PROJECT VERSUS TTRPG PLAYTEST 1.2

A fast-paced, fighting game-inspired tabletop RPG that focuses on quick, risk-versus-reward combat mechanics. Fighters unleash 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.
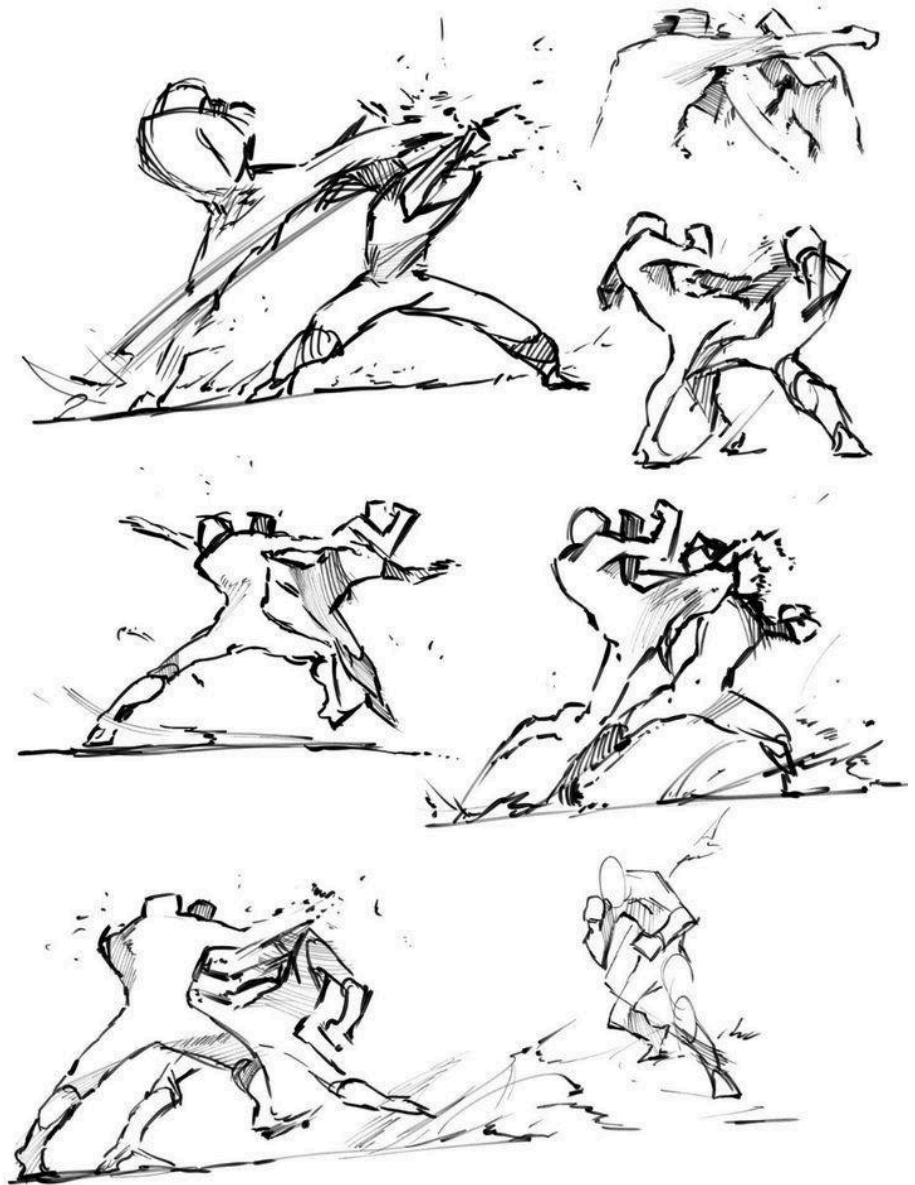
COMBAT SKILLS / DICE RANK

Dice rank determines the die size used for actions, influencing success chances. Higher RANKs use larger dice.

RANK	VALUE	DICE
A	5	1d10
B	4	1d8
C	3	1d6
D	2	1d4
E	1	1

Note: RANK VALUE is half the associated die's sides (minimum 1).

Each Character has the following combat skills. Each SKILL RANK corresponds to a DICE RANK and EACH SKILL starts at SKILL RANK E with a max RANK of A.

