

# PROJECT VERSUS TTRPG

## PLAYTEST 1.1

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!

Narrative rules have been added! Next up is to expand on the game's themes.(extra rules for settings and vibes)

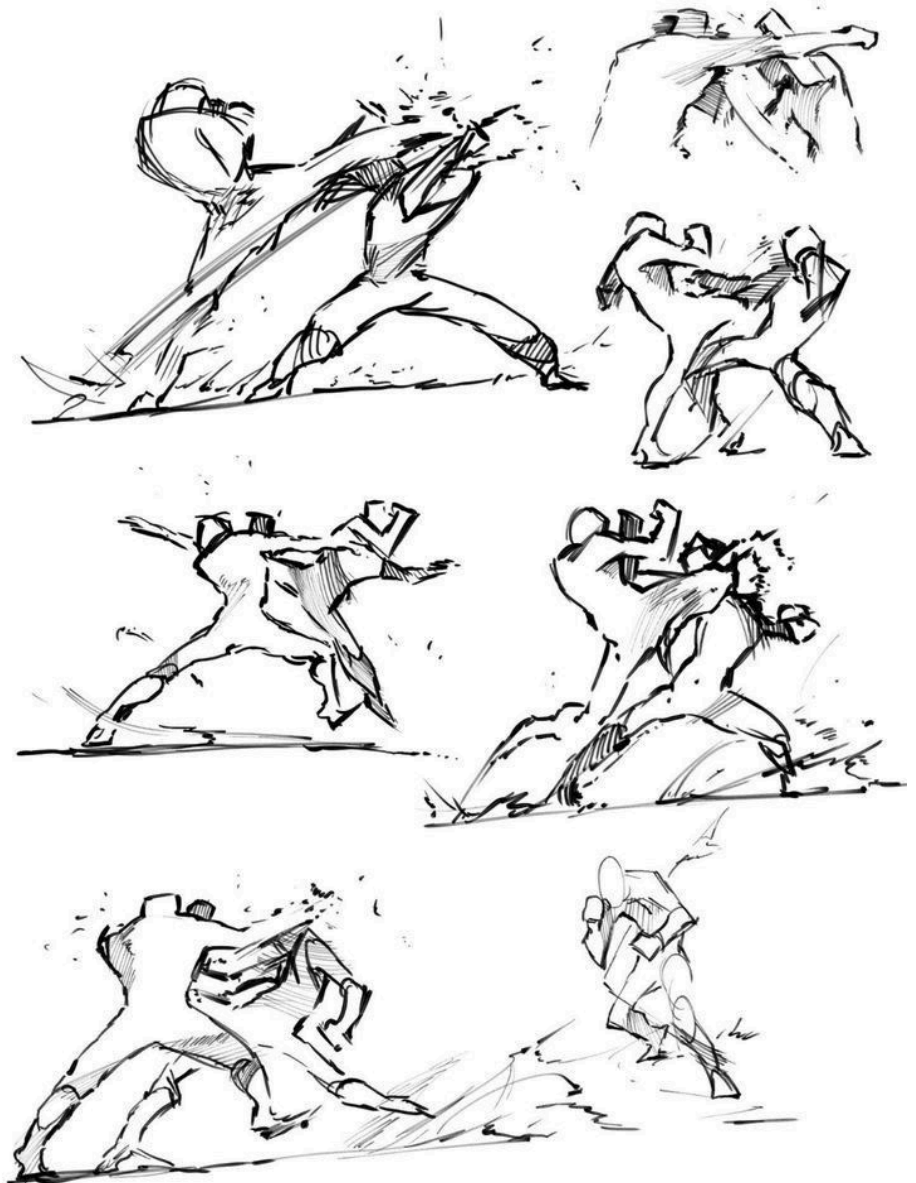
I hope you enjoy playing!



COMMENTS OR QUESTIONS: [Contact Us](#)

Follow us on YouTube for more game development updates/TTRPG Content: [Win With Dice - YouTube](#)

Also I do not own any of the artwork in the document. If you are the artist of any of these images and want them removed please contact us. I just wanted a bit of visual vibes for the doc. The final project will not have your artwork.



## 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 additional effects.

## 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** - Choose 2 different options: a **BATTLE STATE** affecting you, Remove 1 **STUN TOKEN** or Regain 2 **HP**.

