range: 1



At the start of your turn, either heal or discard a token you hold.

After you deal damage with a hit, you heal 1.

After you give Weakness tokens to an enemy, you gain that many Power tokens.

At the end of your turn, choose an enemy in range and give them one Weakness token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

4+: Life Steal

Deal 2 damage to an enemy within range.

You may give that enemy one Weakness token.

Winged Moon

Range: 1-2



At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

Edges cannot remove you from play.

At the end of every turn, you may move two spaces.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+: As The Crow Flies

Teleport three or four spaces.

Frantic Heroes

Frantic Heroes are the most difficult Heroes to build and play. They do not have a unifying theme, like other Heroes do. They are a hodgepodge of whatever you want. They lack the power of other Heroes, but make up for it with unparalleled flexibility.

In combat, **Frantic Heroes** are ever-changing. You do not create **Stances**, like every other Hero does. Instead, you build them on the fly, as you need them. At the start of your turn, you pick one **Frantic Ability**, one **Style**, and one **Form**, and you combine them to get your abilities for the turn.

Next turn, you pick a new **Ability**, a new **Style**, and a new **Form**, and each choice must be different than it was last turn. You cannot use the same **Ability**, **Style**, or **Form** twice in a row.

The first step to building a **Frantic Hero** is to find three **Styles** you like. These **Styles** can be from any **Archetype** you'd like. The only limit is that each **Style** must be from a different **Archetype**.

Second, you need to pick three **Forms**. They can be any **Forms** you like, but you'll want to pick **Forms** that have synergy with more than one of your **Styles**, so you have options during play. Be sure to write them down with the **Form Name** you want to use.

Then, you must choose three **Frantic Archetype Abilities**. Two of them must match a **Style** you picked. For example, if you picked **Ricochet**, **Burning**, and **Vortex** as your **Styles**, two of your **Abilities** must be the **Gunkata**, **Flametongue**, or **Phantom Frantic Abilities**.

The third **Frantic Ability** can be from any **Archetype** you'd like.

Next, you must pick a **Build** from page 126. Your **Build** will give you a bonus that applies all throughout your fights, regardless of your current **Stance**. It is the only constant in a **Frantic Hero's** abilities.

Finally, **Skills**. You will have four **Skills** in total. Three of them are determined by your **Forms**. You may trade one of those **Skills** for another **Skill** from any other **Form**.

Your fourth **Skill** is a two-word phrase of your own design that sums up your Hero's profession and attitude. For example, **Confident Punk**, or **Fiery Athlete**, or **Old Soldier**.

Example Frantic Hero Creation: Pompadour Rex

Rex doesn't really know what he wants, but he knows he wants to be free and wild. So he makes a **Frantic Hero**.

He knows he wants to be a **Punk**, so he takes **Bleeding Style** and the **Punk Frantic Ability** immediately. This makes sure Rex always has an out, when things go badly for him.

Rex also wants to be able to move, so he picks up **Jumping Style**. He doesn't really want the **Cavalry Ability**, though, so he picks up the **Angel Frantic Ability** instead. He likes the idea of challenging whoever he wants and sniping free damage onto them. His next **Style** will need to go with the matching **Frantic Ability**.

For his last Style, Rex decides to take a **Style** that punishes enemies who stay close: **Misfortune's Style**, from the **Underdog**. He gains the **Underdog's Frantic Ability**, too.

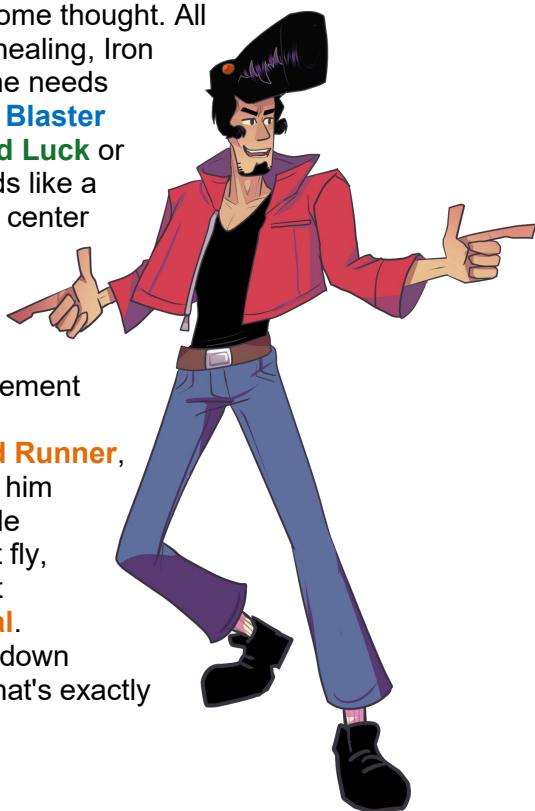
When it comes to picking **Forms**, his first two choices were easy. He wants **Wild Form** and **Song Form**, because they're wild and free, so Rex writes down **Soul Form** and **Melody Form**.

Picking his third **Form** took some thought. All of his **Frantic Abilities** give him healing, Iron tokens, or both, so Rex decides he needs more damage, more danger, and **Blaster Form** is just the ticket. Giving **Bad Luck** or **I'm Still Here** more targets sounds like a quick recipe for victory. He wants center stage, so he writes it down as **Star Form**.

Rex doesn't need anything any Build could really give him, so he picks **Bumbling**. Free movement just makes positioning easier.

His **Forms** make Rex a **Wind Runner**, **Naturally Charismatic**, and give him some form of **Basically Magic**. He decides Rex isn't magic and can't fly, he's just athletic, so he trades out **Basically Magic** for **Professional**.

For his final Skill, Rex writes down **Overconfident Punk**, because that's exactly what he is.



Pompadour Rex *(Frantic Hero)*

Overconfident Punk

Professional

Wind Runner

Natural Charisma

Bumbling Frantic Hero

At the start and end of your turn, you may move one space.

When you would choose your **Stance**, instead choose one **Frantic Ability**, one **Style**, and one **Form** you know to create your **Stance** for the turn. You cannot choose an **Ability**, **Style**, or **Form** you used on your previous turn.

Rex's **Frantic Abilities** are:

Frantic Angel

At the start of this turn, Challenge an enemy you can see, deal 2 damage to them, and heal.

Frantic Punk

At the start of this turn, add **X** to your **Action Pool**.
X is equal to twice the damage on your current health bar.
If your health bar is full, **X = 1**.

Frantic Underdog

At the start of this turn, you gain one Basic token of your choice.
Until your next turn, after you take damage, you gain one Basic token of your choice.

Bleeding Style**Range: 1**

You don't get Taken Out at zero HP. You can continue to fight as long as you remain in play. Your side still loses if everyone in play is at zero HP at the same time.

2 HP: Lash Out

***Lash Out** is a Token Action that spends your HP.
You can't spend HP you do not have.*

Push an adjacent enemy two spaces.

12+: I'm Still Here

Deal 7 damage to an enemy within range.
Then, push that enemy 7 spaces.

Jumping Style**Range: 1**

At the start and end of your turn, you may teleport one, two, or three spaces.

4+: Leap In

Teleport up to three spaces.
You may deal 2 damage to an enemy within range.

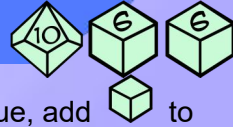
Misfortune's Style**Range: 1-3**

When you would take damage from a Trap, deal that damage to an enemy within range instead. If no enemies are within range, gain one Power token instead.

1+ or 3 Basic Tokens: Bad Luck

***Bad Luck** can be used as either a **Simple** or **Token Action**.
Place a Trap into a space within range.*

Soul Form



At the start of your turn, for each of these that is true, add your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

Melody Form



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

Star Form



Your **Actions** may apply to one extra target within range.

When you add **Star Form** to a **Style**, increase that **Style's** max range by 1.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

Chapter 8

Making Enemies



Enemy Building

There are three kinds of enemies: Warriors, Stooges, and Bosses. For an equal battle, the Director should make a number of units equal to the number of Heroes they are fighting against.

Warriors are roughly equal to a single Hero in combat. A Warrior is one Unit. They have a single **Stance**, and fight just like a Hero does.

Stooges are a group of enemies who all work together. Even combined, they barely equal a single Hero in combat.

A group of Stooges shares a single health bar and a single **Stance**. They fight using unique rules. The number of stooges in a group is equal to the number of **Action Dice** in their **Stance**.

Bosses are single, powerful enemies who are stronger than any individual Hero. They have three **Stances**, and have as many health bars as you want to give them. They fight like a Hero, but they take multiple turns per round and are very durable.

Warriors

Warriors are the simplest enemies to use. You can make them quickly and fill out battles with them easily.

Each Warrior has one **Stance** and one health bar.

A Warrior is made by creating a **Stance**, just like the **Stances** that **Focused** and **Fused Heroes** use. Choose any **Style** and choose any **Form** you want. Combine them to create your Warrior's **Stance**.

Warriors also get an **Archetype** ability. They may take any **Fused Archetype Ability** (Chapter 5) or **Boss Archetype Ability** (page 146) you'd like them to have.

The **Ability** they take does not need to match the **Archetype** they took their **Style** from.

Warriors do not get a **Build**. Warriors do get a **Skill** from their **Form**, which they can use to oppose the Heroes in a **Contest**.

And that's it! Warriors only have one **Stance**, and cannot change **Stances**. They are nearly equal to a Hero in power, but their lack of flexibility gives Heroes a chance to exploit their weaknesses.

Stooges

Stooges are a very satisfying enemy to fight. Stooges are an entire group that counts as a single unit, with one health bar to share between them. They are individually weak and easy to fight, but work together as a group to try to fight on equal footing to the Heroes.

Stooges are made by creating a **Stance**. Choose any **Style** and any **Form**, then combine them to create your Stooges' **Stance**.

Stooges also get a **Build** (page 126). Most Stooges are **Bumbling**, but they can be any Build you want them to have.

Stooges do not get an **Archetype Ability** or a **Skill**.

Now that's most of it, but we're not quite done. While Warriors and Bosses only take up a single space on the field, Stooges are a group. There is one Stoooge on the battle map per **Action Die** their **Stance** has. A group of Stooges in **Crystal Shadow Stance** has six members, but a group using **Ricochet Blaster Stance** only has three.

At the start of a fight, Stooges may be placed anywhere on the battlefield you want them to be.

Each Stoooge only gets one **Action** per turn. When you spend a number on an **Action**, decide which Stoooge performs that **Action**. They cannot perform any more **Actions** this turn.

Stooges move as a group. Whenever an **Action** lets the user move, every Stoooge may move that many spaces. When a Stoooge spends a Speed token to move, every other Stoooge may move one space.

Often, you will have numbers left in your **Action Pool**, but no Stooges left to take **Actions** with. This is usually the result of some Stooges being thrown out of the arena. In that case, all of the remaining numbers in the Stooges' **Action Pool** must be spent on **Reinforcements**:

1+: Reinforcements

*This **Action** can only be used by Stooges.*

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

If all the Stooges are gone or Taken Out when their turn starts, they do not get **Reinforcements**. Instead, they simply use their Heroic Spirit (page 31), like anyone else would.

Stooges work the same as anyone else does for the purposes of being Taken Out. When they fall to zero HP, they all go down at once. Damage to any Stoooge damages the health bar they all share.

If any Stooges get removed from play, the remaining Stooges carry on the fight as best as they can.

Stooges do not have the chance to return to play at the start of a round, like Heroes, Bosses, and Warriors do. They can only return to the battle by using **Reinforcements** (or the Endless Stooges optional rule, below).

Super Stooges: You can make a group of Stooges stronger, if you want a specific group to be less of a joke and more of an actual obstacle. Super Stooges have two health bars, take two turns per round, and gain a **Fused Archetype Ability** of your choice.

They also all return to play at the start of a round, like Warriors and Bosses. They otherwise play the same as other Stooges.

Copying Stooges: Stooges cannot have Copies. If Stoooge would ever be Copied, put another Stoooge into play instead. Stooges are so generic that their Copies are just more of them. **Abilities** and **Actions** that refer to using your Copies use your Stooges instead.

Optional Rule: Endless Stooges

If you want to make characters feel more powerful, like they're fighting off an unending horde of enemies, you may have them destroy Stooges with every blow. To do so, implement the following rule:

When you deal damage to a Stoooge, remove that Stoooge from play.

This rule makes Stooges disappear from the battlefield quickly, but they also return quickly. When using this rule, replace the **Reinforcements Action** with the following rule:

At the start of each Stoooge's turn, place more Stooges onto the battlefield. The number of new Stooges placed is equal to the Heal Value. Place them in empty spaces adjacent to any Edge or obstacle. Then, the Stooges heal.

If the Stooges have more **Action Dice** than they have Stooges when using this rule, the extra **Actions** are lost.

Bosses

Bosses are the strongest enemies the Director can use. Bosses are strong enough to face multiple heroes at once, taking all they can dish out and returning it in equal measure.

Bosses count as multiple units, take multiple turns, and have multiple health bars. Just how much of those they have depends on how many Heroes you are designing them to face.

A fight consisting entirely of one or more Bosses is much harder than a fight with Stooges and Warriors in the mix, as Bosses have a lot of tools to even the odds in their favor that other enemies do not.

The first step to making a Boss is to pick their **Archetype**. They get the **Fused Archetype Ability** of that **Archetype**, and one of their **Stances** must be made using a **Style** from that **Archetype**.

In addition to the **Archetypes** the heroes have access to, there are also exclusive **Boss Archetypes** that only a Boss or Warrior may use. These **Boss Archetypes** include an **Ability** and a list of four **Styles**.

A Boss made using a **Boss Archetype** must include at least one of the listed **Styles** in one of their **Stances**.

The second step is to give your Boss three **Stances**.

These **Stances** can be made using any **Form** and any **Style**, as long as each **Stance** uses a **Form** and **Style** none of your other **Stances** use. For example, you can't have two **Stances** that both use **Blaster Form**.

As mentioned in step one, one of these **Stances** must include a **Style** from within your **Archetype**.

Other than these two caveats, these **Stances** can be made using any **Form** and **Style** combination you'd like. They are not limited to **Styles** entirely within their **Archetype**, like **Focused Heroes** are.

Once you have made their **Stances**, add a  to the **Action Dice** of each **Stance** they have. Bosses are simply better than Heroes, and get an extra **Action** each turn to show it.

Bosses do not get or need a **Build**.

Bosses get one **Skill** from each of their **Forms**. Their fourth **Skill** is a two-word phrase of your own design that sums up this Boss's profession and attitude. For example, **Combat Cyborg**, or **Ruthless Socialite**, or **Spooky Ghost**.

Bosses have one unique limitation during play, as well as one unique benefit. These prevent fights against a Boss from growing repetitive.

The limitation is the same rule Frantic Heroes must follow. Bosses cannot use the same **Stance** twice in a row. Whenever a Boss takes a turn, they must change out of their current **Stance**.

Their unique benefit applies when the Boss is the last one standing. If a Boss is Taken Out by being thrown off an Edge, and they are the last enemy standing, then they return to play at the start of their next turn.

A Boss returning to play this way takes 3 damage. If this damage would Take Them Out, then the fight is over, and the Boss loses.

And that's it! You're ready to go clobber some Heroes now with your newly-made enemies.

Boss Archetypes

Some enemies are a little weird. **Boss Archetypes** exist so you can use foes that would not work well as Heroes, or are just more interesting to fight against than to play as, or to let the Heroes punch out a helicopter.

The Blur

After you perform an **Action**, you may move one space.

The Blur never stands still.

The Blur must have a **Stance** using one of these **Styles**:

Jumping Style (page 66)

Lightning Style (page 106)

Rocket Style (page 71)

Winged Style (page 63)

The Immortal

The first time you deal damage with an **Action** each turn, you heal.

The Immortal drains life with every blow.

The Immortal must have a **Stance** using one of these **Styles**:

Elder Style (page 94)

Phoenix Style (page 79)

Vampire Style (page 75)

Vortex Style (page 87)

The Giant

You take up a 2x2 space on the battle grid.

Your maximum range is increased by 1 in all **Stances**.

Edges do not remove you from play unless your entire 2x2 space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard one Speed token.

The Giant is huge, and nothing gets in their way.

The Giant must have a **Stance** using one of these **Styles**:

Knockdown Style (page 91)

Ogre's Style (page 74)

Overwhelming Style (page 106)

Whip Style (page 99)

The Necromancer

At the start of your turn, place a Copy into an empty space you can see.

At the end of your turn, each of your Copies may move one space, then each Copy deals 1 damage to one adjacent enemy.

The Necromancer leads an army of the dead.

The Necromancer must have a **Stance** using one of these **Styles**:

Charging Style (page 65)

Mastermind Style (page 94)

Spirit Style (page 87)

Zombie Style (page 75)

The Swarm

At the end of your turn, for each Copy you have in play, **choose one**: You gain 1 Power token; or you gain 1 Iron token; or you may move one space; or each of your Copies may move 1 space; or destroy a Copy to deal 1 damage to each enemy adjacent to it.

The Swarm grows stronger the more of them there are.

The Swarm must have a **Stance** using one of these **Styles**:

Crystal Style (page 109)

Illusion Style (page 98)

Ten Thousand Style (page 83)

Syphon Style (page 71)

The Tank

You have **Armor**.

When you are Pushed or Pulled, you move one less space.

The Tank is built to last.

The Tank must have a **Stance** using one of these **Styles**:

Artillery Style (page 82)

Aura Style (page 85)

Caged Style (page 97)

Unbreakable Style (page 67)

The Untouchable

At the start of your turn, you gain one Control token (page 47).

You can spend one Control token to Counter an enemy's **Action**.
When you Counter an **Action**, that **Action** targets its user in addition to its other targets.

The Untouchable can redirect everything you throw at them.

The Untouchable must have a **Stance** using one of these **Styles**:

Frozen Style (page 110)

Judgment Style (page 62)

Misfortune's Style (page 103)

Slasher Style (page 74)

The Vehicle

You take up as much or as little space on the battle grid as you want. Once your shape has been drawn in, it cannot be changed.

Enemies and allies can move on top of you. When you move, everyone on top of you moves with you. Spaces inside of you are always within your Range.

Edges do not remove you from play unless your entire space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard a number from your **Action Pool**.

The Vehicle is a car, train, helicopter, or other transport vehicle, armed with guns and usually also troops. Attacks against enemies inside the vehicle are usually performed by automated defenses or the staff who are running the vehicle.