SPEED
How fast and agile a character is

TOUGHNESS
How tough and durable character is

BATTLE IQ
How observant and quick thinking character is

INNER POWER
A fighter's ability to channel or pool a mystic/supernatural abilities

ATTACK ACCURACY

The inherent accuracy of different attack types, determined by the die rolled to hit a target.

- **PRECISE:** Attacks focused on accuracy and precision, using a 1d8 to hit.
- **STRONG:** Attacks that balance power and accuracy, using a 1d6 to hit.
- **UNWIELDY:** Powerful but less accurate attacks, using a 1d4 to hit.

[X] BONUS DICE

When you make any ROLL you roll an extra [X] DICE using the highest 2 results of all dice rolled. (EXAMPLE: [1d6] BONUS DICE)

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.

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.

WAIT

When you WAIT, FIGHTERS forgo their turn, but activates a
WAIT ability. FIGHTERS cannot WAIT 2 ROUNDS in a row. All
PCs have the following WAIT ability.

CATCH YOUR BREATH
WAIT ABILITY - Choose 2 different options: Clear a BATTLE
STATE affecting you, Remove 1 STUN TOKEN or Regain 2 HP.
You cannot COUNTER ATTACK, but can still DODGE or GUARD
during this ROUND.

READY AN ATTACK
WAIT ABILITY - you can declare the use of an attack and
execute it at the end of the ROUND if there is an enemy
still in Range. You cannot COUNTER ATTACK or DODGE, but
can still GUARD during this ROUND.

CHARGE POWER
WAIT ABILITY - roll your INNER POWER SKILL on a 1 - 3
gain 1 POWER, on a 4+ gain POWER equal to your INNER
POWER SKILL VALUE. You cannot DODGE, but can still
COUNTER ATTACK or GUARD during this ROUND.

TAKE ACTION

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

MOVE

RUN: Move up to 2X your SPEED VALUE

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 STRONG
ATTACK ✪**, with no additional effects.

HOW TO ATTACK

ROll [1d6] + ATTACK ACCURACY DIE

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] + the ATTACK ACCURACY DIE [1d4, 1d6 or 1d8]** and compares the result with the DEFENDER'S DOGE or COUNTER ATTACK ROLL

COMPARING ROLLS: 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.**

HOW TO DEFEND

CHOOSE 1 of the 3 options:

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 ACCURACY 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 choose to apply 1 STUN or gain 1 EDGE

DEFENDER CHOOSES TO GUARD

ROll [DAMAGE DICE] - TOUGHNESS RANK (A-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 A = 5). This can result in the DEFENDER taking no DAMAGE.

TAKING DAMAGE

Damage taken reduces a FIGHTER's HIT POINTS (HP). IF a PC's HP is reduced to 0, they gain **1 POWER,** mark off either BATTERED or BRUISED and reset their HP to ½ it MAX. <u>HEALING HP does not Unmark Battered or Bruised.</u>

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 and activate the **POWER OF FRIENDSHIP!** - all allies that can hear or see you EDGE = your VPs

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.

RETREAT: you leave the battlefield or move to the sidelines and trigger **YOU GOT THIS!** - all allies that can hear or see you gains HP = your VPs

5 - 6: KNOCKED OUT - You are unconscious, but still alive. Adjacent allies can use an action called **GET UP!** - you roll another KO ROLL, 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.

CLEAN HIT

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 roll a CRIT, apply 1 STUN to FIGHTER taking the DAMAGE or you gain 1 EDGE.

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.

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**.