## HOW TO ATTACK

A **FIGHTER (ATTACKER)** declares they are using an **Attack** on another **FIGHTER (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 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 <b>DEFENDER</b> avoids the attack and uses a <b>RUN, DASH</b> or <b>HOP</b> . They cannot move closer to the attacker. If they are <b>ADJACENT</b> they must move so they are no longer <b>ADJACENT</b> .
FAIL	The <b>DEFENDER</b> is <b>HIT</b> .

## 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 BRUISED and reset their HP to ½ it MAX. HEALING HP does not Unmark Battered or Bruised.

**BATTERED:** You increase any DAMAGE taken 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 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 the next ROUND 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 all allies that can hear or see you 1 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 effects of the attack you landed the CRIT with that require them.

## SPECIAL METER

In the heat of battle, characters tap into their fighting Spirit to increase the potency of their attack or perform SPECIAL versions of their TECHNIQUES and are represented by their **SPECIAL METER (SPECIAL)**. At the START of COMBAT PCs gain **SPECIAL METER** equal to number of **VICTORY POINTS** 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 can 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 **COUNTERATTACK** 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 on the next **ATTACK**, you cannot make **ATTACKS** or **COUNTER ATTACKS**. REMOVE this STATE after the next time you **DODGE/GUARD** an **ATTACK** or on your turn by spending an action to get up. You move only 1 space on a **DODGE**.



## TOKENS

EDGE/STUN TOKENS represents small shifts in a fighter's stance or focus during combat. They are gained or applied to a FIGHTER from CRITICAL HITS or abilities and are spent to apply effects during this exchange of blows. If a FIGHTER would gain EDGE or STUN while they have the other they cancel each other out. A fighter can gain or be applied with any number of TOKENS.

### 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 on you TURN.

### STUN - DEBUFFS

This token can be spent for negative effects.

### PRESSURE OPPONENT

Spend to apply PUSH-BACK 1 VS the FIGHTER holding it.

### 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 ½ 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

**Brutal 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.

**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.

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

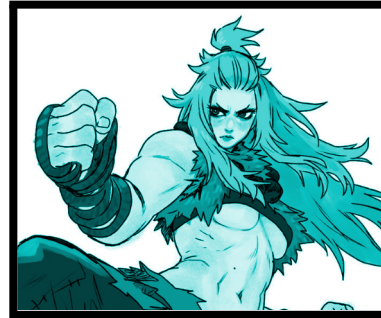
**Esper:** Utilizing psychic abilities, tossing opponents around like toys or attacks with disorienting bursts of power that reshape the fight.

**Fierce Striker:** Unleashing rapid strikes, pushing back opponents and punishing enemies with a strong counter attack and quickly overwhelming them.


**Jupiter Guardian:** manipulates gravity to pull enemies close, protect allies, and unleash devastating strikes, while also enhancing his own durability and mobility.

**Powerhouse:** A hard-hitting grappler with aggressive movement and punishing grab techniques who thrives on turning enemy attacks against them through powerful counterplay and momentum-shifting maneuvers.

**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.



# BRUTAL FIST

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

HP 16

## HARDENED BODY

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)

## ⊛ WICKED PUNCH: LIGHT MARTIAL ⊛

- DISORIENTATE SPEND 1 STUN On HIT to apply IMPAIRED

### ✦ SPECIAL ATTACK ✦

- SURPRISE HEADBUTT (SPECIAL 1) - You can only use this for a COUNTER ATTACK, on HIT apply 1 STUN.

*"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"*


### ✦ BRUTAL 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."*

# CLOUD-STEP DANCER

	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, DASH, GUARD or land a COUNTER while you do not have any STUN, you move 1 SPACE after.

## 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 SWITCH

If you WAITED this ROUND, swap places with a PC in your BATTLE IQ VALUE RANGE, and apply 1 STUN to any enemy ADJACENT to or your ally.

## ☼ SWALLOW KICK: LIGHT MARTIAL ARTS ☼

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

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

### ✦ SPECIAL ATTACK ✦

- **TWIN SWALLOW KICK (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."*

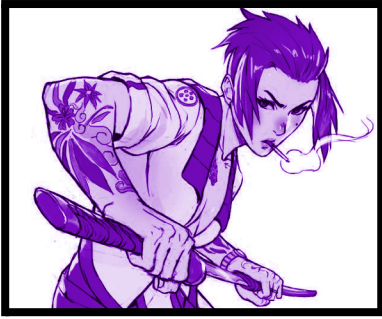
### ✦ CLOUD-STEP DANCER SPECIAL ATTACK ✦

#### **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/RETREATING** - Move 1 space towards the DEFENDER before or move 1 space away after, making this attack.
- **MOMENTUM** - Gain **BONUS DICE** if you used a **DASH** or **HOP** on your turn

# DUELIST

	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 BATTLE IQ SKILL VALUE RANGE DASH or HOP.