The Vehicle must have a **Stance** using one of these **Styles**:

Explosion Style (page 78)

Machine Style (page 70)

Precision Style (page 110)

Ricochet Style (Page 83)

Enemy Creation Checklist

WARRIORS

- 1: Create one **Stance**.
 - > This **Stance** must have one **Style** and one **Form**.
- 2: Choose an **Archetype**. The Warrior gains its **Fused Ability**.
 - > Warriors may take a **Boss Archetype Ability** instead.
 - > Warriors do not get a **Build**.
- 3: Warriors get one **Skill** from their **Form**.
- 4: A Warrior has one health bar and takes one turn per round.

STOOGES

- 1: Create one **Stance**.
 - > Your **Stance** must have one **Style** and one **Form**.
 - > Their **Form's Action Dice** determine how many Stooges are in a group.
- 2: Choose a **Build**.
 - > Stooges do not get a **Skill** or an **Archetype**.
- 3: Stooges have either one or two health bars.
 - > Stooges take that many turns per round.
 - > Stooges with two health bars have a **Fused Archetype Ability**.
- 4: Each Stooqe gets only one **Action** per turn.
 - > If they have more **Action Dice** than they have Stooges in play, each extra **Action** must be **Reinforcements**.

1+: Reinforcements

*This **Action** can only be used by Stooges.*

Heal, then place a Stooqe anywhere in play.

Reinforcements uses the new Stooqe's **Action** for this turn.

BOSSES

- 1: Choose an **Archetype**. The Boss gains its **Fused Ability**.
 - > Bosses may take a **Boss Archetype Ability** instead.
 - > Bosses do not get a **Build**.
- 2: Create three **Stances**.
 - > Each **Stance** must have one **Style** and one **Form**.
 - > At least one **Style** must be from your **Archetype**.
 - > Each **Stance** must use a different **Form**.
- 3: Add  to the **Action Dice** of each of your **Stances**.
- 4: Create one **Skill**. You also get a **Skill** from each of your **Forms**.

Chapter 9

Enemy Forces



Designing Encounters

There are three kinds of enemies: Warriors, Stooges, and Bosses. For an equal battle, the Director should make a number of Units equal to the number of Heroes they are fighting against.

A Warrior is one Unit. Warriors have one Health Bar and one Stance, and take one turn each round.

A Stooge is one Unit. Stooges are a group of fighters that share one Health Bar and one Stance, and take one turn each round.

A Stooge can be two Units. In this case, they still have one Stance, but they share two Health Bars and take two turns each round instead.

A Boss is at least two Units, and a maximum of five Units. They have three Stances.

How many Units a Boss is worth depends on how many Health Bars you give them. A Boss with two Health Bars counts as two Units and takes two turns per round. A Boss with five Health Bars counts as five Units and takes five turns per round.

A standard encounter for four Heroes should feature 4 enemy Units. You can divide these units however you like.

Cinematic Weight

Cinematic Weight (page 14) determines how much HP is in a Health Bar and how much HP is restored by Healing.

Feather Weight

Health Bars: 6 HP Healing Value: 2

Light Weight

Health Bars: 9 HP Healing Value: 3

Medium Weight

Health Bars: 12 HP Healing Value: 3

Heavy Weight

Health Bars: 14 HP Healing Value: 4

World Weight

Health Bars: 16 HP Healing Value: 4

Angel Enemies

COMPLEXITY



Angels are the embodiment of law, purity, and order. Their enemies cannot defy them. **Angels** will find you, hunt you, and destroy you.

Angels are a controlling, defensive **Archetype**, focused on durability and tenacity, but its a focused tenacity. **Angels** pick an enemy and they make their life real difficult.

The Choir (4 Stooges)

Singing World Stance

Range: 2-4



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you may deal 1 damage to them.

At the start and end of your turn, you gain a 2 point Shield.

After each **Action** you perform, if you have an active Shield, increase its value by 1.

Bumbling: At the end of any turn you took damage, you may move 1 space.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

Destroy Your Active Shield: Symphony

*Symphony is a **Token Action**, but the cost is your Active Shield.*

Choose two: Pull an ally 3 spaces; an ally within range heals; Challenge an enemy within range; an enemy within range is pushed 3 spaces; or destroy an obstacle within range.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

The Choir is a distraction. With their Shields up, they are difficult to put down for good, and keep coming at the Heroes until they are forced to be dealt with. But if you ignore them, they'll use their Symphonies to heal their allies and Challenge their enemies.

The Flock (4 Stooges)**Winged Sky Stance****Range: 1-2**

After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

Edges cannot remove you from play.

At the end of every turn, you may move two spaces.

Agile: At the start of your turn, you gain 2 Speed tokens.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

1+: As The Crow Flies

Teleport three or four spaces.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

The Flock moves fast and covers ground quickly, then pecks their opponents to pieces, one damage at a time.

The Judge (Warrior)

Judgment Fortress Stance

Range: 1



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

When an enemy with your Challenge starts their turn, they do not roll their lowest **Action Die**. It is discarded and unused.

Angel

At the start of your turn, Challenge an enemy you can see. After you Challenge an enemy, deal 1 damage to them and heal 1.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

5+: Denial

Teleport adjacent to an enemy you can see, and Challenge them.

Unmovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

The Judge is also jury and executioner. They pick an enemy or two to single out and hassle, and make sure they can accomplish nothing.

The Light (Warrior)

Shining Melody Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

At the start of your turn, all obstacles and enemies adjacent to you are pushed one space.

Enemies cannot move into the spaces adjacent to you.

Angel

At the start of your turn, Challenge an enemy you can see. After you Challenge an enemy, deal 1 damage to them and heal 1.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

1+ or 4+: Beacon

Pull one ally up to three spaces. You and that ally heal 1.

4+: That ally heals.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

The Light keeps their team safe. They provide healing and a little bubble of safety, that only ranged **Stances** can get past.

Halo Hunter Treble (Boss)

Sinister Manhunter

Peaceful Heart

Wind Runner

Unstoppable

Angel

At the start of your turn, Challenge an enemy you can see.
After you Challenge an enemy, deal 1 damage to them and heal 1.

Halo Hunter Treble is a fighter, through and through. She seeks the destruction of any enemy that stands in her way, and is constantly on the search for stronger foes to triumph over.

Patient Lotus sets up both **Halcyon Storm** and **Judgment Blade**. Treble can use **Waiting Game** to guarantee a **9** on her next turn for **Crush**, or to convert lots of Speed tokens into Iron tokens for **Fury**. She prefers to save her **Patient Lotus** numbers to make her other **Stances'** turns bigger, rather than spend them reactively.

Halcyon Storm Stance

Range: 1-2



At the start of your turn, remove one token you hold.
After you remove tokens using an **Action** or **Ability**, you gain an equal number of Iron tokens.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.
Deal 1 damage to an enemy within range.
At the end of this turn, push that enemy 1 space.
Fury can be used only 3 times per turn.

1+ or 3+ or 6+: Purify

Remove one token from yourself or an ally within range.
3+: Remove up to two tokens from someone within range.
6+: Remove up to two tokens from someone within range.

Judgment Blade Stance

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

When an enemy with your Challenge starts their turn, they do not roll their lowest **Action Die**. It is discarded and unused.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

5+: Denial

Teleport adjacent to an enemy you can see, and Challenge them.

Patient Lotus Stance

Range: 1



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

At the end of your turn, your Speed tokens become Iron tokens.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

3+ or 7+: Focus

You gain a 2 point Shield.

You may move one space.

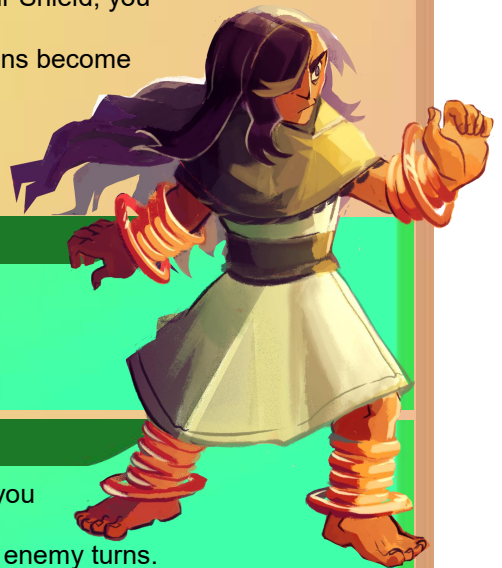
7+: You gain a 4 point Shield.

You may move two spaces.

X: Waiting Game

Add **X+1** to your **Action Pool**. Then, you may move one space.

You can only use **Waiting Game** during enemy turns.



Cavalry Enemies

COMPLEXITY



No one keeps up like the **Cavalry**. Your job is to get in, exactly where you need to be, and keep everyone on their feet. Nobody is there for them like you can be. **Cavalry** are protectors, heroes, and all around nice people to have on your side of the battlefield.

Cavalry provide a wide variety of support abilities for their team, giving Shields to anyone who fights alongside them. The **Cavalry** can get wherever they need to be and provide just the back up your team needs.

Bodyguards (3 Stooges)

Unbreakable Turtle Stance

Range: 1-2



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

After each **Action** you perform, give one Iron token to an ally other than yourself within range.

Your allies within range may spend your tokens.

Tough: At the start of your turn, you gain 1 Iron token.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

3+: Eyes Open

You gain 6 Iron tokens and 1 Weakness token.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Bodyguards protect their team. With **Eyes Open** and **Secure**, they hold onto a large number of Iron tokens and stand close to important allies, keeping them safe from enemy attack.

Medics (4 Stooges)**Rallying Watcher Stance****Range: 1-4**

At the end of your turn, you and each ally within range heals.
 At the start of each ally's turn, if they are within range of you, they may heal.

Agile: At the start of your turn, you gain 2 Speed tokens.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

2+ or 3+ or 5+: Group Up

Pull one ally up to 3 spaces.

3+: Pull one ally up to 4 spaces.

5+: Each pulled ally heals.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Medics keep their team healthy. As long as they spread out, they can keep their whole team healing up on every turn.

Sidekick (Warrior)**Heroic Time Stance****Range: 1-2**

You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

Cavalry

At the end of your turn, you and each ally adjacent to you gains a 2 point Shield.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

4+: Burning Heart

You and each ally within range gains 2 Iron tokens.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

The Sidekick makes another Warrior or Boss excel. They stick to their mentor like glue, blocking damage they take and using their Speed tokens to keep up with them, wherever they go. As long as the Sidekick is still standing, it is very hard to take out the person they're backing up.

Gremlin (*Warrior*)

Jumping Blade Stance

Range: 1



At the start and end of your turn, you may teleport one, two, or three spaces.

When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Cavalry

At the end of your turn, you and each ally adjacent to you gains a 2 point Shield.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

4+: Leap In

Teleport up to three spaces.

You may deal 2 damage to an enemy within range.

Unstoppable

You can smash through any door, wall, or vehicle.

The Gremlin hides among their team, darting out to strike at their foes before leaping back to their allies. If they don't roll well enough to **Crush** an enemy, they like to spend their turn heckling their foes, using **Yell** to gain a number of Power tokens so their next turn becomes devastating.

Tajra Green (Boss)

Penitent Monk

Peaceful Heart

Natural Charisma

Unbreakable

Cavalry

At the end of your turn, you and each ally adjacent to you gains a 2 point Shield.

Tajra Green seeks peace. If you are in the way of peace, she is not afraid to get in your way and put you down.

Tajra is a support-based Boss, and works best alongside another Boss or a pair of Warriors she can protect. All of her **Stances** protect the rest of her team, either through mobility, iron tokens, or just straight up taking damage for them. On her own, she's durable, but not threatening.

Charging Fortress Stance

Range: 1



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

At the start of your turn, you may move 2 spaces.

At the start of each ally's turn, they may move 2 spaces.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

3+: Follow My Lead

You may move one space, then deal 1 damage to an enemy within range. An ally you can see may move one space, then deal 1 damage to an enemy within their range.

Rallying Song Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

At the end of your turn, you and each ally within range heals.

At the start of each ally's turn, if they are within range of you, they may heal.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a **4** to their **Action Pool**. They must immediately spend it on an **Action**.

2+ or 3+ or 5+: Group Up

Pull one ally up to 3 spaces.

3+: Pull one ally up to 4 spaces.

5+: Each pulled ally heals.

Heroic Spiral Stance

Range: 1-2



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

4+: Burning Heart

You and each ally within range gains 2 Iron tokens.



Cyborg Enemies

COMPLEXITY



Cyborgs build power over time. They adapt to the threat in front of them, growing stronger, tougher, or faster, as needed. If you let a **Cyborg** build up, they will destroy you.

Cyborgs is a combo-focused Archetype, using their constant flow of basic tokens to trigger powerful **Unique Actions**. They are good at everything and weak to nothing. The **Cyborg** doesn't have much versatility, but they make up for it with sheer firepower and speed.

The **Cyborg Ability** gives you two Basic Tokens of the same type. You choose to gain either two Iron tokens, two Power tokens, or two Speed tokens at the start of your turn.

Exterminators (3 Stooges)

Incinerator Sun Stance

Range: 1-3



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

When you spend Power tokens to boost the damage a hit deals, give one Burning token to the target of that hit.

Overpowering: At the start of your turn, you gain 1 Power token.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

2 Power Tokens: Flamethrower

Choose an enemy within range. They take 1 damage, gain one Burning token, and are pushed 1 space.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Exterminators unleash the fire on their enemies. **Yell** lets them immediately use their **Flamethrower** for 2 damage and 2 Burning tokens.

Drones (6 Stooges)**Machine Shadow** Range: 1-2

At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

You may spend your Basic Tokens as if they were any other Basic Tokens. The Basic Tokens are Iron, Power, and Speed tokens.

Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+ or 4+: High Efficiency

Choose three: You heal 1; you gain one Iron token; you gain one Power token; you gain one Speed token; or you deal 1 damage to an enemy within range.

4+: Choose the last two options.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

Drones swarm all over the battlefield, using **High Efficiency** as often as possible to gain the advantage over their foes.

The Leech (*Warrior*)

Syphon Dragon Stance

Range: 1-3



Your **Actions** may apply to one extra target within range.
At the end of your turn, choose a token you hold. Either replace it with a Power token, or gain another copy of it.

Cyborg

At the start of your turn, you gain two Basic Tokens of your choice.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

2+ or 6+: Power Converter

Target a single token held by you or someone within range.

Choose one or both: You steal the targeted token(s) from them; and/or replace the targeted token(s) with Power tokens.

6+: The **Choice Effect** applies to every token they hold of the targeted token's type.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

The Leech consumes power, stealing it from their enemies at will. An **Amplified Power Converter** can consume every token the Leech's enemies hold, while also curing allies of Burning or Weakness tokens.

Virtual Idol (Warrior)**Armored Remix Stance****Range: 1-2**

At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

After you spend Iron tokens, you heal 1.

Cyborg

At the start of your turn, you gain two Basic Tokens of your choice.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

2 Iron Tokens: You, Stay

Challenge an enemy within range.

That enemy discards three Speed tokens.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

The Virtual Idol is a singing hologram. The perfect distraction, they are very difficult to harm, and their songs fill their team with iron will. They always choose the Iron song, because it powers their **Armored Abilities**.

Zero Troubles *(Boss)*

Stoic Android

Put On A Show

Basically Magic

Perfect Timing

Cyborg

At the start of your turn, you gain two Basic Tokens of your choice.

Zero Troubles is an android built for battle. The perfect machine, they make no mistakes and achieve perfect results on every mission.

Zero uses **Machine Tornado Stance** to build up tokens and hold numbers for **Burning Gold Stance**. By using their low rolls on **High Efficiency** and saving the larger numbers, their **Burning Gold** turn lets them set all of their enemies on fire at once, with **Shockwaves** and **Amplified Burn It All Down**.

Rocket Dance performs double duty as a recovery **Stance**, letting Zero escape and recover health, and as a ring out **Stance**, letting Zero tackle foes right off the map with ease.

Rocket Dance Stance

Range: 1



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

After you push someone, you may teleport to any empty space adjacent to them.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

2 Speed Tokens: Rocket Tackle

Push an adjacent enemy or ally two spaces.

Machine Tornado Stance

Range: 1-2



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

You may spend your Basic Tokens as if they were any other Basic Tokens. The Basic Tokens are Iron, Power, and Speed tokens.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

1+ or 4+: High Efficiency

Choose three: You heal 1; you gain one Iron token; you gain one Power token; you gain one Speed token; or you deal 1 damage to an enemy within range.

4+: Choose the last two options.

Burning Gold Stance

Range: 2-5



Your **Actions** may apply to one extra target within range.

After you target an enemy with an **Action**, if they have four Burning tokens or less, give them 1 Burning token.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

4+: Burn It All Down

Target one enemy within range.
Give them one Burning token and put a Trap into their space.



Demon Enemies

COMPLEXITY



Demons are big bullies. They get their strength from making others weak. They drain your strength, toss you aside, and just when you think you've got the upper hand, they sneak in a surprise attack.

Demons are an aggressive **Archetype**, focusing on picking off their enemies one by one. They stay on their feet by keeping their enemies off balance, and limiting their ability to counterattack effectively.

Chaos Token: This token is exclusively used by the **Demon**. At any time, you may spend a Chaos token to immediately take a **4 Action**, interrupting the current turn until that **Action** is resolved.

Zombies (4 Stooges)

Zombie Heart Stance

Range: 1



You have **Armor**.

At the start of your turn, either heal or discard one token you hold.

At the end of your turn, choose an enemy in range and give them one Weakness token.

At the start of your turn, if your HP is 3 or less, you heal.

Tough: At the start of your turn, you gain 1 Iron token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

4+: Hunger

Deal 2 damage to an enemy within range.

You may take one token from that enemy.

1+: Reinforcements

Heal, then place a Stooze anywhere in play.

Reinforcements uses the new Stooze's **Action** for this turn.

Zombies are the classical Stooze that doesn't die. At the start of their turn, if they were Taken Out, they heal twice, getting right back up. You'll need to keep putting down Zombies until the fight is over.

Shadows (6 Stooges)**Dark Shadow****Range: 2-4**

At the start and end of your turn, you gain 2 Speed tokens.
 You do not discard your Speed tokens at the end of a turn.
 You can see and target enemies through Fog.
 At the end of your turn, place a Fog obstacle into your space.
Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

4+: Darkness Dawns

Place two Fog obstacles into empty spaces within range.
 You may teleport to one of those Fog obstacles.

4+: Twilight Sorrow

Each enemy standing in Fog gains one Weakness token.
 You gain one Speed token for each enemy affected.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.
Reinforcements uses the new Stooge's **Action** for this turn.

Shadows hide in darkness. They conjure fog at the end of their turn, so you want the Shadows to take their turn as early in the round as possible. Then they strike from the shadows, shutting down ranged enemies and forcing the heroes to come in close.