COLLIDE

When a FIGHTER is **FORCEFULLY MOVED** into a space of another FIGHTER the **COLLIDE.** This ends **FORCEFULLY MOVED** FIGHTERS movement and they are **KNOCKED-DOWN** in a free adjacent space of their choice. The other FIGHTER that was **COLLIDED** into gains 1 STUN.
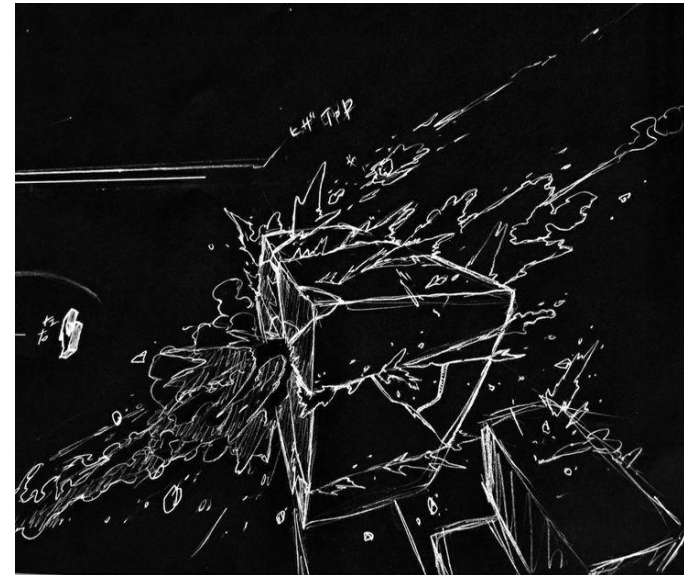
PUSH-BACK X

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

PULLED-IN

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

GRAPPLED

The DEFENDING FIGHTER is forcefully relocated to an adjacent space of the ATTACKING FIGHTER'S CHOICE and is **KNOCKED-DOWN.**

TERRAIN

Terrain can have any combination the following effects:

- **ROUGH**: Moving through this TERRAIN cost 1 extra space of movement.
- **DAMAGING**: Moving though, start there turn in or End there turn in, this TERRAIN causes the FIGHTER to take damage. The fighter rolls there TOUGHNESS DIE. On a Result of a 1 they take 1 DAMAGE.
- **COVER**: You take half the damage from NON-ADJACENT or AREA attacks.
- **BREAKABLE**: If a FIGHTER if FORCEFULLY MOVED in this TERRAIN it is destroyed and is removed from the battlefield and replaced with debris if applicable.

ATTACKS

Attack can target adjacent enemies you can see unless an ATTACK'S PROPERTIES has extended range. ✪ **NORMAL ATTACKS** ✪ only costs actions to perform. ✨ **EX ATTACKS -** cost **POWER** to perform. They are POWERED UP versions of ✪ **NORMAL ATTACKS** that add additional properties and effects to the ✪ **NORMAL ATTACK. POWER** is spent before any rolls are made.

✪ **NORMAL ATTACK NAME: ATTACK TYPE** ✪
"Description"
- **ATTACK PROPERTIES -** effect
✨**EX: EX ATTACK NAME (POWER COST #)**✨
"Description"
- **EX ADDED PROPERTIES** - effect

POWER

In the heat of battle, characters tap into their **POWER INNER (POWER)** to perform **EXTENSION TECHNIQUES (EX)** special versions of their basic ATTACKS. At the START of COMBAT PCs gain **POWER** equal to the number of **VICTORY POINTS +1**.

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 - If your previous action was a successful HIT vs the DEFENDER, this attack gains [X] additional properties.

MOMENTUM - If you HOPPED or DASHED this turn, this attack gains [X] additional properties.

MULTI-HIT [X] - On a HIT to roll X DAMAGE DICE, applying each instance Damage rolled separately.

LONG START UP - This attack take 2 ACTIONS to PERFORM

EXTENDED STRIKE - This attack has a **RANGE of [X]**

PROJECTILE - This attack has a **RANGE of [X]**

LEAPING - HOP, for free, before executing this attack, but on a MISS you gain 1 **STUN**

RUSH - You DASH before making this ATTACK.

DISORIENTATE - You can **SPEND 1 STUN** On HIT to apply **IMPAIRED**

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

GUARD CRUSH - You can **SPEND 1 STUN** to apply **GUARD BREAK**

COMMAND GRAB - GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN** unless you spend 1 STUN on the target.

SENT-FLYING - the target is **PUSHED-BACK** equal to the damage taken.

HOMING ATTACK - This attack IS **UNDODGEABLE**

BATTLE STATES

IMARED - You cannot SPEND EDGE or STUN TOKENS and all your SKILL RANKS treated as 1 LOWER and your ATTACK ACCURACY is UNWIELDY 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 until you take Damage.