## ⊕ **PIERCING STRIKE: LIGHT MARTIAL ARTS 2** ⊕

*"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 sword flashing in a seamless motion as a single strike cuts through the air."*

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

### **BLADE WIND: LIGHT MYSTIC ARTS 2 - 4 (SPECIAL 3)**

*"You raise your sword in the air, infuse it with your chi. As you slash downwards you cut the air itself sending the slice flying into your enemy's body"*

- **HOMING ATTACK** - This attack gain **UNDODGEABLE**

# 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 Rolled TOUGHNESS SKILL. If the result rolled is higher, they are repositioned to a free space up to the difference and gain 1 STUN. Allies can be moved the MAXIMUM amount without a roll and do not gain STUN.

## PSY BARRIER

WAIT ABILITY - You cannot when you GUARD you your MYSTIC SKILL instead of your TOUGHNESS SKILL and the ATTACKER is PUSHED-BACK 1. If you COUNTER ATTACK or DODGE you lose this EFFECT.

## FEINT

When you successfully COUNTER ATTACK and you roll a 1 on the damage die you can choose to apply 0 damage and 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 an 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 dazzles foes and leaves 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

# FIERCE STRIKER

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

**HP 10**

## 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

## RELENTLESS COMBO

You can SPEND 1 EDGE after using a MARTIAL ART attack to make a BASIC STRIKE for 0 actions. If your attack FORCEFUL MOVES the DEFENDER then move adjacent to them before making the BASIC STRIKE.

## PUMMEL

On your TURN, If you land 2 MARTIAL ARTS attacks on the same enemy apply +1 STUN.

## ALPHA COUNTER

When you Guard an adjacent ATTACK you can spend 1 SPECIAL to PUSH-BACK 2 the ATTACKER

## ★ TIGER STRIKE: MEDIUM MARTIAL ★

"A ferocious and precise strike. The sheer force of the blow pushes your opponent away."

- **SHOVE** - The DEFENDER is **PUSHED-BACK 1**

## ✦ SPECIAL ATTACK ✦

- **TIGER WAVE (SPECIAL 1)** - this attack becomes **MARTIAL ARTS 3**

"your strike roars with energy, the full force of your martial skill delivering a devastating blow that rips through the air into your foe"

## ★ SWIFT UPPERCUT: MEDIUM MARTIAL ARTS ★

"A sharp and focused strike that targets your opponent's chin, designed to interrupt and stagger their momentum."

- **INTERRUPT** - You can Spend 1 EDGE to COUNTER ATTACK LIGHT and MEDIUM attacks.

## ✦ SPECIAL ATTACK ✦

- **RISING UPPERCUT (SPECIAL 2)** - The DEFENDER is **SENT-FLYING 2** and you **HOP**, on MISS you are **STAGGERED**.

"Your uppercut carries so much power that it launches your foe skyward."

## ✦ FIERCE STRIKER SPECIAL ATTACK ✦

### **RAPID TAKEDOWN: 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.

# JUPITER GUARDIAN

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

**HP 10**

## GRAVITY SWELL

WAIT ABILITY - PULL all enemies in your MYSTIC SKILL VALUE RANGE ADJACENT to you and they gain IMPAIRED. increase your TOUGHNESS SKILL by 1 until vs the NEXT attack

## INTERCEPT AND REDIRECT

When an ally within your BATTLE IQ SKILL VALUE RANGE is targeted by an attack, you can SPEND 1 EDGE to PULL the ATTACKER adjacent to you and redirect the attack to you and you must GUARD.

## FLOAT

WAIT ABILITY - you gain 1 EDGE and immediately HOP, using your MYSTIC ARTS SKILL. Adjacent allies can also choose to HOP using your MYSTIC ARTS SKILL.