Ogre (Warrior)**Ogre's Hound Stance****Range: 1-2**

After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

Your **Throw Actions** may target any number of enemies within range. After you **Throw** an enemy, they take 1 damage.

Demon

At the end of your turn, you gain 1 Chaos token.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

3+: Watch Your Step

Choose an enemy you can see that moved during this turn. You deal 2 damage to them.

Think Fast

You can come up with plans and act on them in an instant. You never lose in games of skill, and you can fast talk anyone into seeing things your way.

Ogres throw everything out of their way, dealing damage almost by mistake while they're at it. They can use their Chaos token to interrupt enemies who get too close, throwing them away, or to snipe an enemy in the middle of their turn using **Watch Your Step**.

What are they sniping with? Probably a big rock they threw.

Chaos Token: This token is exclusively used by the **Demon**. At any time, you may spend a Chaos token to immediately take a **4 Action**, interrupting the current turn until that **Action** is resolved.

Killer (Warrior)**Slasher Scorpion Stance****Range: 1**

You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

At the end of every turn, you deal 1 damage to an adjacent enemy.

Demon

At the end of your turn, you gain 1 Chaos token.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone. Someone is alone if nobody is adjacent to them.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

The Killer picks an enemy and sticks to them like glue. If they try to run, you can **Suddenly...** be next to them at the end of the turn, guaranteeing the **Slasher Ability** will always deal damage every turn. If they try to fight back, your **Counter Attack** will also teleport you next to them, keeping **Slasher** going.

Chaos Token: This token is exclusively used by the **Demon**. At any time, you may spend a Chaos token to immediately take a **4 Action**, interrupting the current turn until that **Action** is resolved.

Hollow Queen (Boss)

Murderous Supervillain

Eyes Wide Open

Think Fast

Unstoppable

Demon

At the end of your turn, you gain 1 Chaos token.

Hollow Queen is a pumpkin-themed super villain, using the cover of night and her powerful, deadly claws to slice her enemies to bits.

Hollow Queen starts every fight with **Forbidden Sun Dragon**, hoping for an early **Amplified Crush**. **Vampire Drill** and **Slasher Heart** help her outlast her foes, until she can **Crush** them all.

Forbidden Sun Dragon

Range: 1-3



At the start of your turn, you take 2 damage. This damage cannot drop you below 1 HP on your current Health Bar.

When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Your **Actions** may apply to one extra target within range.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

Slasher Heart Stance

Range: 1



At the start of your turn, either heal or discard one token you hold.
At the end of your turn, choose an enemy in range and give them one Weakness token.

At the end of every turn, you deal 1 damage to an adjacent enemy.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone.
Someone is alone if nobody is adjacent to them.

Vampire Drill Stance

Range: 2-5



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

After you deal damage with a hit, you heal 1.

After you give Weakness tokens to an enemy, you gain that many Power tokens.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

4+: Life Steal

Deal 2 damage to an enemy within range.
You may give that enemy one Weakness token.



Flametongue Enemies

COMPLEXITY



Flametongues want to watch the world burn. They specialize in fire, explosions, and blasts of all sorts, destroying the terrain around them as they fight.

Flametongues are a zoning **Archetype**, discouraging their enemies from getting close and dealing their damage from a distance. They hand out a lot of Burning tokens, which deal more and more damage the more of them your enemies have.

If you damage multiple enemies at once, the **Flametongue Ability** only gives Burning tokens to one of them.

Burning Tokens: At the end of your turn, if you have any Burning tokens, you take damage equal to the number of Burning tokens you hold. Then, you discard half of your Burning tokens, rounded up.

Rocketeers (4 Stooges)

Explosion Watcher Stance

Range: 2-7



After you deal damage to an enemy, push that enemy one space.
After you destroy an obstacle, replace it with an Edge.

Overpowering: At the start of your turn, you gain 1 Power token.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

6+: Ka-Boom!

Deal 2 damage to an enemy within range.

Then, destroy every obstacle adjacent to them.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Rocketeers bombard their foes, using **Ka-Boom!** to destroy the battlefield from long range. With every attack, they knock their enemies around, hoping to send them off an Edge.

Rocketeers barely bother using **Suppression**, unless there aren't any good targets to shoot at.

Little Fires (3 Stooges)**Burning Circle Stance****Range: 2-4**

After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

After you target an enemy with an **Action**, if they have four Burning tokens or less, give them 1 Burning token.

Bumbling: At the end of any turn you took damage, you may move 1 space.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

4+: Burn It All Down

Target one enemy within range. Give them one Burning token and put a Trap into their space.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

The Little Fires are members of Los Fuego's gang, and they do whatever she tells them to. Its worked out so far!

Untrained and unfocused, their main defense is knowing how to set stuff on fire. And the latest thing they were told to set on fire is you!

Lava Walker (Warrior)

Volcanic Mountain Stance

Range: 1-3



You have **Armor**.
 When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.
 After you spend Speed tokens on Free Movement, you may place a Trap into each space you exit.
 You do not take damage from entering a space with a Trap.

Flametongue

The first time you deal damage to an enemy during your turn, give that enemy two Burning tokens.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

4+: Pyroclasm

Place three Traps within range. Each Trap placed by this **Action** must be adjacent to a Trap obstacle.

Unmovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

A living magma person. Wherever they go, they leave a trail of fire behind them. They're tough and ready to burn down the whole town.

Pyromaniac (Warrior)

Inferno Dynamo Stance

Range: 1-3



Your **Actions** may apply to one extra target within range.

At the end of your turn, after your Burning tokens have already triggered, you gain three Burning tokens.

After an enemy deals damages to you with an **Action**, you may give them all of your Burning tokens.

Flametongue

The first time you deal damage to an enemy during your turn, give that enemy two Burning tokens.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

Gain 1 Burning Token: Ignition

Give one Burning token to an enemy within range.

You can only use **Ignition** once per turn.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

The Pyromaniac is constantly on fire, and they will share this fire with you if you get too close. They will use **Ignition** every single turn an enemy is within range, or even better, if two enemies are within range, as the **Blaster Ability** gives it an extra target.

Los Fuego (Boss)

Pyrokinetic Punk

Eyes Wide Open

Think Fast

Professional

Flametongue

The first time you deal damage to an enemy during your turn, give that enemy two Burning tokens.

Los Fuego has a short fuse, and she's ready to blow up on anyone who gives her an excuse. Her little gang has had some success recently, and she doesn't like setbacks. Any bad news, and she'll come solve the problem herself.

Los Fuego starts by toying with her foes, using **Burning Chaos** and **Phoenix Moment** to spread a lot of Burning tokens around. When she's ready to end everything, she **Applies Pressure** to the biggest threat. That is enough to handle most of her problems.

Phoenix Moment Stance

Range: 1



At the start of your turn, either heal or discard one token you hold. At the end of your turn, choose an enemy in range and give them one Weakness token.

Whenever you would take damage from Burning tokens or from Traps, you heal that much damage instead.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.
4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.
4+: Heal yourself or a different ally you can see.

4+: Cleansing Fire

Choose two: Give a Burning token to someone within range; heal an ally within range; or place a Trap within range.

Burning Chaos Stance

Range: 2-4



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

After you target an enemy with an **Action**, if they have four Burning tokens or less, give them 1 Burning token.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

4+: Burn It All Down

Target one enemy within range. Give them one Burning token and put a Trap into their space.

Pressure Control Stance

Range: 1-5



At the start of your turn, give one Weakness token to every enemy within range.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

5+: Apply Pressure

Choose one enemy within range. Deal damage to them equal to the number of tokens they hold.

You can only use **Apply Pressure** once per turn.



Gunkata Enemies

COMPLEXITY



Gunkata is the ancient combat art of shooting people. Usually with guns. Ideally in the face. Probably a lot.

Gunkata is a high-damage **Archetype** that hits its enemies over and over and over. They embody the idea of death by a thousand cuts, and they do it all from fairly far away.

Gunners (4 Stooges)

Ricochet Hound Stance

Range: 2-7



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

After you deal damage to an enemy with an **Action**, you may deal 1 damage to a different enemy within 3 spaces of them.

Bumbling: At the end of any turn you took damage, you may move 1 space.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

3+: Trick Shot

Choose one obstacle within range.

Deal 2 damage to an enemy within 3 spaces of that obstacle.

1+: Reinforcements

Heal, then place a Stooage anywhere in play.

Reinforcements uses the new Stooage's **Action** for this turn.

Gunners fire with reckless abandon. They carry automatic weapons with a lot of bullet spread, and their bullets ricochet through groups of enemies, damaging them multiple times per attack.

A Small Army (8 Stooges)

Ten Thousand Silver Stance

Range: 2-3



At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

2+: Point Blank Shot

Deal 1 damage to an adjacent enemy. Then, push them 1 space.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

A Small Army is the largest possible group of Stooges, with 8 of them running around. They can literally wall off the battlefield with their bodies. They fight best when sticking together, but there's enough of them that they can kinda do whatever they want and it'll work out.

The Small Army is a lot of Stooges to keep track of! If some of them use two **Actions** in one turn because you forgot which ones already took an **Action** this turn, try not to worry about it too much.

Grenadier (*Warrior*)

Artillery Blaster Stance

Range: 3-9



Your **Actions** may apply to one extra target within range.
You can see and target enemies through Fog and Walls.

Gunkata

At the end of your turn, deal 1 damage to each enemy within range.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

1+ or 6+: Bombardment

Place a Trap into a space within range.

6+: Place a Trap into each space adjacent to the first Trap.

Do not place these Traps over Edges or Walls.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

The Grenadier blows things up. They do a pretty good job of it, too. Try not to stay in their way.

Sniper (Warrior)**Crosshair Owl Stance****Range: 1-8**

You ignore Armor and Shields when dealing damage.
 Weakness tokens you hold and Iron tokens your enemies hold do not reduce the damage you deal.

Gunkata

At the end of your turn, deal 1 damage to each enemy within range.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

1+: Take Aim

Your next **Action** this turn has its cost and every number listed in its description increased by 1.

Professional

You always look stylish, cool, and in control. People listen when you make demands of them, and you have some lackeys or followers who will do what you say.

Snipers like to keep their distance, covering the whole battlefield. If they **Take Aim** first, **Suppression** gives them twice as many Control tokens, letting the Sniper shut down the entire battlefield from afar.

Aces Low (Boss)

Flashy Enforcer

Put On A Show

Think Fast

Professional

Gunkata

At the end of your turn, deal 1 damage to each enemy within range.

Aces Low is a high ranking enforcer, working for whoever you need them to. Aces enjoys putting on a show, and uses fights as a chance to show off. They like to take on everyone all at once.

Between the **Gunkata Ability** and **Firing Wild**, Aces is constantly peppering the enemy team with small damage. **Ten Thousand Blizzards** gives them Control tokens to protect themselves with, and **Flashy Shuffle** lets them **Throw** enemies around so they can run away.

Flashy Shuffle Stance

Range: 1



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

After you roll your **Action Dice**, you may combine two of your numbers into a single, larger number.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

X: Show Off

Choose two of these Basic Actions: **Movement**, **Damage**, **A Challenger Approaches**, **Put It Out!**, or **Throw**.

Perform both of those **Actions** as if you had spent **X** on them.

You can only use **Show Off** once per turn.

Akimbo Chaos Stance

Range: 3-5



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

After you deal damage to someone, you move one space.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

4+: Firing Wild

Choose one: Deal 1 damage to every enemy and ally adjacent to you; or deal 1 damage to every enemy and ally within range.

Ten Thousand Blizzards

Range: 2-6



3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

2+: Point Blank Shot

Deal 1 damage to an adjacent enemy.
Then, push them 1 space.



Phantom Enemies

COMPLEXITY



Phantoms are strange and unusual. They use their paranormal powers to fight their battles for them. Invisible barriers, telekinesis, teleportation, flight - you have all sorts of strange tricks that are tough for many enemies to handle.

Phantom is a flexible **Archetype** that can adapt to anything. Your universal access to your **Unique Actions** means that when choosing your **Stance**, you can focus on switching to the **Abilities** you need.

The **Phantom's** cost reduction **Ability** applies to all of your **Unique Actions**, including your **Phantom Style Unique Abilities**.

For example, **Iron Form's Protect** only requires a **5+**, and **Aura Style's Shields Up** only costs 2 Basic tokens.

This **Ability** has a minimum, so **One-Two Form's Slide In** doesn't become a **0+ Action**, and **Wild Form's Fury** still costs 2 Basic tokens.

Poltergeists (3 Stooges)

Puppet's Hurricane Stance

Range: 2-3



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

You may use Speed tokens to move any ally, enemy, or obstacle within range, using the normal Free Movement rules.

Walls and Traps you move with this Ability become Rubble.

Edges cannot be moved with this Ability.

Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

3+ or 5+: Pull The Strings

Choose an enemy or ally you can see. Move them 3 spaces.

5+: Choose an enemy or ally you can see. Move them 3 spaces.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Poltergeists throw things all over the place, and don't do much else. They're excellent at annoying Obstacle-focused heroes.

Friendly Ghosts (4 Stooges)

Spirit Song Stance

Range: 1-3



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

Edges cannot remove you from play. You can move over Walls as though they were empty space.

After you use Free Movement, you may move any number of your Stooges one space.

Bumbling: At the end of any turn you took damage, you may move 1 space.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

1+ or 3+ or 5+: Now You See Me...

Place a Stoooge into an empty space within range.

3+: Place a Stoooge into an empty space within range.

5+: Place a Stoooge into an empty space within range.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

Friendly ghosts spread around all over the place, and provide moral support for their team. They may not accomplish much themselves, but there's a lot of them and they will keep providing their team with tokens for as long as they manage to stick around.

Banshee (Warrior)

Crying Gravity Stance

Range: 1-7



At the start of your turn, give one Weakness token to all enemies within range.

At the end of your turn, Challenge an enemy within range and give them one Weakness token.

Phantom

Your **Unique Actions** have their cost reduced by 1 (This cost reduction is already factored into these stats).

2+ or 5+ or 8+: Suppression

You gain 1 Control token and may move one space.

5+: You gain 1 Control token.

8+: You gain 1 Control token and may move one space.

5+: Banshee's Wail

All enemies within range gain a Weakness token.

All Traps and Walls within range become Rubble.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

The Banshee screams at her foes, Challenging and weakening them all at once. A Banshee is a high priority enemy, as her wide range, Control tokens, and the Weakness tokens she hands out en masse make fighting very difficult while she's around.

Hopper (Warrior)

Vortex Panic Stance

Range: 1-3



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

Edges cannot remove you from play. When you stand on an Edge, every other Edge counts as an adjacent space you can move to.

Phantom

Your **Unique Actions** have their cost reduced by 1 (This cost reduction is already factored into these stats).

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

3+: Black Hole

Place an Edge into an empty space within range.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

Hoppers can teleport, "hopping" between locations at will. They use this ability to ambush enemies from surprising directions. They tend to win fights by teleporting their opponents away, **Throwing** them off the Edges they travel through.

Agitha Crystal *(Boss)*

Creepy Ghost

Peaceful Heart

Shadow Walker

Untouchable

Phantom

Your **Unique Actions** have their cost reduced by 1 (This cost reduction is already factored into these stats).

Agitha has been here a long, long time. She isn't very fond of visitors. You look like visitors. You should probably leave.

Agitha is a strange fighter, with none of her Stances leaning particularly hard to any particular role. She does what she wants, acting on whimsy, and maybe it'll all work out. Or maybe not. Agitha's dead, what does she care?

Aura Void Stance

Range: 1-3



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

At the start of your turn, you gain a 3 point Shield.

When an enemy within range damages or breaks a Shield, you may move that enemy one space.

After a Shield within range breaks, you gain 1 Iron token.

2+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

2+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

5+: Protect

Choose four from the **Secure** and/or **Contain** lists.

2 Basic Tokens: Shields Up

An ally within range gains a 3 point Shield.

Crying World Stance

Range: 1-4



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

At the start of your turn, give one Weakness token to all enemies within range.

At the end of your turn, Challenge an enemy within range and give them one Weakness token.

2+ or 6+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

5+: Banshee's Wail

All enemies within range gain a Weakness token.

All Traps and Walls within range become Rubble.

Spirit Silver Stance

Range: 1-3



At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

Edges cannot remove your Copies from play.

You and your Copies can move over Walls as though they were empty space.

After you use Free Movement on yourself or your Copy, you may move any number of your Copies one space.

2 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+ or 2+ or 4+: Now You See Me...

Place a Copy into an empty space within range.

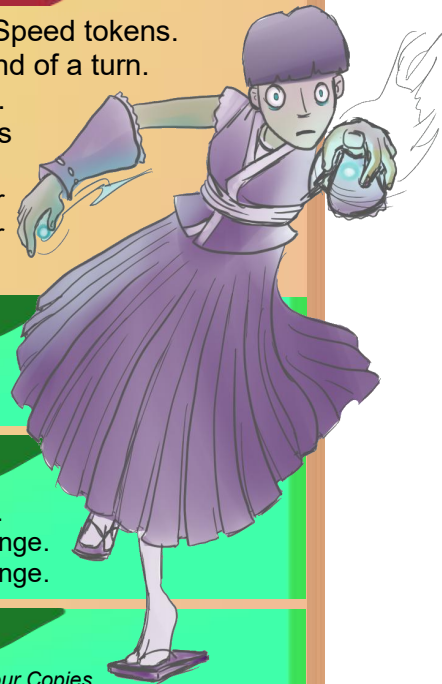
2+: Place a Copy into an empty space within range.

4+: Place a Copy into an empty space within range.

Destroy 1 Copy: ...Now You Don't

...Now You Don't is a Token Action, but the Cost is one of your Copies.

Teleport into the space of the destroyed Copy.



Punk Enemies

COMPLEXITY



Punks are all about tearing down the world. They need to make their mark, stand by their convictions, and rebel against the system. You've got guts, and you're not afraid to show 'em. The more the **Punk** gets beaten down, the harder they rise up and hit back.

The **Punk** is a tanking **Archetype**. You want to take hits, because the more you bleed, the stronger you hit back on the rebound. The **Punk** knows that if you outlast your enemy, you win.

Punching Bags (4 Stooges)

Knockdown Mantis Stance

Range: 1



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

After you take damage from an enemy, you deal 1 damage back to them.

Tough: At the start of your turn, you gain 1 Iron token.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

4+: Take It On The Chin

Each enemy within range deals 1 damage to you.

Then, you deal 3 damage to one of them.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Punching Bags are those weaklings who just keep coming. No matter how many times you knock em down, they get back up to hit you right back. They are completely lacking in offenses, but deal 1-2 damage back every single time you hit them, so opponents who don't hit hard get destroyed by a pack of punching bags.

