

PROJECT VERSUS TTRPG

PLAYTEST 1.0

A fast-paced, fighting game-inspired tabletop RPG that focuses on quick, risk-versus-reward combat mechanics. Fighters unleash attacks, build special meters for powerful moves, and are rewarded for making creative decisions in the heat of battle.

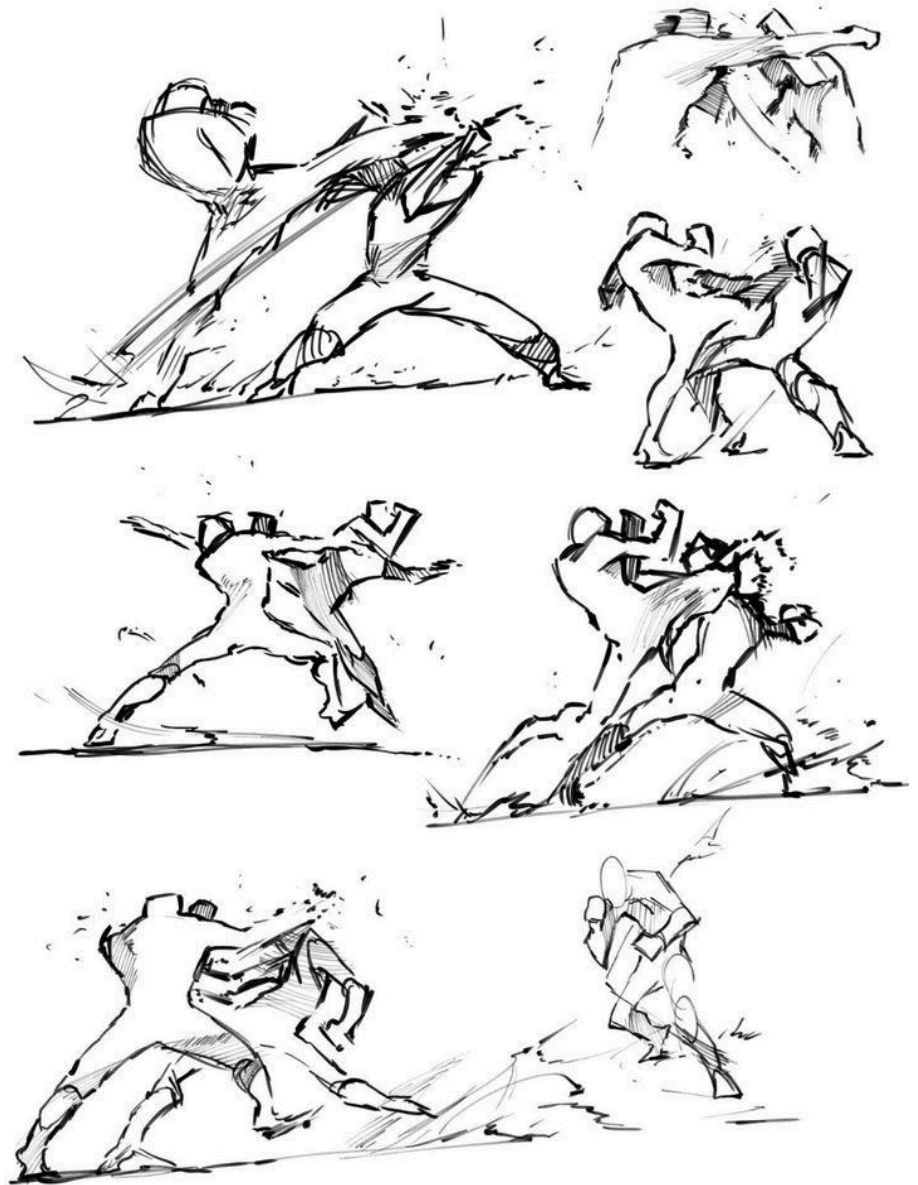
This playtest includes basic rules, along with a few pre-generated PCs and NPCs. Feel free to experiment, run a session with your friends, and explore what works. I'd love to hear your feedback or any ideas you come up with!

Future updates will include narrative rules and expand on the game's themes.

I hope you enjoy playing!

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ROUND START

Each PC decides to either **WAIT** or **TAKE ACTION**.

PCs who took action and NPC FIGHTERS alternate taking **TURNS** until all FIGHTERS took their turn. On their turn FIGHTERS into position and making attacks.

TAKE ACTION

When you TAKE ACTION on your turn you take 2 ACTIONS which you can use in any order or combination.

RUN

Move up to your SPEED VALUE + 2

DASH

Move your SPEED VALUE in a straight line. (Triggers MOMENTUM)

HOP

Move half your SPEED VALUE ignoring elevation and FIGHTERS (Triggers MOMENTUM)

ATTACK

Use a known ATTACK or make a 🎲 **BASIC STRIKE: LIGHT MARTIAL ARTS**, with no effect.