## INDOMITABLE GUARD

When you GUARD, if you do not take any DAMAGE you ignore any FORCEFUL MOVEMENT and KNOCKDOWN

## ⊛ GRAVITY KICK: HEAVY MARTIAL ARTS ⊛

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

## ✦ SPECIAL ATTACK ✦

- **SUPER ORBITAL STRIKE (SPECIAL 3) - SPIN** - This AREA attack Targets all adjacent enemies. Attack rolls are resolved one at a time clockwise or counter-clockwise from your first opponent.

## ⊛ VACUUM FIST: MEDIUM MARTIAL ARTS 2 ⊛

*"You extend your hand, and a swirling vortex forms, the air ripples as you clench your fist dragging your foe towards you as you pull back to throw a punch"*

- **PULL IN** - On HIT the DEFENDER is PULLED adjacent to you

## ✦ SPECIAL ATTACK ✦

- **BLACK HOLE PUNCH (SPECIAL 1)** - Increase the RANGE of this attack by your MYSTIC ARTS SKILL VALUE

*"You gather a miniature black hole in your palm, its pull extends far beyond normal limits of the technique"*


## ✦ JUPITER GUARDIAN SPECIAL ATTACK ✦

### JUPITER SMASH: MYSTIC ARTS MEDIUM (SPECIAL 2)

*"A shimmering aura surrounds you, with a cry of determination. Your voice rings out as your fist connects, leaving a radiant trail of stardust in its wake."*

- **EMPOWERED** - you add your MARTIAL SKILL Die in addition to your MYSTIC SKILL die for this attack roll taking the highest 2 results
- **SHOVE** - The DEFENDER is **PUSHED-BACK 1**

# POWERHOUSE

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

**HP 16**

## REVERSAL GRAB

When you land a COUNTER ATTACK or DODGE, you can SPEND 1 EDGE to GRAPPLE the ATTACKER if they are ADJACENT.

## BREAKTHROUGH STAMPEDE

When you GUARD an attack from an adjacent enemy and take no damage, you can move through the ATTACKER'S space to an unoccupied space on the opposite side, and the ATTACKER gains 1 STUN.

## ON THE ROPES

When you WALL SPLAT or COLLIDE an enemy you apply +1 STUN.

## IS THAT ALL YOU GOT

When you take MAX damage the ATTACKER becomes TAUNTED and you gain 1 EDGE

## ⊛ ADVANCING KNEE: MEDIUM MARTIAL ARTS ⊛

*"You step forward with a devastating knee strike, closing the distance"*

- **ADVANCING** - Move 1 towards the DEFENDER before making this attack.

### SPECIAL ATTACK

#### ✦ SPECIAL ATTACK ✦

- **DROP KICK (SPECIAL 2)** - the target is **PUSHED-BACK** equal to the damage taken.

## ⊛ ELBOW SMASHER: MEDIUM MARTIAL ARTS ⊛

*"A brutal strike that uses the edge of your elbow to break through defenses and leave your opponent staggered."*

- You can **SPEND 1 STUN** to apply STAGGERED

### SPECIAL ATTACK

#### ✦ SPECIAL ATTACK ✦

- **CLOSELINE RUSH (SPECIAL 2)** - On HIT you can DASH before or after making this ATTACK and can move through the DEFENDER's space.

*"You charge forward, your arm extended like a battering ram. The force of your closeline sends them reeling, and you surge past them"*

#### ✦ POWERHOUSE SPECIAL ATTACK ✦


### RUNNING POWER BOMB (SPECIAL 3) HEAVY MARTIAL

- **RUSH** - You DASH before making this ATTACK
- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN**.

*"You grab your opponent mid-sprint and hoist them high above your shoulders as you slam them into the ground with all your power"*



# 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 towards the **DEFENDER** before making this attack. If they already have **ADVANCING** you move an extra space. 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.

## CRACK YOUR KNUCKLES

**WAIT ABILITY** - Gain 1 **EDGE** and You treat your **MARTIAL ARTS SKILL RANK** as 1 higher for your next **ATTACK** or **COUNTER**

## 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** - **CRITICAL HITS**, 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 towards the **DEFENDER** 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."*

### ✦ **STREET BRAWLER SPECIAL ATTACK** ✦

#### **LEAPING LASH KICK (SPECIAL 2): MEDIUM MARTIAL ARTS**

- **LEAPING** - **HOP** before executing this attack, but on a **MISS** you are **STAGGERED**.
- **ADVANTAGE** - On **HIT** gain 1 **EDGE**.
- **CHARGE** - When you use a **WAIT** ability, you also can declare the use of this attack and execute it at the end of the round. You cannot **COUNTER ATTACK** for this **TURN**.