WIDE OPEN - ATTACKERS gain [1d6] BONUS DICE and CLEAN HIT 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 [1d6] 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/traded in 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

This token can only be spent by the holder for positive effects. All FIGHTERS can spend any amount of EDGE to apply any of following effects:

PUSH YOUR LUCK
On a MISS or failed COUNTERATTACK ROLL, SPEND 1 EDGE to reroll a die result you rolled.

ARMOR THROUGH
SPEND 1 EDGE (minimum) to reduce any forceful movement and Damage dealt to you by the # of EDGE SPENT.

QUICK REACTION
SPEND 1 EDGE (minimum) when you DODGE to increase a die roll result by the # of EDGE spend up to the maximum of that die.

STUN

This token can only be spent by the ATTACKER for negative effects against the DEFENDER holding it. All ATTACKERS can spend or "cash in" any amount STUN to apply any of following effects on the opponent holding them:

PRESSURE OPPONENT
On a HIT, SPEND 1 STUN (minimum) the opponent has to apply PUSH-BACK equal to the # of STUN.

EXPLOIT OPENING
On a HIT, SPEND 1 STUN to roll CLEAN HIT for this attack.

RECOVER ACTION
ON a MISS or if the opponent GUARDS a NON-AREA, SPEND 1 STUN to recover the SPENT action used on the attack. This cannot be applied for attacks that cost 0 actions.

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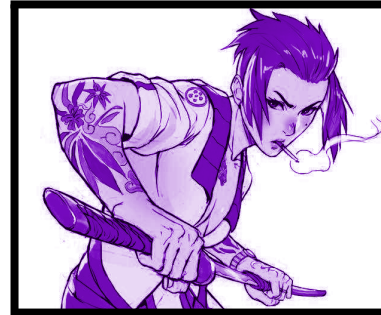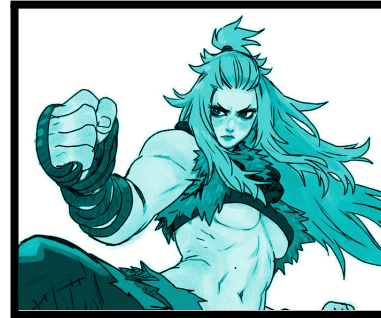
Esper: Utilizing psychic abilities, tossing opponeents around like toys or attacks with disorienting bursts of power that reshape the fight.

Fierce Striker: Unleashing rapid strikes, pushing back opponents and punishing enemies with a strong counter attack and quickly overwhelming them.
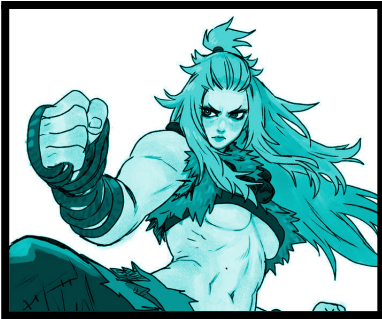
Jupiter Guardian: manipulates gravity to pull enemies close, protect allies, and unleash devastating strikes, while also enhancing his own durability and mobility.

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

HP 10	
SPEED	D (1d4)
TOUGHNESS	B (1d8)
BATTLE IQ	C (1d6)
INNER POWER	E (1)

HARDENED BODY
When you GUARD and take no DAMAGE apply 1 STUN TOKEN to the ATTACKER, if ADJACENT.

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

RAGE POWER
1/TURN, When you take Damage gain 1 POWER

REALLY TOUGH
When you choose to KEEP GOING roll your TOUGHNESS SKILL set you HP to that amount instead of 1

✪ WICKED PUNCH: LIGHT STRONG ATTACK ✪
- **DISORIENTATE - SPEND 1 STUN** On HIT to apply **IMPAIRED**

✨ EX: SURPRISE HEADBUTT (POWER 1)✨
- **STUN COUNTER** - You can only use this for a COUNTER ATTACK, on HIT apply **1 STUN**.

✪ CRUSHING GRAB: MEDIUM UNWIELDY ATTACK ✪
- **COMMAND GRAB - GRAPPLE** the DEFENDER, On a MISS you are **WIDE OPEN** unless you spend 1 STUN on the target.

✨ EX: CYCLONE SWING (POWER 1) ✨
- **SHIFTING STRIKE -** when you land this attack you can move to an open space adjacent to the DEFENDER before forcefully moving them.