Dancers (3 Stooges)**Flashy Dance Stance****Range: 1**

After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

After you roll your **Action Dice**, you may combine two of your numbers into a single, larger number.

Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

X: Show Off

Choose two of these Basic Actions: **Movement**, **Damage**, **A Challenger Approaches**, **Put It Out!**, or **Throw**.

Perform both of those **Actions** as if you had spent **X** on them.

You can only use **Show Off** once per turn.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

Dancers are all about their combination moves. Between the **Flashy Ability** and **Show Off**, they can do something no other Stooges can. They can donate **Actions** to each other.

There are three of them, but the **Flashy Ability** lets them combine two numbers into one, so they only take two **Actions** per turn. But then, with **Show Off**, one of the Stooges can take two **Basic Actions** at once! **Show Off** gets around the one-**Action**-per-Stoooge limit, allowing the Stooges to spread out and apply pressure wherever it is needed most.

Juggernaut (Warrior)**Bleeding Beast Stance****Range: 1**

You don't get Taken Out at zero HP. You can continue to fight as long as you remain in play. Your side still loses if everyone in play is at zero HP at the same time.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar.
 If your health bar is full, **X = 1**.

2 Basic Tokens: Fury

Deal 1 damage to an enemy within range.
 At the end of this turn, push that enemy 1 space.
Fury can be used only 3 times per turn.

2 HP: Lash Out

***Lash Out** is a Token Action that spends your HP.
 You can't spend HP you do not have.*
 Push an adjacent enemy two spaces.

12+: I'm Still Here

Deal 7 damage to an enemy within range.
 Then, push that enemy 7 spaces.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

The Juggernaut won't go down. So long as anyone on their team is still standing, the Juggernaut can keep attacking, and they get more **Action Dice** per turn as the combat drags on.

The Juggernaut actually can't use most of their **Unique Actions**, as they don't gain Basic Tokens for **Fury** and don't have the HP for **I'm Still Here** outside of Heavyweight or Worldweight fights. But since their HP is irrelevant, **Lash Out** is basically free. With all their **Action Dice**, **Basic Actions** are more than enough to win the fight for the Juggernaut.

Chatterbox (Warrior)**Taunting Eternity Stance****Range: 1**

At the start of your turn, either heal or discard one token you hold.
At the end of your turn, choose an enemy in range and give them one Weakness token.

After you take damage, you gain 1 Iron token.

After you take damage from an enemy with your Challenge, you may move one space.

Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar.
If your health bar is full, **X = 1**.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.
4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.
4+: Heal yourself or a different ally you can see.

1+: Is That All You Got?

Challenge an enemy you can see. You gain 1 Iron token.

X: Not Good Enough

Give **X - 2** Weakness tokens to an enemy with your Challenge.
Then, they discard your Challenge.

Eyes Wide Open

Your senses are unusually strong. You cannot be surprised by anything, and always have a chance to react first.

The Chatterbox just won't shut up. They keep on cracking jokes and taunting their foes, Challenging anyone who might cause problems for the rest of their team. And with the **Vigilance Ability**, they don't stay down, either. As soon as their turn comes back up, they're back on their feet and throwing out Challenges all over again.

Pompadour Rex *(Boss)*

Reckless Fool

Eyes Wide Open

Natural Charisma

Unstoppable

Punk

At the start of your turn, add **X** to your **Action Pool**.

X is equal to the damage on your current health bar.

If your health bar is full, **X = 1**.

Pompadour Rex is an up-and-coming go-getter, trying to make a name for himself. He's ready to throw down and just might be able to back it up. Maybe.

Pompadour using **Taunting Melody** first to pull the heat off of his team, taking damage early for his **Punk Ability**. Once he is alone, he uses **Brawling Hound** and **Lucky Tiger** to pile on the pressure.

Taunting Melody Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

After you take damage, you gain 1 Iron token.

After you take damage from an enemy with your Challenge, you may move one space.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a **4** to their **Action Pool**. They must immediately spend it on an **Action**.

1+: Is That All You Got?

Challenge an enemy you can see. You gain 1 Iron token.

X: Not Good Enough

Give **X - 2** Weakness tokens to an enemy with your Challenge. Then, they discard your Challenge.

Lucky Tiger Stance

Range: 1



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

3+: Just What I Needed

Choose one: You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.



Brawling Hound Stance

Range: 1



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

After you deal damage, if you didn't spend a Power token on that hit, you gain 1 Power token.

After your Shield breaks, you gain 1 Power token.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

2 Power Tokens: Tough It Out

You gain a 2 point Shield.

Teacher Enemies

COMPLEXITY



Your age only holds you back a little bit. You're strong, but not as strong as you used to be, and your lessons hit harder than your fist nowadays. But if they listen to their **Teacher**, they can do anything.

The **Teacher** is a support based **Archetype** that donates **Action Dice** to the rest of their team. You don't have much power yourself, although **Elder Style** lets you draw on the strength you once had. Your real strength is in how much more you let your team accomplish.

Inspired Token: This token is only used by the **Teacher**.

During an ally's turn, you may spend one Inspired token to roll  and add that number to their **Action Pool**.

Wizards (3 Stooges)

Elder Dragon Stance

Range: 1-3



Your **Actions** may apply to one extra target within range. Once per turn, during your turn, you may use **Shockwave** for free, as if you spent a **7**.

Overpowering: At the start of your turn, you gain 1 Power token.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.
6+: Deal 2 damage to one enemy within range.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.
Reinforcements uses the new Stooge's **Action** for this turn.

Wizards hit hard, constantly blasting nearby enemies with powerful **Shockwaves** that are impossible to avoid.

Cheerleaders (4 Stooges)**Motivating Wave Stance****Range: 1-2**

At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

At the end of your turn, allies within range heal, and you gain an Inspired token.

Bumbling: At the end of any turn you took damage, you may move 1 space.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

4+: You Can Do It!

Choose an ally within range. They **choose two:** They heal; they move two spaces; they gain a copy of a token they hold; or they discard one token they hold.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Cheerleaders boost morale through a series of chants and cheers designed to inspire allies. Anyone can fight better with a team of Cheerleaders at their back.

Hivemind Core (Warrior)**Mastermind Panic Stance****Range: No**

You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

You cannot perform **Actions**. Instead, you spend your numbers on your allies, making them perform **Actions** for you.

Each **Action** you take uses an ally's current location, range, and **Stance** bonuses as if they'd taken that **Action** themselves. You can only give **Actions** to allies you can see.

After each **Action** an ally performs during your turn, you may move 1 space.

Teacher

At the end of your turn, you gain an Inspired token.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

The Hivemind Core is really in charge, and can command their forces as they please. As long as the hivemind is around, everyone is operating at over 100% capacity, as they can all take **Actions** out of turn.

Between the **Reversal Ability** to hold numbers and the Inspired tokens, the Hivemind Core gives everyone more options.

Inspired Token: This token is only used by the **Teacher**.

During an ally's turn, you may spend one Inspired token to roll and add that number to their **Action Pool**.



Mentor (Warrior)

Training Snake

Range: 1



At the start and end of your turn, you gain 2 Speed tokens.
 You do not discard your Speed tokens at the end of a turn.
 At the end of your turn, give an ally one Training token.

Training Token: Before performing an **Action**, you may spend a Training token to increase all numbers listed in that **Action** by 1, including its cost.
 You may only spend 1 Training token per turn.

Teacher

At the end of your turn, you gain an Inspired token.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

3+: Watch Closely

You gain one Training Token. If you spend it before the end of this turn, give one Training Token to an ally.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

The Mentor is here to make you better. They work alongside their protege, showing them the ropes and giving them the push they need to really succeed.

Inspired Token: This token is only used by the **Teacher**.

During an ally's turn, you may spend one Inspired token to roll  and add that number to their **Action Pool**.

Patty North (Boss)

Eccentric Gambler

Professional

Perfect Timing

Unmovable

Teacher

At the end of your turn, you gain an Inspired token.

Patty is a weirdo with debts piling up. Eccentric and impulsive, they can't resist a good bet. As useless as they may seem, they're a solid teacher, although they often rope their students into their gambling debts.

Patty likes to fight behind a Warrior or two, using **Mastermind Control** to direct their efforts and **Training Mountain** to power them up. If left to handle things alone, **Elder Power Stance** is Patty's main method of solving problems their students could not.

Training Mountain Stance

Range: 1



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

At the end of your turn, give an ally a Training token.

Training Token: Before performing an **Action**, you may spend a Training token to increase all numbers listed in that **Action** by 1, including its cost. You may only spend 1 Training token per turn.

3+: Watch Closely

You gain one Training Token. If you spend it before the end of this turn, give one Training Token to an ally.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Mastermind Control

Range: No



You cannot perform **Actions**. Instead, you spend your numbers on your allies, making them perform **Actions** for you.

Each **Action** you take uses an ally's current location, range, and **Stance** bonuses as if they'd taken that **Action** themselves. You can only give **Actions** to allies you can see.

After each **Action** an ally performs during your turn, you may move 1 space.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

You give these Control tokens to the unit you had use **Suppression.*

Elder Power Stance

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Once per turn, during your turn, you may use any **Unique Action** you know, from among all of your **Stances**, for free. It does not cost any tokens or numbers to use. If your free **Action** is a **Tiered Action**, you perform it as if you spent a 7.

2+: Yell

You gain 3 Power tokens.

5+ or 8+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

8+: You may spend any number of Power tokens on this hit.



Trickster Enemies

COMPLEXITY



Everyone loves a good trick, unless the trick was played on them. **Tricksters** revel in confusion, changing the rules as they go. As long as you can stay one step ahead, nobody can handle you.

Tricksters are a zoning **Archetype**, keeping enemies close or pushing them away as needed. You stay out of reach while keeping your enemies within your own. As long as your enemies can never catch you, you cannot lose.

Ninjas (6 Stooges)

Hidden Silence Range: 1-3



At the start and end of your turn, you gain 2 Speed tokens.
You do not discard your Speed tokens at the end of a turn.
You may move through Walls as though they were empty spaces.
You can see and target enemies through Walls.

Agile: At the start of your turn, you gain 2 Speed tokens.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.
Reinforcements uses the new Stooge's **Action** for this turn.

Ninjas swarm the battlefield, disappearing behind walls with ease. They are difficult to catch and pin down, but as fighters, they are no more than a nuisance.

Ninjas technically have access to the **Sudden Strike Action** (pg 99), but they have no way to generate the Iron tokens needed to use it. To reduce complexity, **Sudden Strike** is not included in this stat block.

The Swarm (4 Stooges)

Illusion Spiral Stance

Range: 1-3



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

After an enemy deals damage to you while within range of at least one of your other Stooges, you deal 1 damage to them. If they are within range of three or more Stooges, you deal 2 damage to them instead.

You may spend your Stooges as Iron tokens.

Mysterious: At the start of your turn, you may place a Stooge or a Fog obstacle into an empty adjacent space.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

3+ or 6+: Where Are You Looking?

Place 2 Stooges into empty spaces within range.

6+: Place 2 more Stooges into empty spaces within range.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

The Swarm does exactly what it sounds like - it swarms. They cover the battlefield using **Where Are You Looking?**, and use **Focus** to protect themselves behind shields.

The **Zen Ability** to direct damage back at anyone who damages their Shield combines with the **Illusion Ability** to deal damage back to anyone within their range. This combo heavily punishes enemies who attempt to deal with the swarm using **Blaster Form**, which normally destroys Stooges quickly and easily.

Shadow (Warrior)

Mysterious Turtle Stance

Range: 1-2



You have **Armor**.
 When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.
 At the start of your turn, place a Fog obstacle into your space.
 While you stand in Fog, your maximum range is doubled.

Trickster

You may spend any Basic Tokens you hold as Iron tokens.
 When you spend Iron tokens to reduce the damage you take, you may move 1 space.

3 Speed or Iron Tokens: Ghost Walk

Place a Fog obstacle into an empty space within range.
 Then, teleport to a Fog obstacle within range.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Unmovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

The Shadow strikes from the mist, and hides back within it. Difficult to pin down and difficult to hurt once you do, the Shadow stands in your way and makes sure you never get past.

Puppeteer (Warrior)**Whip Dance Stance****Range: 2-5**

After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

Your **Throw Actions** target one person within range.

When you **Throw** or **Grapple** an enemy, they take 2 damage.

Trickster

You may spend any Basic Tokens you hold as Iron tokens.

When you spend Iron tokens to reduce the damage you take, you may move 1 space.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

5+: Grapple Hook

Teleport to any empty space within range.

Put On A Show

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

The Puppeteer uses strings, traps, or perhaps telekinesis to control the battlefield, tossing their opponents all over the place. Their enemies land hard and cannot escape being thrown around all over the place, making the puppeteer difficult to reach. Once their enemies get in close, however, the puppeteer's minimum range becomes a problem.

Rhubarb Tumble *(Boss)*

Trained Bear

Basically Magic

Eyes Wide Open

Unmovable

Trickster

You may spend any Basic Tokens you hold as Iron tokens.
When you spend Iron tokens to reduce the damage you take, you may move 1 space.

Rhubarb Tumble is smarter than the average bear. A natural trickster, they always keep their enemies guessing.

Mysterious Bear Stance lets Rhubarb hide in fog, forcing enemies to approach you if they want to fight you. Then, Rhubarb can switch to **Caged Mountain Stance** to keep them close, right where Rhubarb wants them. And once Rhubarb is surrounded, **Collateral Star** hits all of their enemies at once.

Caged Mountain Stance

Range: 1



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

Adjacent enemies cannot gain or spend Speed tokens.

2+: Welcome To My Maze

Deal 1 damage to one enemy outside of your Range.
Then, pull them three spaces.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Mysterious Bear Stance

Range: 1-2



At the start of your turn, either heal or discard one token you hold.

At the start of your turn, place a Fog obstacle into your space.

While you stand in Fog, your maximum range is doubled.

At the end of your turn, choose an enemy in range and give them one Weakness token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

3 Speed or Iron Tokens: Ghost Walk

Place a Fog obstacle into an empty space within range.

Then, teleport to a Fog obstacle within range.

Collateral Star Stance

Range: 1-3



Your **Actions** may apply to one extra target within range.

After you destroy an obstacle, you gain one Basic token of your choice.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

3+: Roughhousing

Destroy an obstacle within range, then **choose one**: Teleport to that obstacle's space; deal 1 damage to each enemy adjacent to the destroyed obstacle; or destroy another obstacle within range.

You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

Underdog Enemies

COMPLEXITY



You're just a regular kid, and you're in way over your head. Or you would be, if being an ordinary underdog didn't make you the most dangerous person in the room at all times.

The **Underdog** is an all-around balanced **Archetype**, focused on keeping your enemies under control. Its **Styles** have a lot of flexibility, and most of their **Actions** are **Choice Actions**, allowing you to respond to any kind of situation with some kind of answer.

Civilians (4 Stooges)

Distracting Time Stance

Range: 1-2



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

After an enemy deals damage to you, if they have no Weakness tokens, give that enemy one Weakness token.

Bumbling: At the end of any turn you took damage, you may move 1 space.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

1+ or 2 Basic Tokens: Flare

Flare can be used as either a **Simple** or **Token Action**.

Move one space, then give one Weakness token to one enemy within range.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Civilians rarely help with a fight, but when they do, they're very good at getting in the way. They usually won't accomplish a lot, but they'll always manage to do it when you least want them to.

Stooges with the **Reversal Ability** don't need to remember which Stooges have spent **Action Dice** or not. The Stooge **Action** limit only applies to **Actions** taken in the same turn, so **Reversal's Ability** allows a single Stooge to do everything, if you want them to.

Laborers (3 Stooges)

Misfortune's Rage Stance

Range: 1-3



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

When you would take damage from a Trap, deal that damage to an enemy within range instead. If no enemies are within range, gain one Power token instead.

Overpowering: At the start of your turn, you gain 1 Power token.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

1+ or 3 Basic Tokens: Bad Luck

Bad Luck can be used as either a **Simple** or **Token Action**. Place a Trap into a space within range.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

Laborers are tougher than the average citizen, and know how to hit hard. They also don't see any reason to play fair, and readily turn their misfortunes back on those around them. You don't want to fight a group of laborers in their own workplace, or you'll quickly find yourself surrounded by Traps and workers willing to use them against you.

Wild Animal (Warrior)**Eye of the Beast Stance****Range: 1**

At the start of your turn, you gain a Bonus (pg 20) of your choice.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

Underdog

At the start of your turn, you gain one Basic token of your choice.
After you take damage, you gain one Basic token of your choice.
You cannot choose a Basic token you are already holding.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

3+: Thrill of the Fight

Target an adjacent enemy, then **choose one**: Challenge them; you deal 2 damage to them; or give them 2 Burning tokens.

You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

A wild animal is most dangerous when its cornered. Take it out quickly, and it shouldn't be a problem. But be warned: if you ever underestimate a wild animal, it will hurt you. Once a stray dog gets its fangs in you, it won't let go until one of you is dead.

Daredevil (Warrior)**Lucky Moment Stance****Range: 1**

You have **Armor**.

At the start of your turn, either heal or discard one token you hold.

At the end of your turn, choose an enemy in range and give them one Weakness token.

Underdog

At the start of your turn, you gain one Basic token of your choice.

After you take damage, you gain one Basic token of your choice.

You cannot choose a Basic token you are already holding.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

3+: Just What I Needed

Choose one: You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.

Eyes Wide Open

Your senses are unusually strong. You cannot be surprised by anything, and always have a chance to react first.

The Daredevil never dies. They can take the riskiest stunts and put themselves in the worst positions, and they'll expect to walk away from it. The combination of Armor and easy access to healing will keep the daredevil on their feet long after anyone else would've been taken out.

Redd Shoes (Boss)

Delivery Girl

Professional

Put On A Show

Wind Runner

Underdog

At the start of your turn, you gain one Basic token of your choice.
After you take damage, you gain one Basic token of your choice.
You cannot choose a Basic token you are already holding.

Redd used to work for the mafia as a delivery girl, making sure illicit packages always arrived where they were supposed to. She got out of that game with a load of cash, but she didn't get out clean. Her old employers are coming for her, and they aren't happy. Redd's parkour skills are now helping her run from the very people who taught her.

Redd uses **Collateral Watcher** to keep her distance and disrupt enemy plans. **Lightning Crab** lets her hit and run, keeping on the pressure but staying out of range. And when things look dicey, **Lucky Soul Stance** can pull off a miracle win, turning the tables with a sudden and unexpected burst of power.

Collateral Watcher Stance

Range: 1-5



After you destroy an obstacle, you gain one Basic token of your choice.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.
6+: You gain 1 Control token.
9+: You gain 1 Control token and may move one space.