# STORY MODE / NARRATIVE PLAY

Story Mode (or Narrative Play) is where the GM's storyline unfolds over a series of narrative beats, seamlessly incorporating both Combats and Cutscenes. These transitions mimic the flow of a movie or TV show. Story Mode sets up a grand goal for the player characters (PCs) to pursue, adding context and meaning to the challenges and combats they face.

## Examples of Goals:

*"Rescue the mayor's kid from a gang in Crime City."*

*"Stop the evil ritual to summon a demon to this plane."*

*"Win the big tournament and use the prize money to rebuild the dojo!"*

## CUTSCENES

Cutscenes are narrative story beats that focus on challenges outside of combat. PCs interact with the world and NPCs to progress the story, relying on their **CHARACTER TRAITS** to determine success or failure instead of their **COMBAT SKILLS**.

The GM sets the stage by describing the situation, its Risk, and the stakes involved.

1. A player takes the lead, describing their character's actions and intended outcomes.
2. The GM determines whether the action involves advantages or disadvantages and suggests/determines what Trait would be applicable.

## CHARACTER TRAITS

Each PC has five core Traits. For this playtest PC can have **1 level 3 trait** and **2 level 1 traits**.

**Daring:** Bold, action-oriented problem-solving.

**Intuition:** Acting on instinct and reasoning.

**Expertise:** Applying skills and learned knowledge.

**Guile:** Using cunning and deception.

**Heart:** Connecting with others emotionally.

Each Trait level provides a dice based on its level (MAX 4), 1d4, 1d6, 1d8 and 1d10.

Example: A character with **Guile Level 3** has 1d4, 1d6, and 1d8 in their dice pool for that Trait.

## NARRATIVE ROLLS

PCs choose a Trait and mark off the largest die and roll it.

**1-3** - Minimal/no effect or **Success at a Cost**

**4+** - Success with favorable outcomes.

PCs can mark off multiple dice to roll, but only results that meet or exceed the difficulty apply.

If a PC has no dice left in a Trait, required rolls for that Trait are treated as a **1**. Alternatively, another player may assist by lending a die from an appropriate Trait.

Dice are unmarked after a Cutscene or via specific bonuses

## ROLL MODIFIERS

**Pressing an Advantage** - you can lose this to ignore a **SUCCESS AT A COST**

**In a Bad Position** - you roll 2 Dice and take the lowest.

**COMPLICATION** - Situations that the players are required to navigate or resolve.

- The GM can have these already laid out in the CUTSCENE or be in response to a **SUCCESS AT A COST** result.
- The GM rolls 1d6, and the player must allocate one of their dice to match or exceed the GM's result.

**CHALLENGE** - More difficult situations demand significant effort or luck to overcome. They function like **COMPLICATIONS**, but the GM rules 2d6 taking the highest.

**RISKY** - when an approach is deemed RISKY by the GM. The Player requires 2 Results to be applied instead of 1.

## VICTORY POINTS

Victory Points can be spent to add 1 Die back into one of your traits. Players gain VP from completing a Combat.

## SUCCESS AT A COST

GM can add any story implications, these are just suggestions.

**OUTMANEUVERED** - Start the next fight with a **BATTLE STATE** or **STUN**

**PRESS YOUR LUCK** - The next roll in the **CUTSCENE** is **RISKY**

**CORNERED** - The Player is put **In a Bad Position**

**HIT A SNAG** - The GM adds a **COMPLICATION** or **CHALLENGE**

**CAUGHT OFF GUARD** - The NPC start the next fight with **EDGE**

**LOSE THE INITIATIVE** - The all NPCs get the initiative and the PLAYER will have to go after them and must **TAKE ACTION**