✪ BRUTAL STRIKE: HEAVY STRONG ATTACK ✪
- **REVERSE BEAT -** ON HIT, You can SPEND 1 EDGE to use a LIGHTER ATTACK for 0 ACTIONS, (HEAVY into MEDIUM or MEDIUM into LIGHT)

✨ EX: DRAGON SLAYER (POWER 2) ✨
- **OVERWHELM -** This ATTACK is **UNCOUNTERABLE**

CLOUD-STEP DANCER

HP 10	
SPEED	C (1d6)
TOUGHNESS	D (1d4)
BATTLE IQ	C (1d6)
INNER POWER	D (1d4)

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 1 EDGE to have your LIGHT MARTIAL ARTS become an AREA SPIN ATTACK.

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

BAIT AND SWITCH
If you **WAITED** this ROUND, swap places with a PC in RANGE [SPEED VALUE]. ROLL your BATTLE IQ vs the SPEED any enemy ADJACENT to or your ally and if you ROLL HIGHER apply 1 STUN to them.

✪ **SWALLOW KICK: LIGHT STRONG ATTACK** ✪
- **LEAPING -** HOP, for free, before executing this attack, but on a MISS you gain 1 **STUN**.

✨ **EX: TWIN SWALLOW KICK (POWER 1)**✨
- **DOUBLE IMPACT** - the attack gains **MULTI-HIT 2 and PUSH-BACK 2**

✪ **AXE KICK: MEDIUM STRONG ATTACK** ✪
- **STAGGERING BLOW -** You can **SPEND 1 STUN** on HIT to apply **STAGGERED**

✨ **EX: GREATAXE KICK (POWER 2)**✨
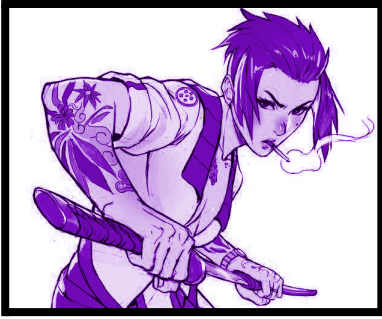- **HARD KNOCKDOWN -** On HIT the DEFENDER is **KNOCKED-DOWN**

✪ **STEP KICK: LIGHT PRECISE** ✪
- **ADVANCING/RETREATING -** Move 1 space towards the DEFENDER before or move 1 space away after, making this attack.

✨ **EX: JETE (POWER 1)**✨
- **MOMENTUM** - If you HOPPED or DASHED this turn, this attack gains **[SPEED SKILL] BONUS DICE**

DUELIST

HP 10	
SPEED	C (1d6)
TOUGHNESS	E (1)
BATTLE IQ	C (1d6)
INNER POWER	C (1d6)

⌛DUALIST CHALLENGE
WAIT ABILITY - choose 1 ENEMY you can see and hear you, roll your BATTLE IQ SKILL vs their BATTLE IQ SKILL if your roll is HIGHER, they are **TAUNTED.** If they are ADJACENT you gain 1 POWER as well.

NIMBLE FOOTWORK
When a DEFENDER DODGES your attack you can SPEND 1 EDGE to DASH.

COMBAT ROLL
When you successfully **DODGE** you can MOVE 1 spaces closer to the attacker, or IF the are ADJACENT, move to any free adjacent space if they are already adjacent and Gain +1 EDGE.

BATTLE TEMPO
You can SPEND 1 EDGE, to have an ALLY move up to a # of space equal to you BATTLE IQ VALUE.

✪ PIERCING LOUNGE: LIGHT STRONG ATTACK ✪
- **EXTENDED STRIKE -** This attack has a **RANGE of 1-2**
- **RETREATING -** Move 1 space away after, making this attack

✨ EX: DEAD ANGLE (POWER 1)✨
- **MOMENTUM** - If you DASHED or HOPPED this TURN,this attack becomes **UNGUARDABLE**

✪ DRAWING SLASH: HEAVY PRECISE ATTACK ✪
- **LONG START UP -** This attack take 2 ACTIONS to PERFORM

✨ EX: CUT THEM DOWN (POWER 2)✨
- **OUTMATCH** - This attack gains **[BATTLE IQ SKILL] BONUS DICE** to your roll.