WAIT

When you WAIT, FIGHTERS forgo their turn, but activates a **WAIT** ability and gains 1 SPECIAL. All PCs have the following WAIT ability.

CATCH YOUR BREATH

WAIT ABILITY - End a BATTLE STATE affecting you and Remove 1 STUN TOKEN.

HOW TO ATTACK

A PC (ATTACK) declares they are using an Attack on an NPC (DEFENDER). The DEFENDER will choose to **DODGE**, **GUARD** or **COUNTER**.

The ATTACKER rolls [1d6] + ATTACK SKILL RANK (S-E) DIE and compares the result with the DEFENDER'S ROLL.

COMPARING ATTACKS: If the ATTACKER'S result is higher there attack lands. If the DEFENDER'S ROLL is higher the DEFENDER, the attack misses.

If the results are the same, both the ATTACKER and DEFENDER roll an additional 1d6, adding it to the total and comparing again. If they are still the same, repeat until they are not. This is called **DANGER TIME**.

CRITICAL HITS

ATTACKS become CRITICAL HITS (CRIT) if the MAX value is ROLLED on any DAMAGE DIE. When you land a CRIT you apply 1 STUN to the DEFENDER or you gain 1 EDGE, you can only get this effect 1/ATTACK. You can immediately SPEND any STUN or EDGE to apply any ability effects.

DEFENDER CHOOSES TO DODGE

Roll [1d6] + SPEED RANK DIE

SUCCESS	The DEFENDER avoids the attack and uses a RUN, DASH or HOP. They cannot move closer to the attacker. If they are ADJACENT they must move so they are no longer ADJACENT.
FAIL	The DEFENDER is HIT.

DEFENDER CHOOSES TO COUNTER

ROLL [1d6] + ATTACK SKILL RANK DIE

To be ELIGIBLE for COUNTER the DEFENDER'S ATTACK is determined by the type of attack they are defending against:

- **HEAVY ATTACKS** can be **COUNTERED** by **LIGHT** or **MEDIUM ATTACKS**
- **MEDIUM ATTACKS** can be **COUNTERED** by **LIGHT ATTACKS**
- **LIGHT ATTACKS** cannot be **COUNTERED**

SUCCESS	The DEFENDER avoids the attack and landing a hit with a COUNTER ATTACK
FAIL	The DEFENDER is HIT and the ATTACKER gets to make an additional ACTION

DEFENDER CHOOSES TO GUARD

ROLL [DAMAGE DICE] - TOUGHNESS RANK (S-E) VALUE

The ATTACK automatically HITS, no ATTACK roll required, but any Damage is reduced by the DEFENDER'S GUARD SKILL VALUE (E = 1 to S = 6).

BONUS DICE

When you make an SKILL ROLL you roll an extra SKILL DICE using the highest 2 results.

TAKING DAMAGE

When a character is hit, any damage taken reduces their HIT POINTS (HP). When a character is reduced to 0 HP they mark off either BATTERED or BLEEDING and reset their HP to ½ it MAX. HEALING HP does not Unmark Battered or Bruised.

BATTERED: reduce the # of ACTIONS / Turn by 1.

BRUISED: You count your SKILL RANKS as 1 stage lower.

KNOCKED OUT (KO) Roll

Then the next time their HP is reduced to 0, make a **KNOCKED OUT (KO) Roll** and **roll 1d6:**

1- 4: DOWN, BUT NOT OUT - You are too injured to keep fighting for much longer. You can choose to: **KEEP GOING** or **RETREAT**

KEEP GOING: You mark off both BATTERED and BRUISED and set your HP 1. Then at the end of your turn or the next time your HP is reduced to 0 make a **KO Roll**, rolling 2 dice taking the higher result.

You gain the **POWER OF FRIENDSHIP: WAIT ABILITY** - You give an ally that can hear or see you EDGE.

RETREAT: you leave the battlefield or move to the sidelines leaving the rest up to your teammates.

5 - 6: KNOCKED OUT - You are unconscious, but still alive. Your Allies can use an action to pick up or defend you while you are adjacent to them, but otherwise you are at the mercy of your enemy.

6,6 : DEAD - You succumb to your injuries dying either a fool or a hero



BONUS DAMAGE

You Roll an extra Damage taking the highest.

DAMAGE DICE

Damage dice is determined by the type of attack

HEAVY ATTACK	1d8 DAMAGE
MEDIUM ATTACK	1d6 DAMAGE
LIGHT ATTACK	1d4 DAMAGE

CRITICAL HITS

ATTACKS become CRITICAL HITS (CRIT) if the MAX value is ROLLED on any DAMAGE DIE. When you land a CRIT you apply 1 STUN to the DEFENDER or you gain 1 EDGE, you can only get this effect 1/ATTACK. You can immediately SPEND any STUN or EDGE to apply any ability effects.