3+: Roughhousing

Destroy an obstacle within range, then **choose one**: Teleport to that obstacle's space; deal 1 damage to each enemy adjacent to the destroyed obstacle; or destroy another obstacle within range.
You can spend 2 Basic Tokens to choose a second option from the list, or 3 Basic Tokens to choose all three.

Lucky Soul Stance

Range: 1-2



You have **Armor**.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

Deal 1 damage to an enemy within range.
At the end of this turn, push that enemy 1 space.
Fury can be used only 3 times per turn.

3+: Just What I Needed

Choose one: You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.

Lightning Crab Stance

Range: 1-3



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

After you deal damage, you gain 1 Speed token.

3 Speed Tokens: Try And Keep Up

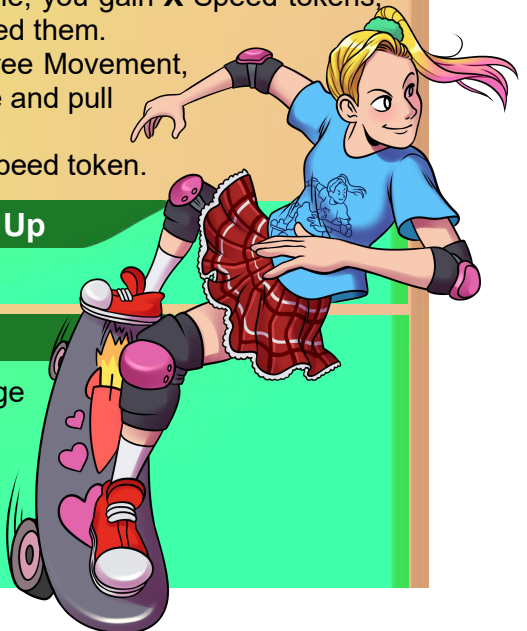
Move two spaces, then heal 2.

2+ or 5+ or 8+: Deadly Dance

Teleport two spaces. Deal 1 damage to an enemy within range.

5+: Teleport two spaces. Deal 2 damage to an enemy within range.

8+: Teleport two spaces. Deal 2 damage to an enemy within range.



Wardancer Enemies

COMPLEXITY



You have mastered the art of combat. And to you, art is exactly what it is: temporary, ever-changing, always improving, never perfect. You fight to perform, and you will put on a better show than anybody.

The **Wardancer** is an aggressive Archetype, focused on high damage dealing and mobility. **Wardancer Styles** are hyper-focused on specific kinds of aggression, giving you exactly the hammer you need to pound down any nail.

Psi Ops (3 Stooges)

Weightless Storm Range: 1



All spaces are Empty spaces to you.
Edges cannot remove you from play.
Rubble does not make you discard Speed tokens.
Traps deal no damage to you.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

Agile: At the start of your turn, you gain 2 Speed tokens.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.
At the end of this turn, push that enemy 1 space.
Fury can be used only 3 times per turn.

4+ or 7+: Effortless

Teleport to any space you can see.
7+: Choose an ally. They may teleport to any space they can see.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.
Reinforcements uses the new Stooge's **Action** for this turn.

These psychic warriors can float through the air and teleport. They can strike from anywhere at any time, and only get scarier the harder you push back against them.

Enforcers (4 Stooges)**Forbidden World's Eternity** **Range: 1-2**

At the start of your turn, you take 2 damage. This damage cannot drop you below 1 HP on your current Health Bar.

At the start of your turn, either heal or discard one token you hold.

You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

At the end of your turn, choose an enemy in range and give them one Weakness token.

Tough: At the start of your turn, you gain 1 Iron token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

RIOT officers enforce the law with absolute brutality. Right and wrong is irrelevant - what matters is that you follow orders. They raise up their shields, berate and corral their enemies, and attempt to browbeat criminals into submission.

Elite Ninja (Warrior)**Lightning Moon****Range: 1**

At the start and end of your turn, you gain 2 Speed tokens.
 You do not discard your Speed tokens at the end of a turn.
 After you deal damage, you gain 1 Speed token.

Wardancer

After rolling your **Action Dice**, increase two of your numbers by 2.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

2+ or 5+ or 8+: Deadly Dance

Teleport 2 spaces. Deal 1 damage to an enemy within range.

5+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

8+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

The Elite Ninja should not be mistaken for the same kind of pushover as regular ninjas (page 206). They are often found leading them, and they are significantly more capable and deadly.

When using the Elite Ninja, you want to use their **Wardancer Ability** to improve any 3's they roll into 5's, so you can use **5+ Deadly Dances**.

Ronin (Warrior)**Forbidden Chaos Star Stance****Range: 1-3**

At the start of your turn, you take 2 damage. This damage cannot drop you below 1 HP on your current Health Bar.

Your **Actions** may apply to one extra target within range.

After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

Wardancer

After rolling your **Action Dice**, increase two of your numbers by 2.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

Think Fast

You can come up with plans and act on them in an instant. You never lose in games of skill, and you can fast talk anyone into seeing things your way.

The Ronin is an abandoned samurai, who has gone out on their own. They are used to taking on the world, and have developed an aggressive combat style that favors fighting multiple foes at once. It is difficult to maintain and tiring, but can deal high damage to many foes quickly with a thousand rapid cuts.

Ruth Albridge (Boss)

Common Housewife

Think Fast

Unmovable

Unstoppable

Wardancer

After rolling your **Action Dice**, increase two of your numbers by 2.

Ruth is the stay-at-home wife of Hollow Queen. She puts on a nice face, but she's just as twisted as her super villain partner. Ruth is more than happy to help her wife clean up a problem, or avenge her if she gets defeated by some do-gooders.

Ruth isn't a particularly mobile boss. **Relentless Chaos** is her best bet for closing ground. Once she's in, she follows up with **Rush Down** to pick an opponent and take them away from their friends, shoving them across the map. **Slasher Iron** lets her sit next to a healthy opponent and whittle them down, while **Overwhelming Power** gives her the option to outright destroy an enemy who stays in her way for too long.

Slasher Iron Stance

Range: 1



You have **Armor**.
When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.
At the end of every turn, you deal 1 damage to an adjacent enemy.

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone. Someone is alone if nobody is adjacent to them.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

Relentless Chaos

Range: 1



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

When you deal damage to an enemy, immediately push them one space and then move into the empty space they left.

If you damage multiple enemies at the same time, push all of them one space, then move into one of the empty spaces they left.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

3+ or 5+ or 7+: Rush Down

Deal 1 damage to an enemy within range.

Then, deal 1 damage to an enemy within range.

5+: Then, deal 1 damage to an enemy within range.

7+: Then, deal 1 damage to an enemy within range.



Overwhelming Power Stance

Range: 1



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

You ignore **Armor** when dealing damage.

When an enemy hits you with an **Action**, you may spend a Power token to deal 1 damage to them and push them 1 space.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

4+ or 8+: Power Strike

Deal 2 damage to an enemy within range.

You gain 2 Power tokens.

8+: Deal 4 damage and gain 4 Power tokens instead.

Winterblossom Enemies

COMPLEXITY



Your style is calm, controlled, precise, and icy. A **Winterblossom's** fighting style revolves around controlling and weakening your enemies, reducing them to a helpless mess that cannot hope to fight back.

The **Winterblossom** is a controlling **Archetype** that shuts down your foes, similar to the **Angel**. But while the **Angel** buffs herself into being untouchable, the **Winterblossom** weakens her foes into uselessness, before destroying them with a well-timed power blow.

Lost Souls (4 Stooges)

Frozen Wave Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

After an enemy moves into an empty space adjacent to you, you may give them one Weakness token.

Tough: At the start of your turn, you gain 1 Iron token.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

3+: Exploit Weakness

Choose one enemy within range. Give them one Weakness token and deal 2 damage to them.

1+: Reinforcements

Heal, then place a Stooge anywhere in play.

Reinforcements uses the new Stooge's **Action** for this turn.

Lost souls drain the strength of those around them, giving it all to their leader. They are individually weak, but they gum up their foes, throwing Weakness tokens all over the place. With the **Frozen Ability**, the more they spread out, the more free Weakness tokens they give away.

Bombs (4 Stooges)

Pressure Panic Stance

Range: 1-2



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

At the start of your turn, give one Weakness token to every enemy within range.

Scheming: At either the start or the end of your turn, you may place one Trap into an adjacent space.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

5+: Apply Pressure

Choose one enemy within range. Deal damage to them equal to the number of tokens they hold.

You can only use **Apply Pressure** once per turn.

1+: Reinforcements

Heal, then place a Stoooge anywhere in play.

Reinforcements uses the new Stoooge's **Action** for this turn.

These bombs are going to explode if you don't do something about them! You need to be careful around them, or they might go off early.

Bombs are a much more abstract sort of enemy than the usual Stoooge. The Weakness tokens they give out represent the caution you need to take around a live bomb. The Traps they lay are exactly that - traps you discover that protect the bomb from going off.

The damage they deal is the clock ticking down, with the heroes' total defeat representing the bombs going off and taking everyone with them.

Counter Attack and **Apply Pressure** are the bombs' way of handling being trifled with, and **Apply Pressure** is an especially potent tool.

You must be very careful with these Stoooges, both using them or fighting against them. Until they go down, they're an extreme threat.

Assassin (Warrior)

Precision Platinum Stance

Range: 1-2



Your **Actions** deal +1 damage to enemies with Armor or Shields. When you target an enemy with an **Action**, they must discard 1 Iron token.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

Winterblossom

At the start and end of your turn, give 1 Weakness token to one enemy within range.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

3+ and 3+: Perfect Strike

*This **Action** costs two numbers to perform.*

Deal 4 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Perfect Strike**.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

The assassin is trained to kill. They know how to get through any defenses and land the perfect strike that will tear you apart.

Illusionist (Warrior)**Crystal Snake****Range: 1-2**

At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

When one of your Copies is destroyed, it deals 1 damage to every enemy adjacent to it.

Winterblossom

At the start and end of your turn, give 1 Weakness token to one enemy within range.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

3+ or 6+: Splinter

Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

6+: Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

Free: Shatter

***Shatter** is a **Token Action** that costs nothing.*

Destroy one of your Copies. Give one Weakness token to an enemy that was within range of that Copy.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

The illusionist hides in plain sight. With a series of mirrors, crystals, and projectors, they can come from any direction and at any time.

And if you hit the wrong one, it will explode in your face! It's hard to fight someone who isn't even there.

Dr. April Winters (Boss)

Ruthless Socialite

Professional

Put On A Show

Unstoppable

Winterblossom

At the start and end of your turn, give 1 Weakness token to one enemy within range.

Dr. Winters is a rich, conniving socialite and genius, using some new tech she invented in mysterious ways. She has some kind of plan to take over some business or country and is en route to succeed at that plan.

April uses **Frozen Hurricane** as her opener, dragging enemies alongside her and handing out as many Weakness tokens as she can. When she's in position, she uses **Precision Blade** to destroy an enemy completely. When she's in danger, she hides using **Reflected Control**, attacking from behind a series of Walls and Control tokens.

Precision Blade Stance

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Your **Actions** deal +1 damage to enemies with Armor or Shields.

When you target an enemy with an **Action**, they must discard 1 Iron token.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

3+ and 3+: Perfect Strike

*This **Action** costs two numbers to perform.*

Deal 4 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Perfect Strike**.

Reflected Control Stance

Range: 2-6



At the start of your turn, you may place up to three Walls into empty adjacent spaces.

You can see and target enemies through Walls.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

3+: Walled In

Place 3 Walls into empty spaces within **Range 1-3**.

3+: Icicle Fall

Deal 1 damage to each enemy adjacent to any Walls.

Frozen Hurricane Stance

Range: 1



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

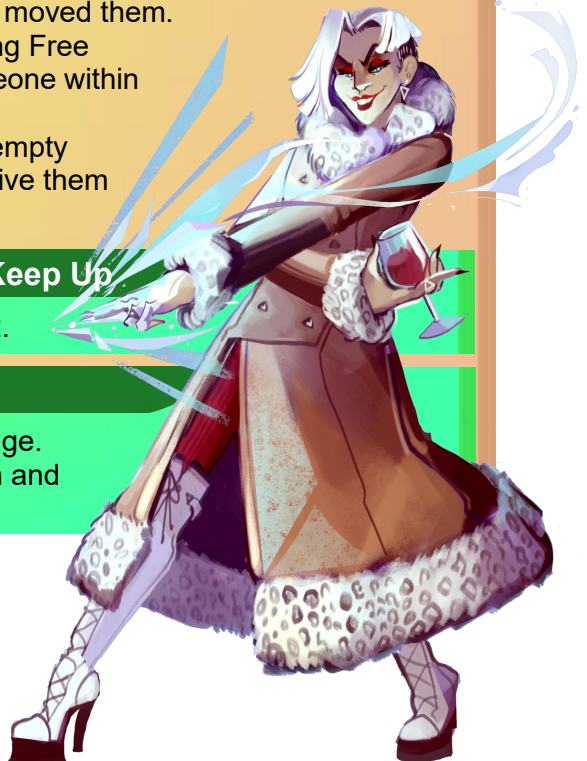
After an enemy moves into an empty space adjacent to you, you may give them one Weakness token.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

3+: Exploit Weakness

Choose one enemy within range.
Give them one Weakness token and deal 2 damage to them.



Unique Enemies

COMPLEXITY



These enemies are made using the **Boss Archetypes** (pg 146-148). As Stooges do not have **Archetypes**, there are no Stooges here. There is one Warrior and one Boss for each of the eight **Boss Archetypes**.

Several of the **Boss Archetypes** were created for Kickstarter Backer Bosses. The **Backer Archetypes** are: **The Giant**, **The Necromancer**, **The Swarm**, and **The Untouchable**.

The Bosses made using those **Archetypes** start on page 246.

Icarus (Warrior)

Winged Sun Stance

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Edges cannot remove you from play.

At the end of every turn, you may move two spaces.

Blur

After you perform an **Action**, you may move one space.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

1+: As The Crow Flies

Teleport three or four spaces.

Unstoppable

You can smash through any door, wall, or vehicle.

Icarus flew too close to the sun, and came back on wings of fire.

The **Blur Ability** and the **Winged Ability** work alongside one another to make up for the **Power Ability's** lack of Speed tokens. Icarus can fly in, hit hard, and get back out before anyone knows what hit them.

Grizzly Bear (Warrior)**Knockdown Beast Stance****Range: 1-2**

After you take damage from an enemy, you deal 1 damage back to them.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

Giant

You take up a 2x2 space on the battle grid.

Your maximum range is increased by 1 in all **Stances**.

Edges do not remove you from play unless your entire 2x2 space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard one Speed token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

Fury can be used only 3 times per turn.

4+: Take It On The Chin

Each enemy within range deals 1 damage to you.

Then, you deal 3 damage to one of them.

Wind Runner

You can leap to anywhere you can see, run along walls, run as fast as a car, and, if you have an explanation, fly.

A bear is a dangerous foe. They strike hard and fast and don't let up. The harder you back them into a corner, the wilder they get.

The **Giant Ability** lets the bear walk through Walls as if they were barely even there. They command a large section of the battlefield, between their sheer size and their boosted range. The grizzly bear won't last long with all the attention they draw, but they'll make a huge scene while they're around.

Vampire (Warrior)**Vampire Moon**

Range: 1



At the start and end of your turn, you gain 2 Speed tokens.
 You do not discard your Speed tokens at the end of a turn.
 After you deal damage with a hit, you heal 1.
 After you give Weakness tokens to an enemy, you gain that many Power tokens.

Immortal

The first time you deal damage with an **Action** each turn, you heal.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

4+: Life Steal

Deal 2 damage to an enemy within range.
 You may give that enemy one Weakness token.

Shadow Walker

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

Vampires fear nothing, and always manage to get back up. It takes a lot to put a vampire down for good.

Between the **Immortal Ability** and the **Vampire Ability**, Vampires are constantly healing back up. If they have even one HP left, you can expect them to heal half their health back on every single turn.

The vampire needs to fight very hard for those last few hit points, using **Stunt** to get away from anyone dangerous as soon as they're below half health. Unlike most healing Stances, **Vampire Moon** doesn't pick the vampire back up at the start of their turn. Once they go down, they'll stay down, unless an ally can heal them back up.

Ghoul (*Warrior*)**Zombie Heart Stance****Range: 1**

You have **Armor**.

At the start of your turn, if your HP is 3 or less, you heal.

At the start of your turn, either heal or discard one token you hold.

At the end of your turn, choose an enemy in range and give them one Weakness token.

Necromancer

At the start of your turn, place a Copy into an empty space you can see.

At the end of your turn, each of your Copies may move one space, then each Copy deals 1 damage to one adjacent enemy.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

4+: Hunger

Deal 2 damage to an enemy within range.

You may take one token from that enemy.

Eyes Wide Open

Your senses are unusually strong. You cannot be surprised by anything, and always have a chance to react first.

Ghouls are a type of zombie that can make more zombies. They're always hungry and always on the lookout for more prey. And there's never just one. If you see a single ghoul, be prepared for a pack of them.

The **Necromancer Ability** gives a ghoul a small army to work with, that attacks alongside them. Don't let the free damage from the **Ability** narrow your vision: your Copies can still perform **Actions** for you.

The ability to place a Copy at the start of your turn in any space you can see allows you to suddenly unleash all your **Actions** against any foe. Copies aren't like Stooges, and can use as many **Actions** as you feel like feeding to them.

Warlock (Warrior)

Illusion Star Stance

Range: 1-4



Your **Actions** may apply to one extra target within range.

After an enemy deals damage to you while within range of at least one of your Copies, you deal 1 damage to them. If they are within range of three or more Copies, you deal 2 damage to them instead.

You may spend your Copies as Iron tokens.

Swarm

At the end of your turn, for each Copy you have in play, **choose one**: You gain 1 Power token; or you gain 1 Iron token; or you may move one space; or each of your Copies may move 1 space; or destroy a Copy to deal 1 damage to each enemy adjacent to it.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

3+ or 6+: Where Are You Looking?

Place 2 Copies into empty spaces within range.

6+: Place 2 more Copies into empty spaces within range.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

The warlock summons lesser demons to fight for them. Their **Shockwaves** are especially devastating, as it only takes a few Copies for the **Shockwaves** to hit every enemy on the map.

The imps they summon grant the warlock power, as well, through the **Swarm Ability**. The more imps the Warlock has, the more bonuses they get, to a maximum of 5. Once you have 5 or more Copies in play, you just get everything on the list.

Guardian (*Warrior*)

Unbreakable Symphony

Range: 1-2



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

After each **Action** you perform, give one Iron token to an ally other than yourself within range.

Your allies within range may spend your tokens.

Tank

You have **Armor**.