✪ BLADE WIND: LIGHT STRONG ATTACK ✪
- **PROJECTILE -** This attack has a **RANGE of 2-4**

✨ EX: AIR REND (POWER 3)✨
- **MULTI-HIT [2] -** On a HIT to roll 2 DAMAGE DICE, applying each instance Damage rolled separately.
- **HOMING ATTACK** - This attack IS **UNDODGEABLE**

ESPER

HP 10	
SPEED	C (1d6)
TOUGHNESS	E (1)
BATTLE IQ	D (1dD)
INNER POWER	B (1d8)

⌛TELEKINESIS
WAIT ABILITY - Choose FIGHTER in LoS and ROll your INNER POWER vs their TOUGHNESS or INNER POWER. If you roll 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.

⌛BARRIER
WAIT ABILITY - When you GUARD you use your INNER POWER SKILL instead of your TOUGHNESS SKILL and the ATTACKER is PUSHED-BACK 1, if they are ADJACENT. 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, For every Enemy FIGHTERS with RANGE 3 ROLL your INNER POWER SKILL on a 4+ gain 1 EDGE and on a 6+ you gain 1 POWER in addition

✪ FLASH ORB: LIGHT STRONG ATTACK ✪
- **GUARD CRUSH** - You can **SPEND 1 STUN** to apply **GUARD BREAK**

✨ EX: DOUBLE FLASH (POWER 1)✨
- **MULTI-HIT [2]** - On a HIT to roll 2 DAMAGE DICE, applying each instance Damage rolled separately.

✪ EXPLOSION: MEDIUM UNWIELDY ATTACK ✪
- **PROJECTILE** - This attack has a **RANGE of 2-4**

✨ EX: BIG BLAST (POWER 3)✨
- **BLAST SMALL** - Targets all enemies in a 2 by 2 area, up to # indicated Range.
- **SURGE** - You can **SPEND 1 EDGE** to increase the AREA to a **BLAST LARGE (3X3)**

✪ POWER PUNCH: HEAVY UNWIELDY ATTACK ✪
- **SENT-FLYING** - the target is **PUSHED-BACK** equal to the damage taken
- **EXTENDED STRIKE** - This attack has a **RANGE of 1-4**

✨ EX: BLAST WAVE (POWER 2)✨
- **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

FIERCE STRIKER

HP 10	
SPEED	C (1d6)
TOUGHNESS	C (1d6)
BATTLE IQ	C (1d6)
INNER POWER	E (1)

⏳GET AMPED UP
WAIT ABILITY - Gain 1 POWER and On your next TURN you gain +1 ACTION.

RELENTLESS COMBO
You can SPEND 1 EDGE after using an 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 attacks on the same enemy apply +1 STUN.

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

✪ TIGER STRIKE: MEDIUM STRONG ✪
- **SHOVE** - The DEFENDER is **PUSHED-BACK 1**

✨ EX: TIGER SHOT (POWER 1) ✨
- **PROJECTILE** - This attack has a **RANGE of 2-3**

✪ SWIFT UPPERCUT: MEDIUM STRONG ATTACK ✪
- **FOLLOW-UP** - If your previous action was a successful HIT vs the DEFENDER, on HIT they are **STAGGERED.**

✨ EX: FANG UPPERCUT (POWER 1) ✨
- **SENT-FLYING** - the target is **PUSHED-BACK** equal to the damage taken
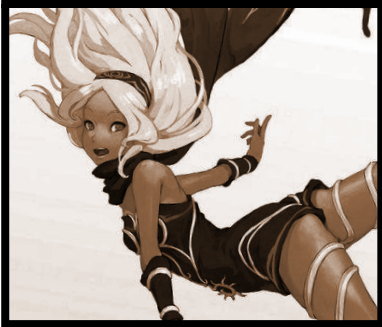
✪ RAPID TAKEDOWN: LIGHT UNWIELDY ATTACK ✪
- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN** unless you spend 1 STUN on the target.

✨ EX: BLITZ GRAPPLE (POWER 1) ✨
- **FOLLOW-UP** - If your previous action was a successful HIT vs the DEFENDER, this attack gains **[SPEED SKILL] BONUS DICE**

STAR GUARDIAN

HP 10	
SPEED	E (1)
TOUGHNESS	C (1d6)
BATTLE IQ	C (1d6)
INNER POWER	C (1d6)

⏳ STAR SAINT STANCE
WAIT ABILITY - This ROUND, Enemies within 3 spaces must roll there TOUGHNESS vs your INNER POWER to move more than 1 SPACE. If you COUNTER ATTACK or DODGE you lose this EFFECT.