SPECIAL METER

In the heat of battle, characters tap into their fighting Spirit to increase the potency of their attack or perform SPECIAL TECHNIQUES and are represented by their **SPECIAL METER (SPECIAL)**. Any Spent **SPECIAL METER** raises the **TENSION** of the combat scene. At the **START** of **COMBAT** PCs gain **SPECIAL METER** equal to their **LEVEL** and gain 1 at the **START** of every **ROUND**. A PC can hold up to a **MAXIMUM** of 6 **SPECIAL METER**.

FORCEFUL MOVEMENT

WALL SPLAT

When an FIGHTER is FORCEFULLY MOVED into an OBJECT, WALL or TERRAIN they are **KNOCKED DOWN** if they did not **GUARD**. If they did **GUARD** then they GAIN 1 STUN.

COLLIDE

When a FIGHTER is **FORCEFULLY MOVED** into a space of a another FIGHTER, both GAIN 1 STUN

PUSH-BACK X

The FIGHTER is forcefully pushed away from the source of the FORCEFUL MOVEMENT.

SENT-FLYING X

The FIGHTER is forcefully launched away from the source of the FORCEFUL MOVEMENT and is KNOCKED-DOWN. Until the END of this Turn, Attacks cause them to be SENT-FLYING 1 in addition to any other effects.

PULLED-IN

The FIGHTER is forcefully pulled towards the source of the FORCEFUL MOVEMENT.

GRAPPLED

The FIGHTER is forcefully relocated to an adjacent space and is **KNOCKED-DOWN**.

MOVEMENT

When a character moves, change positions on the battlefield. They cannot move through the occupied space of an enemy unless stated otherwise. FIGHTER can move through the spaces of ALLIES, but it costs an extra space of movement.

ELEVATION

When you move up elevation you spend that amount of movement to reach that space.

TERRAIN

ROUGH TERRAIN

While in this TERRAIN when you MOVE you can only MOVE a MAX of 1 SPACE and you end all current movement if you ENTER this SPACE

DANGEROUS TERRAIN

While in this TERRAIN when you MOVE into or start your turn in, you gain 1 STUN.

COVER TERRAIN

You take half the damage from NON-ADJACENT attacks.

ATTACKS

Attack can target an enemy up to X spaces away. If not # is mentioned its Targets adjacent enemies.

TYPES OF ATTACKS

MARTIAL ARTS - Close-range Hand to Hand combat or Attacks with a wielded weapon.

MYSTIC ARTS - You conjure magical or spiritual power for an attack.

⊕ **NORMAL ATTACKS** only costs actions to perform ✨ **SPECIAL ATTACKS** cost **SPECIAL METER** to perform. ⊕ **NORMAL ATTACKS** can be POWERED UP to ✨ **SPECIAL ATTACKS** by spending the listed amount **SPECIAL METER**

AREA ATTACKS

These attack effect targets in the designated area and cannot be COUNTERED

SLASH - This AREA attack, Targets all characters on an adjacent side of you. Attack rolls are resolved one at a time in order from one side to the other.

POWER WAVE - This AREA attack Targets all enemies in a straight line up to the attacks indicated RANGE. You resolve attack rolls from nearest to furthest.

BLAST SMALL / LARGE - This attack Targets all enemies in a 2 by 2 area for SMALL and 3 by 3 for LARGE. This area is adjacent to the user or up to # indicated Range.

SPIN - This AREA attack Targets all adjacent enemies. Attack rolls are resolved one at a time clockwise or counter-clockwise from your first opponent.

COMMON ATTACK PROPERTIES

FOLLOW-UP - This attack gains additional properties if used right after you have successfully landed a previous attack on this turn on the same enemy.

MOMENTUM - This ability gains extra properties if you use a HOP or DASH this turn.

MULTI-HIT X - Your SKILL RANK for this attack is REDUCED by 1, but on a HIT you roll damage X Times applying each roll separately.

CHARGE - When you use a WAIT ability, you also declare the use of this attack and execute it at the end of the round. You cannot COUNTER ATTACK for this TURN.

BATTLE STATES

IMARED - You cannot SPEND TOKENS and all your SKILL RANKS are treated as 1 LOWER for your next ROLL.

TAUNTED - You must **Take Action** and **CANNOT WAIT** next ROUND and must attack or move closer to the enemy that TAUNTED you. If you are attacked by any other enemy you are no longer TAUNTED.

WIDE OPEN - ATTACKERS gain BONUS DICE and BONUS DAMAGE on the next **ATTACK** or **COUNTER ATTACK** against you.

STAGGERED - you can't DODGE the next attack against you.

GUARD BREAK - You cannot GUARD the next attack against you.

KNOCKED DOWN - ATTACKERS gain BONUS DICE against you, you cannot make **ATTACKS** or **COUNTER ATTACKS** and must spend an action on your TURN to get up and REMOVE this STATE.



TOKENS

CONDITION TOKENS are temporary modifiers that affect PCs and NPCs during Can be gained or applied to a FIGHTER from attacks or other effects and removed or spent.

EDGE - BUFFS

This token can be spent for positive effects.