**GET HURT** - Start the NEXT FIGHT at 1/2 HP

**GET REALLY HURT** - MARK off BATTERED or BRUISED

## STORY THEMES - TBD

SUPER RANGER FORCE  
THE APOCALYPSE  
CRIME CITY  
THE BIG TOURNAMENT  
FANTASY  
EXORCIST  
WUSHU

# 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)

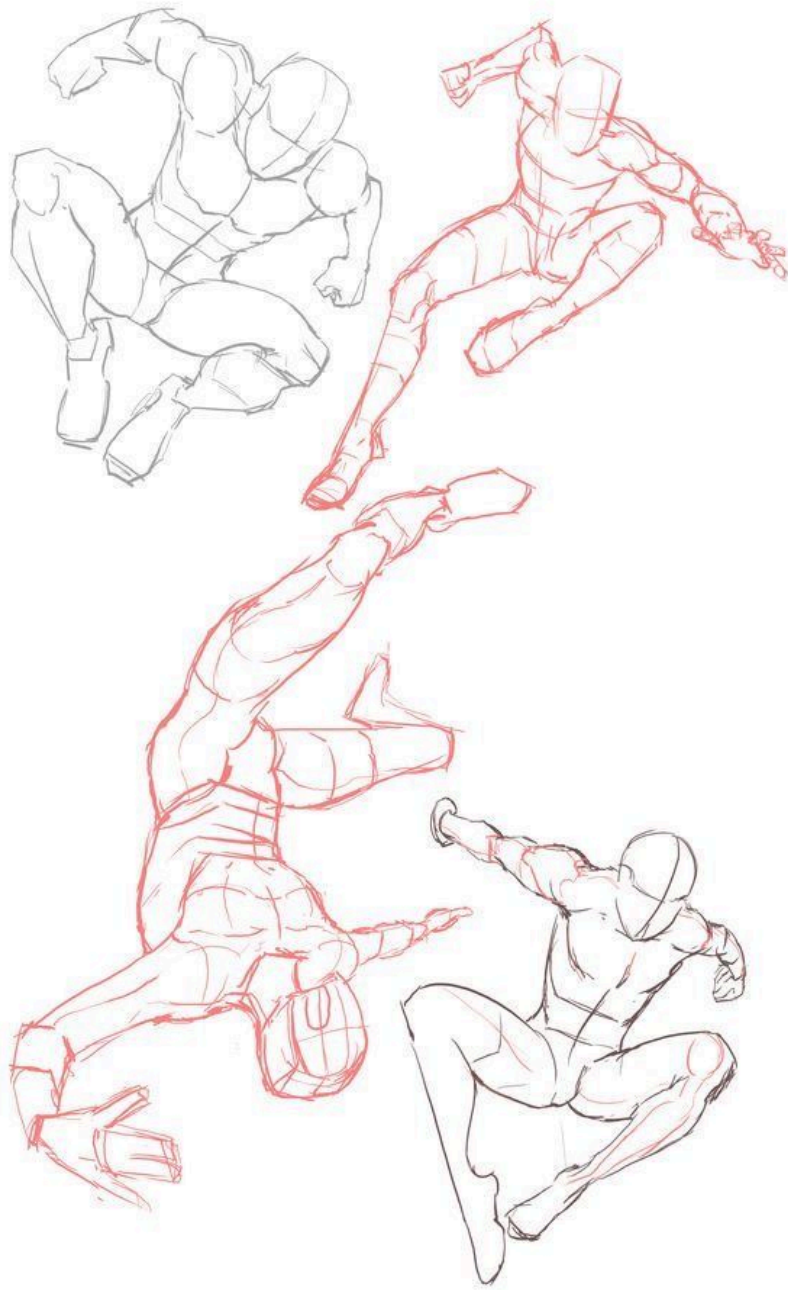
# TENTION

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

HP	6
SPEED	D (1d4)
TOUGHNESS	D (1d4)
BATTLE IQ	D (1d4)
MARTIAL ARTS	D (1d4)
MYSTIC ARTS	D (1d4)

Choose an option below:

**GUARDS** - SPACES ADJACENT to the NPC cost 1 extra movement to move through. On GUARD if they take no DAMAGE The ATTACKER is IMPAIRED *"Stalwart defenders, they hold their ground and make every step a challenge."*

**RAIDERS** - MEDIUM and HEAVY ATTACKS gain **ADVANCING** - Move 1 towards the DEFENDER before making this attack and **SHOVE** - ON hit PUSHED-BACK 1. *"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."*

**MYSTICS** - MEDIUM and HEAVY ATTACKS are MYSTIC ARTS 4 and on GUARD, DEFENDERS must use their MYSTIC SKILL instead of TOUGHNESS *"they combine mystic spells to extend the range of there martial prowess"*