⏳ FLOAT
WAIT ABILITY - you gain 1 EDGE and immediately HOP, using your INNER POWER SKILL. Adjacent allies can also choose to HOP using your INNER POWER SKILL.

INTERCEPT AND REDIRECT
When an ally is targeted by an attack and could also be a valid target, you can SPEND 1 EDGE to GUARD and redirect the attack to you instead of your ally

INDOMITABLE GUARD
When you GUARD, if you do not take any DAMAGE you you GAIN 1 POWER and ignore any FORCEFUL MOVEMENT and KNOCKDOWN

✪ THUNDERING KICK: HEAVY STRONG ATTACK ✪
- **LONG START UP -** This attack take 2 ACTIONS to PERFORM

✨ EX: CYCLONE ROUNDHOUSE (POWER 2) ✨
- **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 STRONG ATTACK ✪
- **EXTENDED STRIKE -** This attack has a **RANGE of 1-3**
- **PULL IN -** On HIT the DEFENDER is PULLED adjacent to you

✨ EX: BLACK HOLE PUNCH (POWER 1) ✨
- **SURGE -** increase the RANGE of this attack by your MYSTIC ARTS SKILL VALUE

✪ SMASH: MEDIUM UNWIELDY ATTACK ✪
- **SENT-FLYING -** the target is **PUSHED-BACK** equal to *the damage taken*

✨ EX: SHINING SMASHER (POWER 1) ✨
- **EMPOWERED -** this attack gains **[INNER POWER SKILL] BONUS DICE**

POWERHOUSE

SPEED	C (1d6)
TOUGHNESS	C (1d6)
BATTLE IQ	E (1)
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 DASH you can move through an OPPONENT'S space to an unoccupied space on the opposite side. Roll your TOUGHNESS vs there TOUGHNESS or BATTLE IQ, if you roll higher they gain 1 STUN.

ON THE ROPES
When you WALL SPLAT or COLLIDE an enemy through your FORCEFUL MOVEMENT deal 1 DAMAGE to them.

IS THAT ALL YOU GOT
When you take MAX damage the ATTACKER becomes TAUNTED and you gain 1 EDGE and 1 POWER.

✪ **ADVANCING KNEE: MEDIUM STRONG ATTACK** ✪
- **ADVANCING** - Move 1 towards the DEFENDER before making this attack.

✨ **EX: DROP KICK (POWER 1)** ✨
- **RUSH** - You DASH before making this ATTACK.

✪ **CHEST CHOP: MEDIUM MARTIAL STRONG ATTACK** ✪
- **STAGGERING BLOW** - You can **SPEND 1 STUN** to apply **STAGGERED**

✨ **EX: SHOULDER CHECK (POWER 1)** ✨
- **SENT-FLYING** - the target is **PUSHED-BACK** equal to the damage taken

✪ **CLOSELINE RUSH: HEAVY UNWIELDY ATTACK** ✪
- **RUSH** - You DASH before making this ATTACK.

✨ **EX: RUNNING POWER BOMB (POWER 2)** ✨
- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN** unless you spend 1 STUN on the target.

STREET BRAWLER

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

HP 10

UNDERDOG SPIRIT
While you have 5 or lower HP, you take 1 less DAMAGE when you GUARD and DEAL +1 DAMAGE.

GRIT YOUR TEETH
If you would be **KNOCKED-OUT (KO)** from an attack, roll your TOUGHNESS SKILL, if it's greater than the damage received you are not and you remain at 1 HP and gain 1 POWER.

⏳CRACK YOUR KNUCKLES
WAIT ABILITY - Gain 2 EDGE

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

✪ KNUCKLE DUSTER: MEDIUM STRONG ATTACK ✪
- **FOLLOW-UP -** If your previous action was a successful HIT vs the DEFENDER, Apply +1 STUN.

✨ EX: HIGH IMPACT HAYMAKER (POWER 1) ✨
- **SENT-FLYING -** the target is **PUSHED-BACK** equal to *the damage taken*

✪ HOOK PUNCH: LIGHT STRONG ATTACK ✪
- **ADVANCING -** Move 1 towards the DEFENDER before making this attack.