REACTION

SPEND to reroll 1 of your dice on a failed COUNTER ATTACK.

ARMOR

SPEND to reduce any forceful movement by 1 and reduce Damage taken by 1 or When an enemy Successful COUNTERS your Attack you can force them reroll 1 of their dice

SPEED

SPEND to gain +1 when you DODGE or you can DASH or HOP for free.

STUN - DEBUFFS

This token can be spent for negative effects.

PRESSURE OPPONENT

Spend to apply Battle Conditions against the FIGHTER holding it as listed on successful attacks or actions.

EXPLOIT OPENING

Spend to gain BONUS DAMAGE VS the FIGHTER holding it.

RESET

Spend to recover the SPENT action used on a MISS or GUARD of NON-AREA attacks.

MAP SIZE

Typical Maps range from tight 10 X 10 spaces to larger 15 X 15 spaces. Both Players and NPCs can start next to each other if the narrative makes sense for them to, especially if they were getting ready to fight after a few insults.



SKILL RANKS

Skill Ranks represented by dice. The higher the rank, the larger the dice and value used in combat. VALUE are $\frac{1}{2}$ the SKILL RANK DIE (MIN 1).

<u>RANK</u>	<u>DICE</u>	<u>VALUE</u>
S	1d12	6
A	1d10	5
B	1d8	4
C	1d6	3
D	1d4	2
E	1	1

COMBAT SKILLS

Each Character as the following combat skills

SPEED

How fast and agile a character is

TOUGHNESS

How tough and durable character is

BATTLE IQ

How observant and quick thinking character is

MARTIAL ARTS

A fighter's hand to hand combat skill

MYSTIC ARTS

A fighter's ability to channel mystic abilities

PLAYER CHARACTER / FIGHTER SELECTION

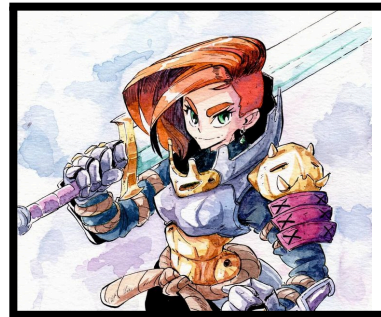
Swordmaster: bait enemies into overcommitting, darting in and out with precision strikes and lightning-fast counters.

Dragon Fist: shrugging off hits and smashing through defenses with sheer force. The more they're pushed, the harder they hit, turning damage into raw power.

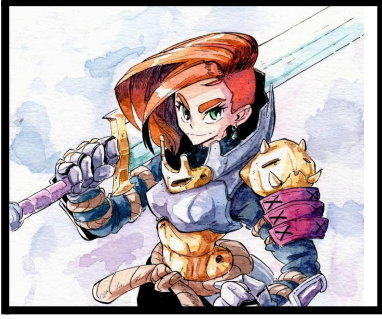
Esper: Utilizing psychic abilities, tossing opponents around like toys or attacks with disorienting bursts of power that reshape the fight.

Cloud-Step Acrobat: Flipping, spinning, and striking before disappearing out of reach. They're impossible to pin down, always one step ahead of their enemies.

Street Brawler: Fights with pure grit, trading blows and coming back stronger each time. Raw power and unshakable resolve make every punch feel like a knockout.



SWORDMASTER

	SPEED	C (1d6)
	TOUGHNESS	D (1d4)
	BATTLE IQ	D (1d4)
	MARTIAL ARTS	C (1d6)
	MYSTIC ARTS	C (1d6)

HP 10

DUALIST CHALLENGE

WAIT ABILITY - choose 1 opponent in BATTLE IQ SKILL VALUE range, and they are **TAUNTED**.

NIMBLE FOOTWORK

When a DEFENDER DODGES your attack you can DASH, or HOP.

COMBAT ROLL

when you successfully **DODGE** you can MOVE 2 spaces closer to the attacker, or move to another free adjacent space if they are already adjacent and Gain +1 EDGE.

BATTLE TEMPO

You Can SPEND 1 EDGE, to have a PC within RANGE 3 can DASH or HOP.

⊛ PIERCING STINGER: LIGHT MARTIAL ARTS ⊛

"Your rapid dash closes the gap, leaving no time for your opponent to evade the deadly strike that follows."

- **MOMENTUM** - If you DASHED this TURN, this attack becomes **UNDODGEABLE**

✦ SPECIAL ATTACK ✦

- **DEAD ANGLE (SPECIAL 2) - SWIFT COUNTER** When use this attack for COUNTER, you add your SPEED SKILL Die in addition to your MARTIAL SKILL die for this attack roll, taking the highest 2 results from the pool.

"You intercept their move and counter with a devastating strike. Your blade arcs like lightning, cutting a perfect path, striking where they least expect."