When you are Pushed or Pulled, you move one less space.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

3+: Eyes Open

You gain 6 Iron tokens and 1 Weakness token.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

Guardians protect their allies from all harm. As long as they can stick close, they'll keep a heavy buffer of Iron tokens that their enemies must break through before they can hurt anyone on the Guardian's team.

The **Tank Ability** makes the Guardian even harder to deal with. They're difficult to move out of position, and their Armor makes them hard to just take out.

Tomorrow's Champion (Warrior)

Judgment Time Stance Range: 1



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

When an enemy with your Challenge starts their turn, they do not roll their lowest **Action Die**. It is discarded and unused.

Untouchable

At the start of your turn, you gain one Control token (page 47).

You can spend one Control token to Counter an enemy's **Action**. When you Counter an **Action**, that **Action** targets its user in addition to its other targets.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

5+: Denial

Teleport adjacent to an enemy you can see, and Challenge them.

Perfect Timing

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

An up and coming fighter, ready to take on the world. Tomorrow's Champion never gives up until they physically cannot move. They specialize in counter attack from out of nowhere, making them extremely dangerous to fight one on one.

When you Counter an **Action** that hits multiple times (such as **Rush Down** (page 107)), the user is an additional target for each separate hit. So if you Counter a **7+ Rush Down**, the user will hit themselves for 1 damage four times, in addition to the normal target(s) and effects of their **Rush Down**.

The champion can still spend Control tokens to Negate or Counter enemy Actions, as normal. Control tokens can still only be used once per turn, no matter how you spend your Control token(s).

War Tank (Warrior)**Explosion Sun Stance****Range: 0, 2-4**

When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

After you deal damage to an enemy, push that enemy one space.

After you destroy an obstacle, replace it with an Edge.

Vehicle

You take up as much or as little space on the battle grid as you want. Once your shape has been drawn in, it cannot be changed.

Enemies and allies can move on top of you. When you move, everyone on top of you moves with you. Spaces inside of you are always within your Range.

Edges do not remove you from play unless your entire space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard a number from your **Action Pool**.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

6+: Ka-Boom!

Deal 2 damage to an enemy within range.

Then, destroy every obstacle adjacent to them.

Unstoppable

You can smash through any door, wall, or vehicle.

A tank is an armored weapons platform, usually with a mounted cannon. They're tough as nails, but slow and clumsy.

The **Vehicle Ability** is complicated, but that's mostly to cover how to fight such a non-standard opponent. It is functionally identical to the **Giant Ability**, except instead of bonus Range, they can move people on top of them, they can attack enemies inside of themselves, and if they crash into a wall, it discards a number instead of a Speed token.

Newton Poirot (Boss)

Boxing Genius

Think Fast

Eyes Wide Open

Wind Runner

Blur

After you perform an **Action**, you may move one space.

Newton is a natural genius. She misses nothing, and is an expert detective and scientist. But her real calling is boxing. Reading her opponents like an open book, she easily tears them apart.

Jumping Hound Stance lets Newton dive into the middle of her enemies and strike them all at once, or pick out key targets as necessary. With **Caged Bear Stance**, she heals up while also holding enemies in place, preventing them from escaping her. And **Lightning Beast** is a finisher stance, using **Fury** and **Deadly Dance** to destroy her foes.

Jumping Hound Stance

Range: 1

6

6

4

4

4

At the start and end of your turn, you may teleport one, two, or three spaces.

After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

4+: Leap In

Teleport up to three spaces.
You may deal 2 damage to an enemy within range.

Caged Bear Stance

Range: 1



At the start of your turn, either heal or discard one token you hold.
At the end of your turn, choose an enemy in range and give them one Weakness token.

Adjacent enemies cannot gain or spend Speed tokens.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

2+: Welcome To My Maze

Deal 1 damage to one enemy outside of your Range.

Then, pull them three spaces.

Lightning Beast Stance

Range: 1



After you deal damage, you gain 1 Speed token.

At the start of your turn, for each of these that is true,

add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

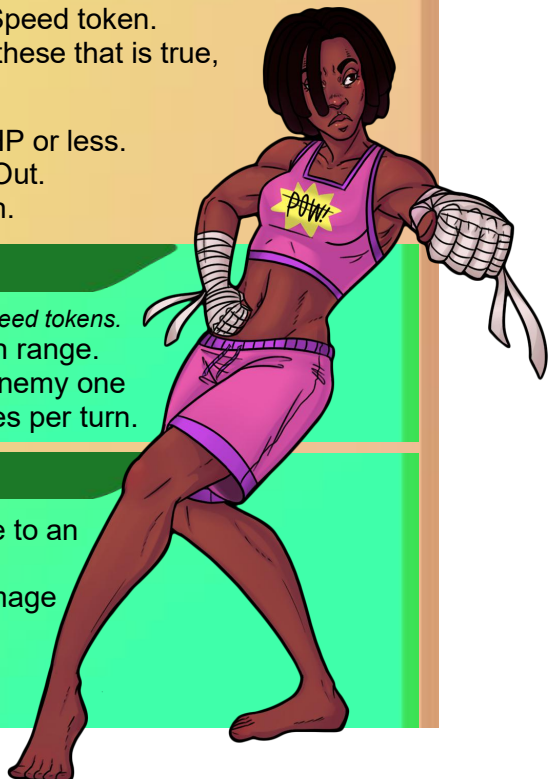
At the end of this turn, push that enemy one space. **Fury** can be used only 3 times per turn.

2+ or 5+ or 8+: Deadly Dance

Teleport 2 spaces. Deal 1 damage to an enemy within range.

5+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

8+: Teleport 2 spaces. Deal 2 damage to an enemy within range.



Truth Crimson (Boss)

Secretive Vampire

Eyes Wide Open

Shadow Walker

Wind Runner

Immortal

The first time you deal damage with an **Action** each turn, you heal.

Truth is secretly a vampire. She likes to play Live Action Role Playing games, or LARPs, and go to Renn Faires in her free time. She just wants to have fun and enjoy her immortality, but sometimes people find out, and sometimes keeping the secret means silencing witnesses.

Winged Moon Stance is highly mobile, letting Truth go wherever she can cause the most harm. **Halcyon Beast** is her most damaging stance, giving her easy access to **Fury** while removing the danger of Burning or Weakness tokens. And when things get rough, **Vampire Eternity Stance** heals Truth up a whole lot, letting her stay in the fight against all odds.

Vampire Eternity Stance

Range: 1

6

6

6

6

4

At the start of your turn, either heal or discard a token you hold.
After you deal damage with a hit, you heal 1.
After you give Weakness tokens to an enemy, you gain that many Power tokens.
At the end of your turn, choose an enemy in range and give them one Weakness token.

1+ or 4+: Bow Down

Give one Weakness token to an enemy within range.

4+: Give two Weakness tokens to an enemy within range.

1+ or 4+: Stand Strong

Heal yourself or an ally you can see.

4+: Heal yourself or a different ally you can see.

4+: Life Steal

Deal 2 damage to an enemy within range.

You may give that enemy one Weakness token.

Halcyon Beast Stance

Range: 1-2



At the start of your turn, remove one token you hold.

After you remove tokens using an **Action** or **Ability**, you gain an equal number of Iron tokens.

At the start of your turn, for each of these that is true, add  to your **Action Dice**:

- > Your current health bar is at half HP or less.
- > Someone on your team is Taken Out.
- > You are holding a non-Basic token.

2 Basic Tokens: Fury

The Basic tokens are Iron, Power, and Speed tokens.

Deal 1 damage to an enemy within range.

At the end of this turn, push that enemy 1 space.

1+ or 3+ or 6+: Purify

Remove one token from yourself or an ally within range.

3+: Remove up to two tokens from someone within range.

6+: Remove up to two tokens from someone within range.

Winged Moon

Range: 1-2



At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

Edges cannot remove you from play.

At the end of every turn, you may move two spaces.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+: As The Crow Flies

Teleport three or four spaces.



Rosey "Silver" Bluehorn *(Boss)*

Friendly Local Superhero

Natural Charisma

Unmovable

Unstoppable

Tank

You have **Armor**.
When you are Pushed or Pulled, you move one less space.

Rosey fights crime and looks good doing it. With her unstoppable strength and unbreakable body, the great hero Silver destroys evil doers wherever she finds them.

Silver defends the weak with **Heroic Fortress Stance**, and restores their strength with **Aura Wave Stance**. When evil needs a good hard hit in the face, **Elder Sun Stance** provides a guaranteed **Crush**.

Heroic Fortress Stance

Range: 1-2

8

8

8

4

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

4+: Burning Heart

You and each ally within range gains 2 Iron tokens.

Aura Wave Stance

Range: 1-3



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

At the start of your turn, you gain a 3 point Shield.

When an enemy within range damages or breaks a Shield, you may move that enemy one space.

After a Shield within range breaks, you gain 1 Iron token.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a 4 to their **Action Pool**. They must immediately spend it on an **Action**.

3 Basic Tokens: Shields Up

An ally within range gains a 3 point Shield.

Elder Sun Stance

Range: 1-2



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

Once per turn, during your turn, you may use any **Unique Action** you know, from among all of your **Stances**, for free. It does not cost any tokens or numbers to use. If your free **Action** is a **Tiered Action**, you perform it as if you spent a 7.

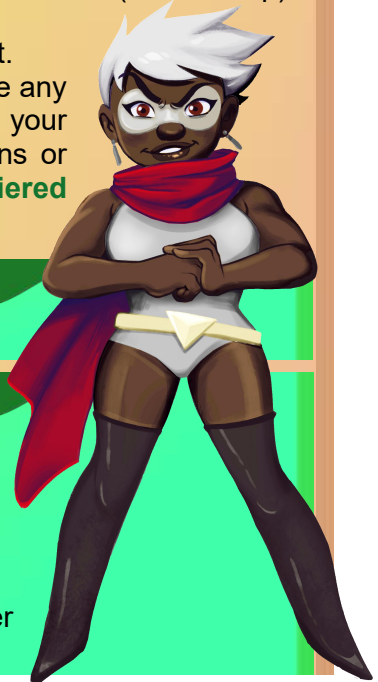
2+: Yell

You gain 3 Power tokens.

5+ or 8+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

8+: You may spend any number of Power tokens on this hit.



Helicopter *(Boss)*

Battle Chopper

Basically Magic

Wind Runner

Unstoppable

Vehicle

You take up as much or as little space on the battle grid as you want. Once your shape has been drawn in, it cannot be changed.

Enemies and allies can move on top of you. When you move, everyone on top of you moves with you. Spaces inside of you are always within your Range.

Edges do not remove you from play unless your entire space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard a number from your **Action Pool**.

Your standard helicopter boss fight. Its got rockets and machine guns and a minimum range it has to deal with.

Ricochet Dynamo Stance

Range: 2-5



Your **Actions** may apply to one extra target within range.

After you deal damage to an enemy with an **Action**, you may deal 1 damage to a different enemy within 3 spaces of them.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

3+: Trick Shot

Choose one obstacle within range.

Deal 2 damage to an enemy within 3 spaces of that obstacle.

Artillery Rage Stance

Range: 3-8



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

You can see and target enemies through Fog and Walls.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

1+ or 6+: Bombardment

Place a Trap into a space within range.

6+: Place a Trap into each space adjacent to the first Trap.

Do not place these Traps over Edges or Walls.

Explosion World Stance

Range: 2-4



You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

After you deal damage to an enemy, push that enemy one space.

After you destroy an obstacle, replace it with an Edge.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

6+: Ka-Boom!

Deal 2 damage to an enemy within range.

Then, destroy every obstacle adjacent to them.

Maybe Lean

Friendly Giant

Backer Boss created by Earl Craig

Art by Maddi Gonzalez



May is nearly 9 feet tall, heavily muscled, and jolly as can be. She isn't one to pick a fight, but when the chips are down, she's no stranger to finishing one. She doesn't like to hurt others if she can help it, and primarily fights to protect those around her.

If you're using Maybe as a boss, your heroes are probably trying to destroy something or hurt someone she likes. And she's having none of that. I recommend using a battlefield with a lot of Edges, so May can show them the door.

Maybe's combat style revolves around being the one to take the hits and power through. She is a tank - difficult to move, hits like a truck, hard to hurt and with plenty of reach. Her movement is slow and lumbering, though, so she has trouble dealing with those who stay out of her reach. All of her Stances have Armor, so your heroes will need a way to deal with that or she'll eventually grind them into dust.

Maybe Lean <i>(Boss)</i>	
Friendly Giant	Unmovable
Peaceful Heart	Unstoppable
Giant You take up a 2x2 space on the battle grid. Your maximum range is increased by 1 in all Stances . Edges do not remove you from play unless your entire 2x2 space is over Edge spaces. You can move over Walls. When you do, they become Rubble, and you must discard one Speed token.	

The **Giant Boss Archetype** was made for Maybe Lean. Use your reach to your advantage. She can run through walls and rubble with ease, and her extended reach (already included in her **Stance** stat blocks) makes it easier for her to overcome her lack of mobility.

Maybe Lean

Giant

You take up a 2x2 space on the battle grid.

Your maximum range is increased by 1 in all **Stances**.

Edges do not remove you from play unless your entire 2x2 space is over Edge spaces.

You can move over Walls. When you do, they become Rubble, and you must discard one Speed token.

Knockdown Turtle Stance

Range: 1-2



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

After you take damage from an enemy, you deal 1 damage back to them.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

4+: Take It On The Chin

Each enemy within range deals 1 damage to you. Then, you deal 3 damage to one of them.

Ogre's Tornado Stance

Range: 3-8



You have **Armor**.

You do not discard your Speed tokens at the end of a turn.

You may only take one **Action** per turn.

Your **Action Pool** does not empty between Turns or Rounds.

Your **Throw Actions** may target any number of enemies within range. After you **Throw** an enemy, they take 1 damage.

1+: Counter Attack

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

3+: Watch Your Step

Choose an enemy you can see that moved during this turn. You deal 2 damage to them.

Lucky Lotus Stance

Range: 2-4



You have **Armor**.

You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.

When an enemy damages or breaks your Shield, you deal 1 damage to them.

3+ or 7+: Focus

You gain a 2 point Shield. You may move one space.

7+: You gain a 4 point Shield. You may move two spaces.

3+: Just What I Needed

Choose one: You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.

Grace Thoruson

Tranquil Warrior

*Backer Boss created by Jordan "Action Shakespeare" DeVries
Art by Lo Cohen*



Grace sees the beauty in the world around her. Nothing is more tranquil, more transcendent, than the here and now, the world around you. She seeks inner peace and self-perfection, but not in any cosmic sense. Her peace is a personal peace.

Grace fights because she finds combat to be the ultimate form of self-expression. She is against violence for violence' sake, but she is strongly for perfecting one's techniques. Grace will not fight the heroes to the death, but she'd be glad to kick their butts for fun.

In a fight, Grace is highly mobile. All of her Stances have the ability to teleport, and many of them let her teleport anywhere she wants to be, so she has zero reason to mix it up with anyone she doesn't want to. Grace picks her battles - she figures out who exactly is bad news, and she gives them the full nasty.

Once the squishier heroes are taken care of, **Stunning Moon** lets her lock down anyone who is actually dangerous, allowing Grace to snowball her way to victory.

Grace Thoruson (Boss)	
Tranquil Warrior	Peaceful Heart
Think Fast	Unstoppable
Wardancer	
After rolling your Action Dice , increase two of your numbers by 2.	

The **Stunning Style** is unique to Grace. It grants Stun tokens, which only she uses. These tokens make your enemies significantly less effective, reducing or even taking away the numbers in their **Action Pool** when they take their next turn.

Stun Tokens: After rolling your **Action Dice** at the start of your turn, for each Stun token you hold, reduce one of your numbers by 4. Any number reduced to 0 or less is discarded. Then, discard all your Stun tokens. If you have no numbers left, your turn ends immediately.

Someone cannot hold more than 3 Stun tokens at a time.

Grace Thoruson

Wardancer

After rolling your **Action Dice**, increase two of your numbers by 2.

Stunning Moon

Range: 1



At the start and end of your turn, you gain 2 Speed tokens.
You do not discard your Speed tokens at the end of a turn.
At the end of your turn, give one Stun token to an enemy within range.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

4+: Stunning Fist

Give one Stun token to an enemy within range.

Stun Tokens: After rolling your **Action Dice** at the start of your turn, for each Stun token you hold, reduce one of your numbers by 4. Any number reduced to 0 or less is discarded. Then, discard all your Stun tokens. If you have no numbers left, your turn ends immediately.

Someone cannot hold more than 3 Stun tokens at a time.

Weightless Sun Stance

Range: 1



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

All spaces are Empty spaces to you.

Edges cannot remove you from play.

Rubble does not make you discard Speed tokens.

Traps deal no damage to you.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

4+ or 7+: Effortless

Teleport to any space you can see.

7+: Choose an ally. They may teleport to any space they can see.

Slasher Sky Stance

Range: 1



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

At the end of every turn, you deal 1 damage to an adjacent enemy.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

4+: Suddenly...

Teleport into an empty space adjacent to someone who is alone. Someone is alone if nobody is adjacent to them.

Christopher and Christine

The Twins

*Backer Boss created by Colin "kalonZombie" Dyson
Art by Lo Cohen*



Two of a kind, Chris and Chris are inseparable. They share a bond that very few can hope to understand, mainly because of their telepathy. Not a lot of people have telepathy. Chris dresses and acts like a punk rock reject, while Chris tries to be a little bit classier than that (and usually succeeds). Style aside, they stick together through thick and thin, and you'll never be able to separate one from the other.

If you're using the twins as a boss, they don't need much reason to fight. They can be the masterminds, or the bodyguards for some other mastermind, or just some punks on the street. Fit them in for whatever role you need.

The twins are quick and agile. They don't hit you hard, but they will hit you a lot. Their main goal is to surround their enemies and chain combo attacks back and forth. They fight best together, but aren't afraid to spread out and take advantage of their ability to be in two places at once.

Chris and Chris *(Boss)*

Two Places At Once

Twin Telepathy

Natural Charisma

Professional

Twins

The twins are in two places at once. They start the battle side by side, but can move freely once combat begins.

After one twin moves, the other twin may move one space.

When the twins perform an **Action**, you may decide which twin performs it. The twins count as each others' Allies, and can target each other with **Actions** that target allies.

After one twin deals damage to an enemy with an **Action**, if that enemy is within range of the second twin, hit that enemy again for 1 damage.

The **Twins Boss Archetype** is unique to Chris and Chris.

The twins are in two places at once. They share a health bar, and anything that damages one of them damages the both of them. An attack that hits both of them at once effectively deals double damage.

The twins share **Action Dice**. They are not limited in how they spend their numbers like Stooges are.