# BOSSSES

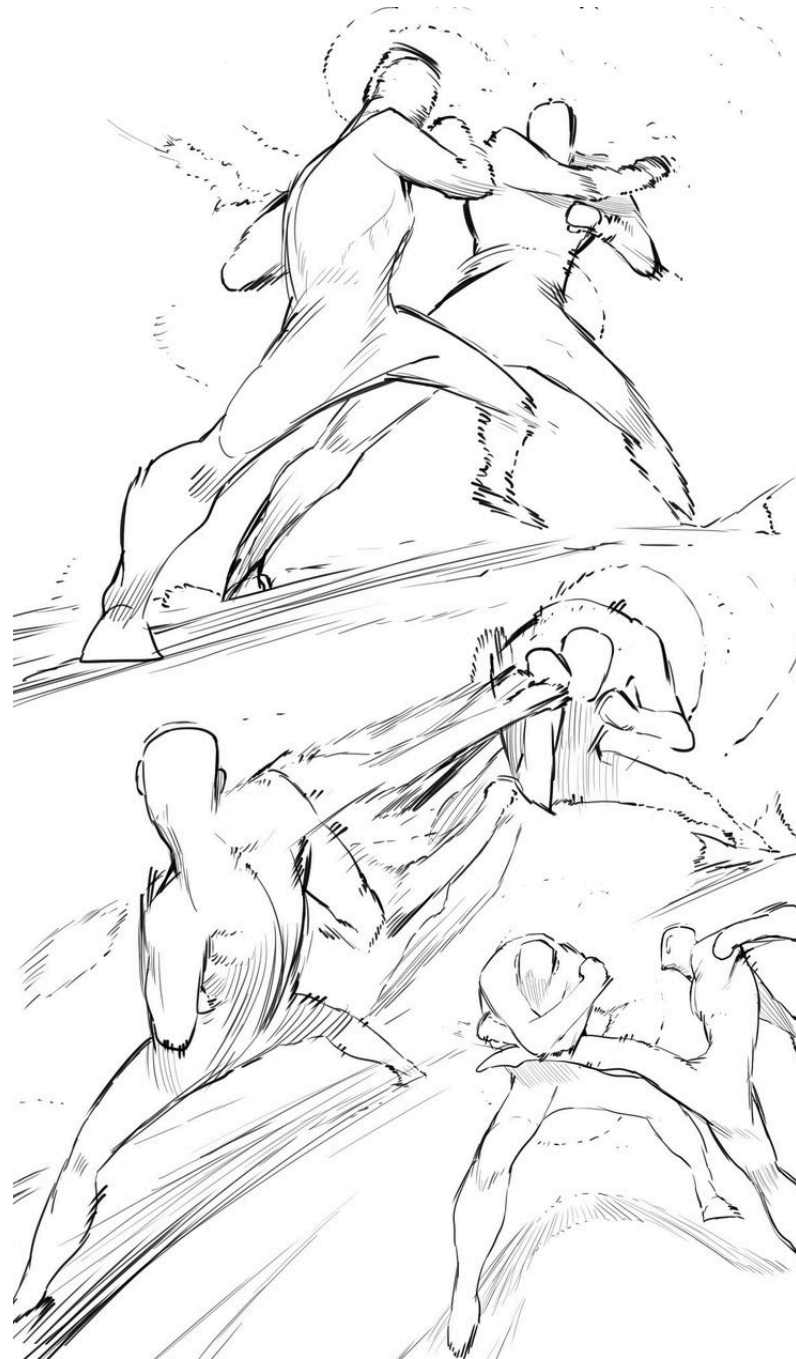
Bosses are tough opponents that function like PCs, but use 3 actions on their turn instead of 2. They can get **BATTER** or **BRUISED** and make **KNOCKED OUT (KO) Rolls**. They are defeated only when they **RETREAT**, **KNOCKED OUT** or **DIE**.

HP	<b>15</b>
SPEED	<b>C (1d6)</b>
TOUGHNESS	<b>C (1d6)</b>
BATTLE IQ	<b>C (1d6)</b>
MARTIAL ARTS	<b>C (1d6)</b>
MYSTIC ARTS	<b>C (1d6)</b>

# SUPER BOSSSES

Super Bosses are tough opponents that function like bosses, but take 2 **TURNS** in a **ROUND**. They can get **BATTER** or **BRUISED** and make **KNOCKED OUT (KO) Rolls**. They are defeated only when they **RETREAT**, **KNOCKED OUT** or **DIE**.