✦ SWORDMASTER SPECIAL ATTACK ✦

CUT THEM DOWN: HEAVY MARTIAL ARTS (SPECIAL 4)

"You hold your stance, eyes locked, waiting for the precise moment to strike. With a sudden burst of speed, you reposition yourself, your blade flashing in a seamless motion as a single slash cuts through the air. The battlefield stands still as the blow lands."

- **CHARGE** - When you use a WAIT ability, you also declare the use of this attack and execute it at the end of the round. You cannot COUNTER ATTACK for this TURN.
- **FLICKER DRAW** - REPOSITION 2 spaces before making this attack.
- **OUTMATCH** - Gain BONUS DAMAGE if your MARTIAL ARTS SKILL is higher than the DEFENDER'S BATTLE IQ SKILL.

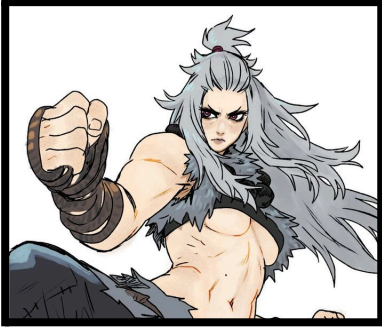
✦ MYSTIC ARTS SPECIAL ATTACK ✦

THUNDERCLAP ARROW: LIGHT MYSTIC ARTS 4 (SPECIAL 3)

"You raise your hand, and the skies echo your call. The first strike lands with a deafening crack, and arcs of electricity leap to nearby enemies, sending jolts of electricity through the body, locking their muscles in place and overloading their senses."

- **CHAIN LIGHTNING** - when you land a hit you can SPEND 1 EDGE and repeat this attack vs an enemy within 2 spaces of the DEFENDER.
- **SHOCKING ATTACK** - APPLY 1 STUN and this attack is **UNDODGEABLE**.

DRAGON FIST

	SPEED	C (1d4)
	TOUGHNESS	B (1d8)
	BATTLE IQ	E (1)
	MARTIAL ARTS	C (1d6)
	MYSTIC ARTS	D (1d4)

HP 15

DRAGON SCALES

When you GUARD an adjacent attack and take no damage the attacker gains 1 STUN TOKEN.

BRUTE STRENGTH

HEAVY and MEDIUM MATERIAL ATTACKS CRITICAL HIT on DAMAGE Rolls of 5+ instead of a max Die value.

RAGE METER

When you take Damage gain 1 SPECIAL

REVERSE BEAT

When you land an ATTACK You can SPEND 1 EDGE to use a LIGHTER ATTACK for 0 ACTIONS, (HEAVY into MEDIUM or MEDIUM into LIGHT)

⊛ SUCKER PUNCH: LIGHT MARTIAL ⊛

- COUNTER ONLY - You can only use this for a COUNTER ATTACK, on HIT apply 1 STUN.

✦ SPECIAL ATTACK ✦

- SURPRISE HEADBUTT (SPECIAL 1) - DISORIENTATE SPEND 1 STUN On HIT to apply IMPAIRED

"You lean in as though about to faint, only to unleash a bone-crunching headbutt that stuns your opponent into submission."

⊛ CRUSHING GRAB: MEDIUM MARTIAL ARTS ⊛

"With raw strength and complete domination you seize your opponent with an iron grip and topple them to the ground."

- COMMAND GRAB - GRAPPLE the DEFENDER, On a MISS you are WIDE OPEN.

✦ SPECIAL ATTACK ✦

CYCLONE SWING (SPECIAL 1) - when you land this attack you can move to an open space adjacent to the DEFENDER before forcefully moving them.

"You lift your opponent and swing them violently, spinning your foe like a rag doll before slamming them into the ground. The Momentum carries you as their body crashes down"


✦ DRAGON FIST SPECIAL ATTACK ✦

DRAGON SLAYER: HEAVY MARTIAL ARTS (SPECIAL 2)

- OVERWHELM - This ATTACK is UNCOUNTERABLE

"Your attack barrels forward like an unstoppable avalanche, ignoring all smashing through any attempt to retaliate. A devastating strike infused with unrelenting power, meant to crush even the mightiest of foes. This is not just a punch-it's a statement."

ESPER

	SPEED	C (1d6)
	TOUGHNESS	E (1)
	BATTLE IQ	C (1d6)
	MARTIAL ARTS	D (1dD)
	MYSTIC ARTS	B (1d8)

HP 10

TELEKINESIS

WAIT ABILITY - Choose FIGHTER in LoS and ROLL your MYSTIC ARTS SKILL vs their TOUGHNESS SKILL VALUE. If the result rolled is higher, they are FORCEFULLY MOVED up to the difference. Allies can be moved the MAXIMUM Value without a roll.

PSY BARRIER

SPEND 1 SPECIAL when you GUARD to use your MYSTIC SKILL instead of your TOUGHNESS SKILL. If you take no DAMAGE and the ATTACKER is ADJACENT, they are PUSHED-BACK 1.

FEINT

When successfully COUNTER ATTACK you can choose to forgo any damage and effect apply you gain 1 EDGE.