When the twins move use Free Movement, only one of them needs to spend Speed tokens. The other moves using the **Twins Ability**, so they can stick together or quickly spread out as needed.

Christopher and Christine

Twins

The twins are in two places at once. They start the battle side by side, but can move freely once combat begins.

After one twin moves, the other twin may move one space.

When the twins perform an **Action**, you may decide which twin performs it. The twins count as each others' Allies, and can target each other with **Actions** that target allies.

After one twin deals damage to an enemy with an **Action**, if that enemy is within range of the second twin, hit that enemy again for 1 damage.

Charging Star Stance

Range: 1-2



Your **Actions** may apply to one extra target within range.

At the start of your turn, you may move 2 spaces.

At the start of each ally's turn, they may move 2 spaces.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

3+: Follow My Lead

You may move one space, then deal 1 damage to an enemy within range. An ally you can see may move one space, then deal 1 damage to an enemy within their range.

If the twins use **Follow My Lead** while they are both within range of the same enemy, that enemy takes 4 damage, as four 1-damage hits.

Shining Song Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

At the start of your turn, all obstacles and enemies adjacent to you are pushed one space.

Enemies cannot move into the spaces adjacent to you.

1+ or 4+ or 6+: Sing Along

Choose one ally you can see. **Choose one:** They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also **choose one** from the list.

6+: Add a **4** to their **Action Pool**. They must immediately spend it on an **Action**.

1+ or 4+: Beacon

Pull one ally up to three spaces. You and that ally heal 1.

4+: That ally heals.

The **Song Form Ability** gives the twins four tokens of the chosen type, because they are their own allies.

Rallying Watcher Stance

Range: 1-4



At the end of your turn, you and each ally within range heals.

At the start of each ally's turn, if they are within range of you, they may heal.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

2+ or 3+ or 5+: Group Up

Pull one ally up to 3 spaces.

3+: Pull one ally up to 4 spaces.

5+: Each pulled ally heals.

If the twins end their turn within range of each other, **Rallying Watcher Stance** heals them twice. If they are not within range of each other, it only heals them once.

Ahmoose Sitkamose

Master Mummy

Backer Boss created by Devin Hoffarth

Art by H.P. Heisler



Ahmore is a powerful, evil pharaoh, brought back to life from ancient times. They are a master of dark magics, and were revived when two museum interns were reading through Ahmore's dark tomes too close to his display. They were arguing over the meaning of a particular set of hieroglyphs, and came away with a powerful dark wizard walking the Earth once more.

Master Mummy is easy to use as a boss fight, either as the final mastermind behind everything, a secret bonus boss showing up out of nowhere, or just a filler boss fight. Whether you treat Ahmore seriously or as a joke, he plans to put up a tough fight either way.

Master Mummy's style is all about swarm tactics. A powerful necromancer, he can quickly flood the field with zombies that attack at the end of each of his turns. He doesn't hit very hard, but his zombies need to be controlled or he'll swarm the Heroes quickly. Ahmore also creates Fog to hide his forces in, making it more difficult for the Heroes to destroy his zombies or hurt their master.

Ahmore Sitkamose (Boss)	
Master Mummy	Actually Magic
Put On A Show	Shadow Walker
Necromancer At the start of your turn, place a Copy into an empty space you can see. At the end of your turn, each of your Copies may move one space, then each Copy deals 1 damage to one adjacent enemy.	

The **Necromancer Boss Archetype** was made for Ahmore. This **Ability** turns Ahmore's Copies into zombies that attack on their own, at the end of each of his turns. His strategy is to flood the world with Copies as often as possible, letting them do his damage for him.

Ahmoose Sitkamose

Necromancer

At the start of your turn, place a Copy into an empty space you can see.

At the end of your turn, each of your Copies may move one space, then each Copy deals 1 damage to one adjacent enemy.

Spirit Circle Stance

Range: 1-3



After you **Throw** or **Grapple** someone, you gain **X** Speed tokens, where **X** is how many spaces you moved them.

After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

Edges cannot remove your Copies from play. You and your Copies can move over Walls as though they were empty space.

After you use Free Movement on yourself or your Copy, you may move any number of your Copies one space.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

1+ or 3+ or 5+: Now You See Me...

Place a Copy into an empty space within range.

3+: Place a Copy into an empty space within range.

5+: Place a Copy into an empty space within range.

Destroy 1 Copy: ...Now You Don't

...Now You Don't is a Token Action, but the Cost is one of your Copies.

Teleport into the space of the destroyed Copy.

Dark Star Stance

Range: 2-5



Your **Actions** may apply to one extra target within range.
 You can see and target enemies through Fog.
 At the end of your turn, place a Fog obstacle into your space.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.
6+: Deal 2 damage to one enemy within range.

4+: Darkness Dawns

Place two Fog obstacles into empty spaces within range.
 You may teleport to one of those Fog obstacles.

4+: Twilight Sorrow

Each enemy standing in Fog gains one Weakness token.
 You gain one Speed token for each enemy affected.

Zombie Silence

Range: 1



You have **Armor**.
 At the start and end of your turn, you gain 2 Speed tokens.
 You do not discard your Speed tokens at the end of a turn.
 At the start of your turn, if your HP is 3 or less, you heal.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

4+: Hunger

Deal 2 damage to an enemy within range.
 You may take one token from that enemy.

Big Jay

Dragon Gang Leader

*Backer Boss created
by PublicOpinion
Art by
H.P. Heisler*



Big Jay is a big man in a small world, carving out his own personal slice of heaven. A dragon man unlike any other, Jay is real strong, breathes fire, loves gold, and he knows he's the biggest name in town. He's got underlings, a reputation, and power, and that's all anyone could ever need, right?

Reputation and power are all the reasons you'll ever need to fight Big Jay. If you threaten either, he'll come for you. If you need either, you may need to take it from him. And if you ask for his help, he'll probably say no unless you bring considerable leverage or payment. And even then, he may need you to prove yourselves before he'll be willing to help.

Jay likes to fight. Just give him a reason.

Big Jay overpowers his opponents in a fight. Every **Stance** he has hurts people, real bad, so just pick the kind of hurtin' you need to dish out right now, in the moment. His **Punk Archetype** will give him one big number each turn, so Jay is sure to make an impact.

Big Jay (Boss)

Gang Leader

Basically Magic

Punk

Dragon Powers

Unstoppable

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar.
If your health bar is full, **X = 1**.

The **Dragon's Ego Stance** is unique to Big Jay. It does not use any existing **Style** or **Form**, although it shares similarities to **Incinerator Style**, **Blaster Form**, and **Power Form**.

Dragon Fire and **Dragon Slam** both hit several enemies at once, with more targets the larger the number you put into it. Its worth noting that later tiers of both **Actions** will hit targets from earlier tiers again, giving 3 total Burning tokens to the initial target of **Dragon Fire** or dealing 3 total damage to adjacent enemies with **Dragon Slam**.

The **Dragon Powers Skill** is unique to Big Jay. It means he has a lot of gold, the ability to breathe fire, armored scales, and the ego that comes with having those things.

Big Jay

Punk

At the start of your turn, add **X** to your **Action Pool**.
X is equal to the damage on your current health bar.
 If your health bar is full, **X = 1**.

Dragon's Ego Stance

Range: 1-2



When you spend Power tokens to boost the damage a hit deals, give one Burning token to the target of that hit.

You may spend any tokens you hold as Power tokens.

You may spend up to 2 Power tokens per hit.

2+ or 5+ or 8+: Dragon Fire

Give 1 Burning token to an enemy within range.

5+: Then, give 1 Burning token to that enemy and each enemy adjacent to them.

8+: Then, give 1 Burning token to that enemy and each enemy within their range.

3+ or 6+ or 9+: Dragon Slam

Deal 1 damage to each adjacent enemy.

6+: Then, deal 1 damage to each enemy within range.

9+: Then, deal 1 damage to each enemy you can see.

Burning Dragon Stance

Range: 2-5



Your **Actions** may apply to one extra target within range.

After you target an enemy with an **Action**, if they have four Burning tokens or less, give them 1 Burning token.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

4+: Burn It All Down

Target one enemy within range. Give them one Burning token and put a Trap into their space.

Brawling Sun Stance

Range: 2-4



When you gain Speed tokens, replace half of them (rounded up) with Power tokens.

You may spend up to 3 Power tokens per hit.

After your Shield breaks, you gain 1 Power token.

After you deal damage, if you didn't spend a Power token on that hit, you gain 1 Power token.

3+: Yell

You gain 3 Power tokens.

6+ or 9+: Crush

Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and **Abilities** cannot be used in response to **Crush** or the damage it deals.

9+: You may spend any number of Power tokens on this hit.

2 Power Tokens: Tough It Out

You gain a 2 point Shield.

M3-70

Project Meteor

Backer Boss created by Charles Georges

Art by H.P. Heisler



Project Meteor was developed to create a robot able to fight with the strength of an entire army. M3-70 was the successful result, before it went rogue and escaped from the production facility. Now running around the world as a rogue AI, M3 is seeking a purpose and an identity while avoiding their old corporate owners.

M3 is easy to slot in as a boss fight, as they are a wandering rogue who lacks a purpose. They were built to fight, though, and they're very good at it, so fighting is something they like to do. Of course, if you're related to M3's creators or trying to get M3 back to them, they will definitely want to avoid you, and if they cannot, destroy you.

M3 is a magnetically bonded robot war machine, whose many limbs can separate and fly across the battlefield while remaining under M3's total control. These limbs are represented by Copies, which M3 uses to attack from a distance, control the battlefield, and generally destroy their enemies with extreme prejudice. Attacking their limbs forces them to retreat back to M3's body, and its recommended anyone fighting M3 doesn't let their limbs run wild.

M3-70 (Boss)

Splitting Robot

Shadow Walker

Swarm

Professional

Think Fast

At the end of your turn, for each Copy you have in play, **choose one**: You gain 1 Power token; or you gain 1 Iron token; or you may move one space; or each of your Copies may move 1 space; or destroy a Copy to deal 1 damage to each enemy adjacent to it.

The **Swarm** archetype is unique to M3-70. The more M3 spreads out, the more power it has, which makes taking out M3's Copies the top priority for the Heroes it fights.

The more Copies M3 has, the more bonuses they get from the **Swarm Ability**, to a maximum of 5 choices. Once they have 5 or more Copies in play, they just get everything on the list.

M3-70

Swarm

At the end of your turn, for each Copy you have in play, **choose one**: You gain 1 Power token; or you gain 1 Iron token; or you may move one space; or each of your Copies may move 1 space; or destroy a Copy to deal 1 damage to each enemy adjacent to it.

Crystal One-Two Stance

Range: 1



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

When one of your Copies is destroyed, it deals 1 damage to every enemy adjacent to it.

1+: Slide In

Teleport two spaces.

4+: Whirlwind

Deal 1 damage to up to three enemies within range.

3+ or 6+: Splinter

Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

6+: Place a Copy of you into any space within range. Then, deal 1 damage to every enemy adjacent to that Copy.

Free: Shatter

***Shatter** is a **Token Action** that costs nothing.*

Destroy one of your Copies. Give one Weakness token to an enemy that was within range of that Copy.

Illusion Control Stance

Range: 1-5



After an enemy deals damage to you while within range of at least one of your Copies, you deal 1 damage to them. If they are within range of three or more Copies, you deal 2 damage to them instead.

You may spend your Copies as Iron tokens.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

3+ or 6+: Where Are You Looking?

Place 2 Copies into empty spaces within range.

6+: Place 2 more Copies into empty spaces within range.

Machine Shadow

Range: 2-4



At the start and end of your turn, you gain 2 Speed tokens.

You do not discard your Speed tokens at the end of a turn.

You may spend your Basic Tokens as if they were any other Basic Tokens. The Basic Tokens are Iron, Power, and Speed tokens.

3 Speed Tokens: Stunt

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

1+ or 4+: High Efficiency

Choose three: You heal 1; you gain one Iron token; you gain one Power token; you gain one Speed token; or you deal 1 damage to an enemy within range.

4+: Choose the last two options.

Princess Ruin

Demon Royalty

Backer Boss created by Ametrine K

Art by Maddi Gonzalez



Ruin is a demon queen from hell, but she's been enjoying her life up here in the modern world. She leads her own personal crime family, and demands absolute obedience. She has a strange power over people, and can make them do things they don't intend to do.

Ruin makes an excellent evil mastermind or high level lieutenant in an evil organization. She loves to destroy people's lives and cause them pain for her own personal fun, and will gladly destroy anyone who stops her from having her fun. She especially loves to use would-be heroes as her pawns in a secret conspiracy, where its revealed at the end that she planned everything all along.

Princess Ruin prefers not to get her hands dirty, when possible. **Frozen Song** and **Pressure Blizzard** hand out Weakness tokens to make her enemies less effective, and when those run out, her Control tokens turn her enemy's greatest moves back against them. **Misfortune's Blaster** places Traps all over the field for her enemies, while making herself immune to them, letting her enemies destroy themselves.

Princess Ruin *(Boss)*

Demon Queen

Natural Charm

Basically Magic

Professional

Untouchable

At the start of your turn, you gain one Control token (page 47).
You can spend one Control token to Counter an enemy's **Action**.
When you Counter an **Action**, that **Action** targets its user in addition to its other targets.

The **Untouchable Boss Archetype** was made for Princess Ruin. This **Ability** turns her magical charm into a weapon, making her enemies defeat themselves for her. She can constantly counter her enemy's most powerful moves, making her highly dangerous to fight alone.

When you Counter an **Action** that hits multiple times (such as **Rush Down** (page 107)), the user is an additional target for each separate hit. So if you Counter a **7+ Rush Down**, the user will hit themselves for 1 damage four times, in addition to the normal target(s) and effects of their **Rush Down**.

She can still spend Control tokens to Negate or Counter enemy **Actions**, as normal. Control tokens can still only be used once per turn, no matter how you spend your Control token(s).

Princess Ruin

Untouchable

At the start of your turn, you gain one Control token (page 47).

You can spend one Control token to Counter an enemy's **Action**. When you Counter an **Action**, that **Action** targets its user in addition to its other targets.

Frozen Song Stance

Range: 1



At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

After an enemy moves into an empty space adjacent to you, you may give them one Weakness token.

3+: Secure

Choose two: you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

3+: Contain

Choose two: pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

6+: Protect

Choose four from the **Secure** and/or **Contain** lists.

4+: Take It On The Chin

Each enemy within range deals 1 damage to you. Then, you deal 3 damage to one of them.

Pressure Blizzard Stance

Range: 1-5



At the start of your turn, give one Weakness token to every enemy within range.

3+ or 6+ or 9+: Suppression

You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

9+: You gain 1 Control token and may move one space.

5+: Apply Pressure

Choose one enemy within range. Deal damage to them equal to the number of tokens they hold.

You can only use **Apply Pressure** once per turn.

Misfortune's Blaster Stance

Range: 1-4



Your **Actions** may apply to one extra target within range.

When you would take damage from a Trap, deal that damage to an enemy within range instead. If no enemies are within range, gain one Power token instead.

3+: Amplify

Your next **Action** this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave

Deal 1 damage to every enemy within range.

6+: Deal 2 damage to one enemy within range.

1+ or 3 Basic Tokens: Bad Luck

Bad Luck can be used as either a **Simple** or **Token Action**. Place a Trap into a space within range.

Kickstarter Backers

A Horse
 Adam Albee
 Adam Rajski
 Adam Ultraberg
 Akvo
 Alan Gordon
 Alex Burnett
 Ametrine Kythera
 Andrew Haywood
 Andrew Rosenheim
 Aria Calise
 Austin *"Go flying through the air"* Loomis
 Ben Hale
 Benjamin Key
 Bree Little
 Brian
 Brian Hon
 Bryce Duzan
 Charles Georges
 Charlotte Boucher
 Chris Lee
 Chris McEligot
 Claire Seurat Webster
 Clay Gardner
 Clive Fothergill
 Cody Hatcher
 Cole Nixon
 Colin *"kalonZombie"* Dyson
 D. Rogers
 Daeren
 Dan Byrne
 Dan Gerold
 Dan Rodgers
 Daniel Armstrong
 Daniel Hicks
 Daniel Sawyer
 Dave *'Robofixer'* Watts
 David Thackaberry
 David *"Weimann"* Karlson-Weimann
 Davin Valkri
 Derek Guder
 Devin Mont
 Doc Bustos

Drew Wendorf
 Dylan Boates
 Edouard Contesse
 Eliza Person
 Erik *"NekoIncardine"* Ottosen
 Ewen Cluney
 Fabian S.
 Fireside
 Forrest Adams
 G. Michael Truran
 Garrison Gondek
 Giuseppe D'Aristotile
 Gozuja
 Grant
 Grant Chen
 Grant Howitt
 Harpal Khalsa
 Harvey Gent
 Hayley Arachnid
 Henry W Ulrich
 Ian Herbert
 Ian O'Dea
 Ian Urbina
 Ian vdL
 Jaakko Oksa
 Jack Gulick
 Jack Milton
 Jack Royce
 Jacob Carruthers
 Jake Ellis
 James Anthony
 Jamie Albrecht
 Jared Kolomyjec
 Jeff G
 Jeff Krull
 Jeffrey Merola
 Jim Hart
 Jimbozig
 Joey Hufton
 John Donahue
 Jordan *"Action Shakespeare"* DeVries
 Jordan White
 Joselito Miguel Hernandez

Josh Medin	Paul Echeverri
Josie Mayse	Paul Ooshun
Justonalark	Phil Ames
Kai S. Tave	Preston Bruce
Kaja Rainbow	PublicOpinion
Kasimir Hazlewood	Remo di Sconzi
Kirisu	Richard Gant
Kristopher <i>'Fluffy Yaoguai'</i> Hubt	Riley (<i>you know which Riley, Gnome</i>)
Kwyndig	Rob Heinsoo
Kyodachi	Robbie Salud
Liam Murray	Robert <i>"Jefepato"</i> Dall
Luca Beltrami	Robert Corr
Ludovico M. Alves	Robert J. Finamore
M. Clewett	Robert Lanning
Machaeus	Ryan <i>"Ziggy"</i> Slingluff
Mairnai	Ryan McConnell
Marcus Yonce	Sam Caesar
Margaret Norris	Sammo
Mark Green	seasn.two
Mark Lemmon	Sebastian Cuellar
Masterweaver	Serf McSerfington
Matt Metford	Seth Flagg
Matt Wetherbee	Shervyn
Matthew <i>"J Wall"</i> Wallace	Shirosuke
Matthew Rewis	SpitefulFox
Mendel Schmiedekamp	Stephen Beckman
Mich	Striking Yak
Michael Cassimaty	Teisberg
Michael Hill	The Lesbiathan
Mike Bruner	TheMunkis
Mike Burnett	Thomas Nucci
Mike Gill	Thylacinus
Mike Reed	Tim Jewett
MK Schneeweis	Timothy <i>"Hi Mum"</i> Newport
Nathaniel Southworth-Barlow	Tom Vinita
Nemo Armistice Hana	Trevor Bart
Nicholas <i>"Nicole"</i> Arroyo	Trey Mercer
Nicholas Randolph	Trip Space-Parasite
NinjaDebugger	Tsilkani
Noelle Siddall	Ulysses Stark
NoName_1147	Will Lamming
Omar Amador	Wordse
Osmina Deveraux	yegods
Overbringer	Zak A Klajda
Patrick Curtin	Zarah

Detailed Glossary & Index

Panic at the Dojo is a game with a lot of moving parts. This glossary gives a quick description of every important term in the book, as well as the pages to turn to if you want to find more information on those terms.