HP	<b>20</b>
SPEED	<b>C (1d6)</b>
TOUGHNESS	<b>C (1d6)</b>
BATTLE IQ	<b>C (1d6)</b>
MARTIAL ARTS	<b>C (1d6)</b>
MYSTIC ARTS	<b>C (1d6)</b>



## THE WARLORD

### 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"*

### TYRANT'S INSULT

At the START of this NPC's TURN choose a FIGHTER in LoS and they are TAUNTED and gain 1 STUN. *"locking eyes with the would be heroes, his voice dripping with disdain. His insult cuts deep, causing the target to seethe with fury"*

### COMMANDER

While Ally NPCs within BATTLE IQ SKILL RANGE can use this NPC's BATTLE IQ SKILL in place of another SKILL.

---



### 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 or removes 1 STUN 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 = to there BATTLE IQ SKILL

### 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.

### ✪ **COMMANDING STRIKE: MEDIUM MARTIAL ARTS 2**

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

- BARK ORDER - On HIT You can 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 - HOP before executing this attack, but on a MISS you are STAGGERED
- PUSHED-BACK - On Hit Target is PUSHED-BACK 1



## DARK MARTIAL ARTIST

### DARK GALE TECHNIQUE

All Non AREA Attacks gain **FOLLOW-UP** - This attack becomes **POWER WAVE AREA** and **MARTIAL ARTS 3** if used right after you have successfully landed a previous attack on this turn on the same enemy. *"The air crackles as dark chi-laced strikes generate a shockwave battering everything in its path."*

### THUNDER AND FIRE

At the START of this NPC's TURN choose a FIGHTER in LoS and they are **IMPAIRED** and gain 1 **STUN**. *"a bolt of lightning that crashes into your foe and setting the fire to the ground"*

### KILLING STROKE

Gain **BONUS DAMAGE** vs PCs with 5 or fewer HP.

---

### TENSION 3+ - Rising Threat

*"In a single swift motion, you grab your opponent by the neck, lifting them effortlessly. With the sky darkening above, a bolt of lightning crashes down as you slam them into the ground with unparalleled force."*

- **THUNDERCLAP BLAST THROW** - You move adjacent to a PC of your choice, They are **GRAPPLED** and gain 3 **STUN**.

### TENSION 6+ - Boiling Point

*"The bolt tears through the ground, each jump leaving a scorched and electrified trail of destruction."*

- **THUNDER BREAK** - Make a **MEDIUM MYSTIC ARTS** attack vs all PC's (This counts as an area attack) and after mark the space they were attacked in as **DANGEROUS TERRAIN**.

### TENSION 9+ - Final Stand

*"Your relentless assault is a performance of destruction"*

- **KILLING LIFE RAVE** - When you take an attack you can repeat that attack Targeting the same or another PC in **RANGE**.



### ★ FANG KICK: LIGHT MARTIAL ARTS

*"forward kick delivered with the force of a trained master."*

- **ADVANCING** - Move 1 towards the DEFENDER before making this attack.
- **PUSHED-BACK** - On Hit Target is **PUSHED-BACK 1**

### ★ DEVA SMASHER: MEDIUM MARTIAL ARTS 2

*"sheer force of your hammer-arm strike shatters defenses, its downward motion invoking the divine wrath"*

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

### ★ SHADOW FLAME FIST: MEDIUM MARTIAL ARTS

*"sheer force of your hammer-arm strike shatters defenses, its downward motion invoking the divine wrath"*

- **MOMENTUM** - If you **DASHED** or **HOP** this TURN, this attack becomes **UNGUARDABLE** and DEFENDER is **PUSHED-BACK 2**
- **SHOVE** - The DEFENDER is **PUSHED-BACK 1**

### ★ LIGHTNING ROUNDHOUSE: MEDIUM MARTIAL ARTS

- **GUARD BREAKER** - **SPEND 1 STUN** on hit to **APPLY GUARD BREAK**
- **SHOVE** - The DEFENDER is **PUSHED-BACK 1**

### ★ THUNDERCRASH FIST: HEAVY MARTIAL ARTS

*"Lightning courses through your fist as you descend, the impact shaking the ground and leaving a trail of static in your wake."*

- **LEAPING** - **HOP** before executing this attack, but on a **MISS** you are **STAGGERED**
- **SHOCKING ATTACK** - **APPLY 1 STUN** and this attack is **UNDODGEABLE**.