MAELSTROM OF BATTLE

TURN START, if you have 3 or more Enemy FIGHTERS with RANGE 3 you gain 1 EDGE

✦ MYSTIC ARTS SPECIAL ATTACK ✦

FIERY EXPLOSION: MEDIUM MYSTIC 3 (SPECIAL 2)

"With a flick of your hand, the air ignites, detonating in a explosion that leaves smoldering embers in its wake."

- **FLAME SURGE** - You can SPEND 1 EDGE on a HIT to Add your MYSTIC SKILL RANK VALUE as additional DAMAGE.

✦ MYSTIC ARTS SPECIAL ATTACK ✦

BRILLIANT FLASH: LIGHT MYSTIC ARTS 2 (SPECIAL 1)

"A burst of radiant energy blinds the battlefield, dazzling foes and leaving them struggling to regain their focus."

- **BLINDING** - You can SPEND 1 STUN to apply IMPAIRED


✦ ESPER SPECIAL ATTACK ✦

TELEKINETIC PUNCH: HEAVY MYSTIC ARTS 3 (SPECIAL 3)

"You raise your hand, and the air warps with shimmering energy before a psychic shockwave bursts forth, obliterating all in its wake."

- **POWER WAVE** - This AREA attack Targets all enemies in a straight line up to the attacks indicated RANGE. You resolve attack rolls from nearest to furthest
- **LAUNCHER** - the target is SENT-FLYING equal to the damage taken

CLOUD-STEP ACROBAT

	SPEED	C (1d6)
	TOUGHNESS	D (1dD)
	BATTLE IQ	C (1d6)
	MARTIAL ARTS	C (1d6)
	MYSTIC ARTS	D (1dD)

HP 10

ACROBATIC MOVEMENT

When you HOP or DASH you move + 1 additional space.

RONDE

You can SPEND EDGE to have your LIGHT MARTIAL ARTS become an AREA SPIN ATTACK.

SPECIAL CANCEL

When you land a normal attack you can use the SPECIAL ATTACK version of that ACTION for 0 actions. This increased the SPECIAL cost of that ATTACK by +1.

BAIT AND TAG OUT

If you WAITED this TURN, when you successfully DODGE an ADJACENT ATTACK and there is a PC in RANGE 3 of you, swap places with them and apply 1 STUN to the ATTACKER.

⊕ DRAGON KICK: MEDIUM MARTIAL ARTS ⊕

"You propel yourself into the air, your body twisting as you prepare to unleash a power kick"

- **LEAPING** - HOP before executing this attack, but on a MISS you are WIDE-OPEN.

✦ SPECIAL ATTACK ✦

- **TWIN DRAGON (SPECIAL 1)** - the attack gains MULTI-HIT 2 and PUSH-BACK 2

"Your legs lash out in a double kick, hammering your opponent. The impact sends them stumbling back, unable to stand their ground."

⊕ AXE KICK: MEDIUM MARTIAL ARTS ⊕

"You raise your leg high above your head, pausing for a split second before slamming it down with bone-shattering force."

- **OVERHEAD** - You can SPEND 1 STUN on HIT to apply STAGGERED

✦ SPECIAL ATTACK ✦

- **GREATAXE KICK (SPECIAL 2)** - On HIT the DEFENDER is KNOCKED-DOWN

"The weight of the blow crashes into your opponent, buckling their stance and sending them sprawling to the ground like a tree felled by a mighty swing."

✦ CLOUD-STEP ACROBAT SPECIAL ATTACK ✦

JETE: LIGHT MARTIAL ARTS (SPECIAL 1)

"Building on the rhythm of your movements, you channel your speed into a graceful leap forward, you close the distance, poised for the perfect strike."

- **ADVANCING** - Move 1 before executing this attack.
- **MOMENTUM** - Gain BONUS DICE if you used a DASH or HOP action on your turn

STREET BRAWLER

	SPEED	C (1d6)
	TOUGHNESS	C (1d6)
	BATTLE IQ	C (1d6)
	MARTIAL ARTS	C (1d6)
	MYSTIC ARTS	E (1)

HP 10

UNDERDOG SPIRIT

While you have 5 or lower HP, your ATTACKS gain **ADVANCING** - Move 1 before making this attack. Additionally your MARTIAL ARTS and TOUGHNESS SKILL RANK counts as 1 HIGHER.

GRIT YOUR TEETH

If you would be KNOCKED-OUT (KO), roll your TOUGHNESS Dice if it's greater than the damage received you are not and you remain at 1 HP.

GET AMPED UP

WAIT ABILITY - ON your NEXT TURN you must TAKE ACTION and gain and you treat your SPEED SKILL RANKS as 1 higher when you DODGE the next attack against you. Additionally you gain +1 ACTION for the TURN

MOXIE

When you are HIT and the opponent rolls a 1 on the DAMAGE Die you gain 1 EDGE.