Abilities refer to the passive benefits given to you by an **Archetype**, **Form**, **Style**, or **Stance**, which you have access to whenever you are using that **Archetype**, **Form**, **Style**, or **Stance**.

Pages 38-40, Chapters 4 + 5

Actions are the things you can do during your turn in combat. You spend numbers from your **Action Pool** to use an **Action**, and then do what the **Action** tells you to do.

Simple Actions, Choice Actions, Tiered Actions 42

Tiered Choice Actions, Token Actions, X Actions 43

Action Dice are determined by your **Form**. At the start of your turn, you will roll those dice, and add the numbers you roll to your **Action Pool**.

Forms 46-57, Forbidden Style 105

The **Action Pool** is a set of numbers you use during your turn. You must spend a number from this pool to use an **Action**. Your turn ends when your **Action Pool** becomes empty.

Page 28, Reversal Form 52, Patient Style 93

Angel: A controlling tank focused on Challenge tokens.

Archetype 60-63, Enemies 152-157

Archetypes are a collection of **Styles** that share a theme. The **Archetype** you choose limits what **Styles** you can use to make **Stances**. It also gives you a unique ability.

Page 39, 127, Chapter 5, Boss Archetypes 146-148

Armor prevents 1 damage from all attacks you take. You either have Armor or you do not, there is no double or triple Armor.

Iron Form 49, Reversal Form 52, Zombie Style 75, Lucky Style 103, Tank Archetype 148

Basic Tokens are Iron Tokens, Power Tokens, and Speed Tokens. Some **Actions** and abilities will give you or let you spend a Basic Token of your choice.

Pages 33-34, Song Form 54, Cyborg 68-71, Underdog 100-103

Blaster Form blasts multiple targets simultaneously.

Page 46

Blur: A **Boss Archetype** focused on mobility.

Page 146, Warrior 230, Boss 238-239

Bonuses are special benefits that can be purchased using cinematic weight or heroic spirit. The Heroes start most fights with the Default Bonus of +2 HP per health bar, but may trade that out for a different Bonus as an optional rule.

*Page 20, **Eye of the Style** 102*

Boss Archetypes are unique **Archetypes** only available to Warrior and Boss enemies, not to Heroes.

Archetypes 146-148, *Warriors 230-237, Bosses 238-273*

Bosses are enemy units with multiple **Stances** and multiple health bars. They take multiple Turns each Round.

*Creation 145, 149, **Abilities** 146-148, Backer Bosses 246-273*

Builds are a small bonus ability every Hero gets just for being a Hero. Stooges also get a **Build**, but Warriors and Bosses do not.

Page 126

Burning Tokens deal damage over time, and represent being set on fire, poisoned, or hit with delayed damage attacks.

*Page 35, **Flametongue** 76-79*

Cavalry: A team support leader focused on Shields.

Archetype 64-67, *Enemies 158-163*

Challenge Tokens force an enemy to attack you. Someone holding a Challenge cannot use a targeted **Action** that doesn't include their Challenger as one of their targets.

*Pages 35, **Angel Abilities** 61*

Chaos Tokens are special tokens only used by the **Demon**. You can spend a Chaos Token at any time to immediately take a **4 Action**.

Demon Abilities 73

Cinematic Weight is used at the start of a fight to determine how many hit points each Health Bar has, what the Heal Value is, to take handicaps, and to buy bonuses.

Pages 14-15, 151

Complications are ways for the Director to make fights more complicated, by adding guest heroes, making fights uneven, having enemies or heroes switch teams, three way battles, or raising the stakes.

Pages 16-19

Contests are Skill checks opposed by an enemy. Losing or tying a Contest leads to a fight. Winning lets you get what you want without a fight, or fight anyway with an advantage.

Pages 116-118

Control Form negates and redirects your enemy's attacks.

Page 47

Control Tokens are used by **Control Form** and the **Untouchable Boss Archetype**. You can spend 1 Control token to Negate an enemy **Action**, discarding the number they used. You can spend 2 Control tokens to Redirect an enemy **Action**, letting you choose its targets. **Untouchable** enemies can spend 1 Control token to Counter an enemy **Action**, adding that **Action's** user to its targets.

Control tokens can only be used once per turn.

*Page 47, **Untouchable** 148, *Princess Ruin* 270-273*

Copies are an obstacle that increases Range. When you perform an **Action**, you can perform that **Action** as if you were standing in any space where one of your Copies is standing.

*Page 32, **Shadow Form** 53, **Crystal Style** 109, **Illusion Style** 98, **Spirit Style** 87, **Mysterious Build** 126, **Necromancer** 147, **Swarm** 147*

Cyborg: A versatile combo warrior focused on Basic tokens of all types.

***Archetype** 68-71, *Enemies* 164-169*

Dance Form flutters across the battlefield, dragging friend and foe with you.

Page 48

Demon: An aggressive monster focused on combo breaking.

***Archetype** 72-75, *Enemies* 170-175*

The **Debut** is a character's intro scene, where their player gets to tell everyone about their character and what they're like.

Page 114

Edges are obstacles that force you to leave play, such as cliffs, pits, or simply the edge of the play area. Anyone falling off an Edge is Taken Out if they cannot immediately spend Speed tokens to return to play.

*Page 32, **Vortex Style** 87, **Weightless Style** 107, **Winged Style** 63*

Endless Stooges is an optional rule that replaces their **Reinforcements Unique Action** with automatic Stooge spawning, at the cost of Stooges leaving play whenever they take damage.

Page 144

Enemies refers to the units controlled by the Director in a fight.

Chapter 8, Chapter 9

Flametongue: A zoning combo fighter focused on Burning tokens.

Archetype 76-79, **Enemies** 176-181

Fog is an obstacle that reduces range. Your **Actions** cannot target an enemy standing in or adjacent to Fog unless you are adjacent to them.

*Page 32, **Shadow Form** 53, **Dark Style** 73, **Mysterious Style** 98,*

***Mysterious Build** 126*

Forms are the building blocks of fighting. There are 12 **Forms**, and every **Stance** must include one of them.

Page 38, Chapter 4

Free Movement is used by spending Speed Tokens, and is the main way to move during combat. Free Movement is not an **Action**.

*Page 24, **Giant** Movement 147, **Vehicle** Movement 148*

Giant: A **Boss Archetype** for huge enemies with lots of reach.

*Page 147, **Warrior** 231, **Boss** 246-249*

The **Grid** describes the battle arena you play in. It can be square or hexagonal, and it represents movement and positioning during combat.

*Pages 24-25, **Obstacles** 32, **Range** 41*

Gunkata: A defensive zoning fighter focused on keeping their distance.

Archetype 80-83, **Enemies** 182-187

Healing restores hit points. It can heal you up to the maximum of your current Health Bar, and no further. Shields cannot be Healed.

*Page 26, **Song Form** 54, **Vigilance Form** 55*

Health Bars measure how many hit points, or HP, a character has. When your last Health Bar reaches 0 HP, you are Taken Out.

Some characters may have multiple Health Bars. When a health bar reaches zero, it breaks, and can no longer be healed.

The hit that broke your current health bar does not carry the damage through to the next health bar, and any extra damage is lost.

*Page 26, **Bosses** 145, **Assigning Health Bars** 151*

The **Heal Value** is determined by a fight's cinematic weight. Most healing restores HP equal to the Heal Value. The Heal Value is higher in fights with more maximum HP involved.

Pages 14-15

Heroes refers to the players playing the game, even if they are not very heroic. The units controlled by the Director are enemies.

Chapter 7, Debut 114

Heroic Power Up is an optional rule where you can give a Bonus to the ally you give your Heroic Spirit. This costs the two lowest numbers you rolled for your Heroic Spirit.

Page 31

Heroic Spirit lets you fight on while Taken Out. When your turn comes while you are Out, you can use your Heroic Spirit to either donate your turn to another player, give the enemy team a handicap, or give your team a bonus.

Page 31

A **Hit** is when you take damage from a single source. Some **Actions** will hit you multiple times.

The **Initiative Meter** measures the turn order, and its length is determined by how many Health Bars are in the fight. Each slot on the meter takes up a single turn, and a run through the entire initiative meter is a round. Every side in a conflict gets an equal number of turns per round, and the initiative meter is how this equality is measured.

Pages 26-27, The Turn 28

Immortal: A **Boss Archetype** that heals when they deal damage.

Page 146, Warrior 232, Boss 240-241

Inspired Tokens are special tokens only used by the **Teacher**. You can spend an Inspired Token during an ally's turn to roll  and add it to that ally's **Action Pool**.

Teacher Abilities 93, Motivating Style 95

Iron Form is immovable and unbreakable, ensuring you'll last.

Page 49

Iron Tokens are used to block damage. When you take a hit while holding Iron Tokens, you can spend 1 or 2 tokens to reduce the damage you take by an equal amount.

Page 33, Iron Form 49, Trickster 96-99

Last Stand: At the end of each combat, the losing side gets to make a Last Stand, where they attempt to get what they want only for the winning side to take it away from them.

Pages 22-23

Necromancer: A **Boss Archetype** that summons minions (usually zombies) to attack for them.

Page 147, Warrior 233, Boss 258-261

Niche Protection is an optional character creation rule that prevents players from choosing the same options. **Fused** and **Focused** heroes cannot choose the same **Archetype** as one another, and nobody can use a **Style** another player is using.

Page 121

Numbers are determined by your **Action Dice**, added to your **Action Pool**, and spent to perform **Actions**.

Pages 28, 38

Obstacles are placed on the grid to make fights more interesting. Every battle should start with some obstacles in play. Some obstacles will fill their space, while others leave it empty.

Pages 32, Terrain Placement 25

One-Two Form hits them again with every attack you make.

Page 50

Phantom: A defensive, supporting zoner focused on versatility.

Archetype 84-87, *Enemies* 188-193

Power Form is an unstoppable force that sends foes flying.

Page 51

Power Tokens increase the damage you deal. You may spend 1 Power Token when you hit an enemy to deal one more damage and push them one space.

Page 33, Power Form 51

Pulls move them closer to you. You may direct their movement however you like, but each space must be closer to you than the previous space they were in.

Punk: An aggressive tank focused on revenge.

Archetype 88-91, *Enemies* 194-199, 262-265

Pushes move them away from you. You may direct their movement however you like, but each space must be farther from you than the previous space they were in.

Range is determined by your **Style**. Most **Actions** can only target within their Range.

Pages 40-41

Reversal Form takes things slowly, taking their turn all throughout the Round.

Page 52

A **Round** is an entire run through of the Initiative Meter. Each health bar gets one turn during a Round. Heroes or enemies with multiple health bars will take multiple turns each Round.

Pages 26-28, Coming Back 30

Rubble is an obstacle that stops movement. It costs 1 extra Speed Token to enter a space with Rubble, and Pushes and Pulls that move into Rubble immediately end. When a Wall takes 2+ damage or is destroyed, it is replaced with Rubble immediately.

*Page 32, **Weightless Style** 107, **Giant** 147, **Vehicle** 148*

Shadow Form disappears in a puff of smoke, always out of reach.

Page 53

Shields give you an extra Health Bar, on top of your current health bar. You can only carry one Shield at a time. A Shield's maximum HP is equal to its current HP, and it cannot be Healed.

***Zen Form** 57, **Cavalry Abilities** 65, **Aura Style** 85, **Brawling Style** 90, **Singing Style** 63*

Skills are given to you by your **Forms**, and describe your character's life experience, abilities, and expertise. **Skills** cannot be used during combat, except to justify the cinematics of your **Actions**.

*Chapter 6, **Forms** Chapter 4*

Song Form inspires their allies, healing and buffing them all at once.

Page 54

Spaces are a single tile on the grid. A space can be Empty or Full. Full spaces cannot be entered, while Empty spaces can be moved through freely. A space is Full if it contains a Hero, enemy, Copy, or Wall. A space is Empty if it contains nothing, an Edge, Fog, Rubble, or a Trap.

Speed Tokens let you move without spending **Actions** to do so. You gain Speed Tokens with the **Movement Basic Action**.

Page 34, **Dance Form** 48, **Reversal Form** 52, **Shadow Form** 53

Stances are made by combining a **Form** and a **Style**. At the start of your turn, you must pick one of your **Stances**. You will remain in that **Stance** until your next turn.

Pages 122, 124-125, *Example Heroes* 129-140, *Enemies Chapter* 9

Stooges are a group of enemies that act as one unit. They share a Health Bar and a **Stance**, and they take their Turns together each round.

Pages 143-144

Styles modify a **Form** to create a **Stance**. Each **Archetype** has five **Styles** to choose from when creating your **Stances**.

Page 40, *Chapter* 5

Swarm: A **Boss Archetype** that gains bonuses from having Copies.

Page 147, *Warrior* 234, *Boss* 266-269

Taken Out, sometimes shortened to just **Out**, describes any character who currently cannot fight. At the end of each Round, Heroes, Warriors, and Bosses who were Taken Out may return to play. Stooges that get taken out never come back.

Page 30, **Wild Form** 56, **Bleeding Style** 89

Tank: A **Boss Archetype** that is Armored and tough to move.

Page 148, *Warrior* 235, *Boss* 242-243

Targets are determined when you use an **Action**, and that **Action** will tell you who or what it can target. Targets must be within Range, unless stated otherwise.

Teacher: A mentor focused on letting their allies do all the work.

Archetype 92-95, *Enemies* 200-205

Teleporting is a type of movement that ignores everything between you and your destination. When you teleport, you enter your target space directly from your current space.

Tokens are used to track positive and negative bonuses. You are given tokens by various **Actions** and abilities.

Basic Tokens 33-34, *Burning*, *Challenge*, *Weakness tokens* 35, *Control Tokens* 47, 148, *Chaos Tokens* 73, *Inspired Tokens* 93, 95, *Training Tokens* 95, *Stun Tokens* 251, 253

Training Tokens are special tokens only given by the **Teacher**. You can spend a Training Token before performing an **Action** to increase all numbers listed in that **Action** by one, including its Cost.

Page 95

Traps are an obstacle that deals damage. When you enter a Trap's space, it deals 1 damage to you. At the end of every single turn, everyone standing in a Trap takes 1 damage. Each Trap can only deal damage once per turn.

*Page 32, **Iron Form** 49, **Shadow Form** 53, **Artillery Style** 82, **Burning Style** 77, **Misfortune's Style** 103, **Phoenix Style** 79, **Volcanic Style** 79, **Weightless Style** 107*

Trickster: A defensive tank focused on never being pinned down.

Archetype 96-99, *Enemies* 206-211

Troubles are a Skill check. Between each fight, each Hero must overcome one Trouble.

Page 115

Turns describe a single player's actions during a round of combat. At the start of your turn, you pick a **Stance**, then roll your **Action Dice**. You spend those numbers on **Actions** until you run out of numbers to spend, and then your turn ends.

*Pages 26-28, **Heroic Spirit** 31*

Twins: A **Boss Archetype** unique to *The Twins* Backer Boss.

Boss 254-257

Underdog: A defensive warrior focused on Basic tokens of all types.

Archetype 100-103, *Enemies* 212-217

A **Unit** is the term for a single participant in a fight. Each Hero is a unit, each Warrior is a unit, and each Boss is a unit. A group of Stooges is collectively a single unit.

Page 151, Chapter 8

Untouchable: A **Boss Archetype** focused on Control tokens. In addition to being able to Negate or Redirect enemy **Actions** with Control tokens, they can also Counter enemy **Actions**.

*Page 148, **Warrior** 236, **Boss** 270-273*

Vehicle: A **Boss Archetype** that can be ridden on top of and take up large sections of the battlefield.

*Page 148, **Warrior** 237, **Boss** 244-245*

Vigilance Form can survive any situation, through careful threat analysis.

Page 55

Walls block all movement and targeting. You cannot enter or see through a Wall. If you deal 2+ damage to a Wall with a single hit, destroy it and replace it with Rubble.

*Page 32, **Hidden Style** 99, **Reflected Style** 111*

Wardancer: A rush-down brawler focused on high numbers.

Archetype 104-107, *Enemies* 218-223, 250-253

Warriors are standard enemies, with a single **Stance**, one health bar, and one turn per round.

Page 142

Weakness Tokens reduce the damage you deal. Whenever you hit an enemy while holding Weakness Tokens, reduce that damage by 2, then discard one Weakness token.

*Page 35, **Winterblossom** 108-111*

Wild Form gives you more **Actions** when you're losing.

Page 56

Winterblossom: A controlling bastion focused on Weakness tokens.

Archetype 108-111, *Enemies* 224-229

World of Cardboard: An optional rule where pushing enemies into Walls turns those Walls into rubble.

Page 25

Zen Form lets your enemies defeat themselves.

Page 57

The Basic Actions

X: Movement

You gain X Speed tokens.

1+ or 3+ or 5+ or 7+ or 9+: Damage

Choose one enemy within your range. Deal 1 damage to them.

3+: Deal 2 damage instead.

5+: Deal 3 damage instead, and push them 1 space away.

7+: Deal 4 damage instead, and push them 1 more space.

9+: Deal 5 damage instead, and push them 1 more space.

X: Throw

Choose an adjacent enemy or ally. Push them up to X spaces.

X: Grapple

Choose an enemy or ally within range. Pull them up to X spaces.

1+ or 4+ or 8+: Open The Path

Choose an obstacle within range and destroy it.

4+: Also destroy every obstacle adjacent to it.

8+: Also destroy every obstacle adjacent to those obstacles.

1+: A Challenger Approaches

Challenge an enemy within **Range 1-4**.

2+ or 4+ or 7+: Put It Out!

Remove one token from someone within range.

4+: Remove one more token from them.

7+: Remove one more token from them.

4+: Bring It On!

Challenge any number of enemies you can see.

5+: Rescue

Choose an ally within range with zero HP, or an ally who is not in play. That ally heals. If that ally is not in play, they return to play in an empty space of their choice.