⊛ KNUCKLE DUSTER: MEDIUM MARTIAL ARTS ⊛

"Your strike lands with an audible crack, leaving your opponent reeling from the sheer force."

- **BIG IMPACT** - When you land a CRITICAL HIT, Apply +1 STUN.

✦ SPECIAL ATTACK ✦

- **HIGH-IMPACT HAYMAKER (SPECIAL 2)** - the target is **SENT-FLYING** equal to the damage taken.

"You pull back, gathering every ounce of power before delivering a colossal uppercut. The force sends your target flying, their body sailing through the air as the ground rushes to meet them."

⊛ HOOK PUNCH: LIGHT MARTIAL ARTS ⊛

"With a quick step forward, you close the distance, bringing your fist around in a wide arc aimed directly at their jaw."

- **ADVANCING** - Move 1 before making this attack.

✦ SPECIAL ATTACK ✦

- **HEAT SEEKER (SPECIAL 1)** - This attack gain **UNDODGEABLE**

"Your fist locks onto its target like a missile. Your strike lands squarely where it hurts most."

✦ BRAWLER SPECIAL ATTACK ✦

ASSAULT THROW: LIGHT MARTIAL ARTS (SPECIAL 1)

"You capitalize on their staggered stance from your last attack, and lunge forward, grabbing hold of your opponent, and slamming them into the ground"

- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN**.
- **FOLLOW-UP** - This attack cost 0 actions if used right after you have successfully landed a previous attack on this turn on the same enemy.

NPCS

The GM can have a number of generic fighter NPCs = to the number of placers + 2 more or a BOSS NPC. They can always bring in more if needed as a fight continues if they feel like they are needs to be more challenge

All NPC'S have access to the following attacks And movement actions.

✦ BASIC STRIKE: LIGHT MARTIAL ARTS

"A quick jab aimed to test your defenses."

✦ FIERCE STRIKE: MEDIUM MARTIAL ARTS

"They step in with a heavy blow, trying to drive you back."

✦ HEAVY FIERCE STRIKE: HEAVY MARTIAL ARTS

"The air shifts as they put their full weight behind a devastating strike."

RUN

Move up to your SPEED VALUE + 2

DASH

Move your SPEED VALUE in a straight line. (Triggers MOMENTUM)

HOP

Move half your SPEED VALUE ignoring elevation and FIGHTERS (Triggers MOMENTUM)

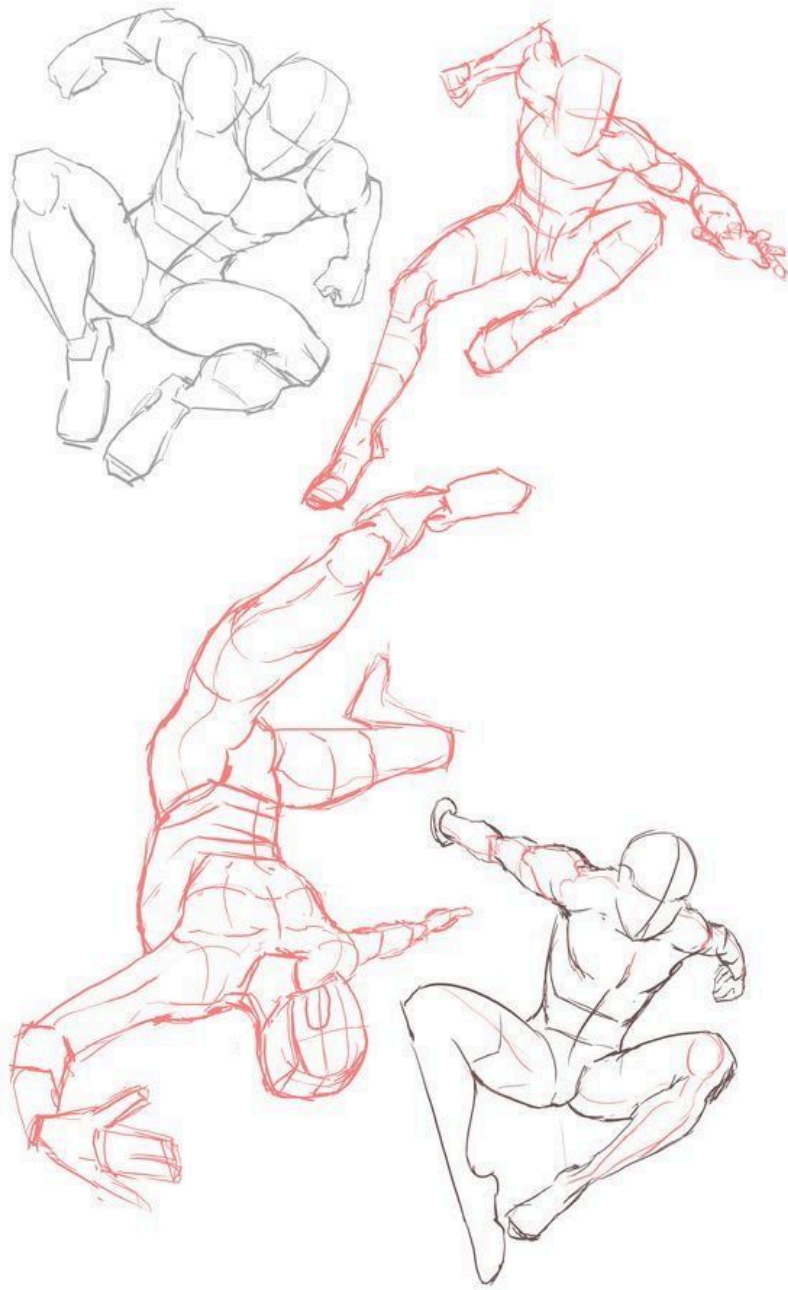
TENTION

Tension builds throughout the combat as the battle progresses, allowing NPC'S (and particularly bosses) to unlock new tactics and abilities, making them more dangerous the longer the fight lasts.

Tension increase when:

- End of Every Round
- Defeating an NPC
- A Boss gain Battered or Bruised





GENERIC FIGHTER

Generic fighters represent the bulk of an enemy fighting force or opposition. They are Defeated when they have 0 HP.

HP	10
SPEED	D (1d4)
TOUGHNESS	D (1d4)
BATTLE IQ	D (1d4)
MARTIAL ARTS	D (1d4)
MYSTIC ARTS	D (1d4)

You can choose to give your GENERIC FIGHTER one of the following options:

GUARDS

SPACES ADJACENT to the NPC cost 1 extra movement to move through. *"Stalwart defenders, they hold their ground and make every step a challenge."*

RAIDERS

MEDRIUM and HEAVY ATTACKS gain **ADVANCING** - Move 1 before making this attack. *"Wild and relentless, raiders fight as if each strike is part of a headlong charge."*

NINJAS

LIGHT ATTACKS gain SPEND 1 STUN on hit to APPLY GUARD BREAK *"With cunning ninjas fight with precision. Every strike is an opportunity to exploit a weakness."*

SHRINE MONK / MAIDEN

SPEND 1 EDGE to remove 1 STUN from yourself or an Ally in LoS. *"With calm grace, they fight not to harm but to purify and preserve."*

BOSSSES

Bosses are tough opponents that function like PCs. They can get BATTER or BRUISED and make **KNOCKED OUT (KO)** **Rolls**. They are defeated only when they RETREAT, KNOCKED OUT or DIE.

THE WARLORD

HP	15
SPEED	D (1d4)
TOUGHNESS	C (1d6)
BATTLE IQ	C (1d6)
MARTIAL ARTS	C (1d6)
MYSTIC ARTS	D (1d4)

DEFLECTING COUNTER

On a successful COUNTER ATTACK the ATTACKER is PUSHED-BACK 1 and apply 1 STUN. *"With brutal fluid motion the Warlord deflects but pushes the assailant back, leaving them vulnerable and stunned"*

TYRANTS INSULT

At the START of this NPC's TURN choose a FIGHTER in LoS and they are **TAUNTED** *"locking eyes with the would be heroes, his voice dripping with disdain. His insult cuts deep, causing the target to seethe with fury"*

✪ **COMMANDING STRIKE: MEDIUM MARTIAL ARTS**

"With a quick strike Warlord barks orders to their subordinates"

- **BARK ORDER** - On HIT You can SPEND 1 EDGE to have an ALLY NPC within LoS to DASH, HOP or make a LIGHT ATTACK.

✪ **SWEEPING CRESCENT: MEDIUM MARTIAL ARTS**

"A powerful strike sends enemies flying, their bodies pushed back in a flurry of raw power."

- **MOMENTUM** - If you DASHED or HOP this TURN, this attack becomes SLASH AREA and DEFENDER is **PUSHED-BACK 2**

✪ **VAULT KICK: LIGHT MARTIAL ARTS**

"Leaping the air with mastered precision to land a quick, but forceful kick"

- **LEAPING** - you HOP before making this attack.
- **PUSHED-BACK** - On Hit Target is **PUSHED-BACK 1**

TENSION 3+ - Rising Threat

"Warriors rally behind their Commander, the pressure mounts as the stakes climb higher as defeat is not an option"

- Get Serious or I Will Kill You Myself! - GENERIC FIGHTERS gain 1 EDGE at the start of each ROUND

TENSION 6+ - Boiling Point

"Reinforcements flood the battlefield as a wrathful voice echoes through the chaos"

- Get In Here and Fight Cowards! - The Warlord sends in additional forces

TENSION 9+ - Final Stand

"The Warlord unleashes his final command. "Get out of my way or Die!" His warriors retreat, as he steps into a deadly stance"

- Get Out of My Way! - all GENERIC FIGHTERS retreat from the battlefield and the Warlord gains EDGE and regains lost HP.