✨ EX: HEAT SEEKER (POWER 1) ✨
- **HOMING ATTACK -** This attack IS **UNDODGEABLE**

✪ LASH KICK: MEDIUM STRONG ATTACK ✪
- **ADVANTAGE ON BLOCK -** if the DEFENDER GUARDS this attack you 1 EDGE.

✨ EX: DRAGOON DIVEKICK (POWER 1) ✨
- **LEAPING -** HOP, for free, before executing this attack, but on a MISS you gain 1 **STUN**.

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 **a RANK 3 trait, a RANK 2 trait** and **a RANK 1 trait.**

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

Example: A character with **Guile RANK 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 no dice is 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 use an **ADVANTAGE** provided by the GM 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. PCs can mark off dice dice from up to 2 traits for this ROLL

- 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. On a SUCCESS GM can award 1 **VICTORY POINT** to participating PCs

RISKY - when an approach is deemed RISKY by the GM. The Player requires 2 Results to be applied instead of 1. On a SUCCESS your Gamble pays off and GM can award an **ADVANTAGE.**

VICTORY POINTS

Victory Points can be spent to add 1 Die back into one of your traits. Players gain VP from completing a Combat or SUCCEEDING in on a **CHALLENGE ROLL**

SUCCESS AT A COST

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

OUTMANEUVERED - Start the next fight with **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

EXAMPLE CUTSCENE:

Daring on the Table

GM: "The warehouse district stretches before you, and building number seven stands out with smoke billowing from its windows. Through the glass, you can see the orange glow of flames spreading inside."

Marcus's Player: "Shit that's the building with the ledger. Can I spot anything that would let me know where in the building it might be?"

GM: "Give an INTUITION or EXPERTISE ROLL your pick.."

Marcus's Player: "OK, I have 1d6 and 1d4 in my pool for INTUITION so I will go with that (Rolls die), I got a 4"

GM: "From your vantage point, you catch a glimpse through a broken second-story window. There's a metal safe on the far side of what looks like a catwalk. The smoke's getting thicker by the second though."

Ryoko's Player: "Oh, this is perfect. Ryoko will turn to the rest of the team with that classic smirk of hers."
Marcus's Player: "Marcus is already shaking his head. He knows that look."

Ryoko's Player: "Ryoko clenches her fist and says: 'That ledger is our only shot at exposing the syndicate. I'm going in.'"

GM: "The flames are getting worse. What's your approach?"

Ryoko's Player: "Is there anything around the building I could use for a dramatic entrance?"

GM: "Well, there's a loading crane next to the building with some heavy chains hanging from it..."

Ryoko's Player: "Perfect! Ryoko cracks her neck: 'Sometimes the front door is wherever you decide it is.'"

Marcus's Player: "Marcus is just standing there pinching the bridge of his nose, 'Every time with this one... every single time...'"

GM: "So you're going for the crane?"

Ryoko's Player: "Absolutely. Ryoko sprints toward that crane, she's going to parkour up its base and use those chains to swing right through that broken window."

GM: "Sounds like a DARING ROLL"

Ryoko's Player: "Ok! Since it's the first time I am using my DAIRING for this cutscene I have 1d8 in my pool so I will roll a 1d8 and get a 5!"

GM: "Oh Nice, success! As you make your approach, the flames cast your shadow dramatically against the warehouse wall. As you land near the safe. Now it's just a matter of getting it open.."

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 NPCS have access to the following attacks And movement actions.

✪ BASIC STRIKE: LIGHT STRONG ATTACK
"A quick jab aimed to test your defenses."

✪ FIERCE STRIKE: MEDIUM STRONG ATTACK
"They step in with a heavy blow, trying to drive you back."

✪ HEAVY FIERCE STRIKE: HEAVY UNWIELDY ATTACK
"The air shifts as they put their full weight behind a devastating strike."

RUN
Move up to your 2X SPEED VALUE

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

HOP
Move half your SPEED VALUE, rounding up, ignoring elevation and FIGHTERS (Triggers MOMENTUM)

TENTION

Tension builds throughout the combat as the battle progresses, allowing NPCs (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's HP BAR reaching 0
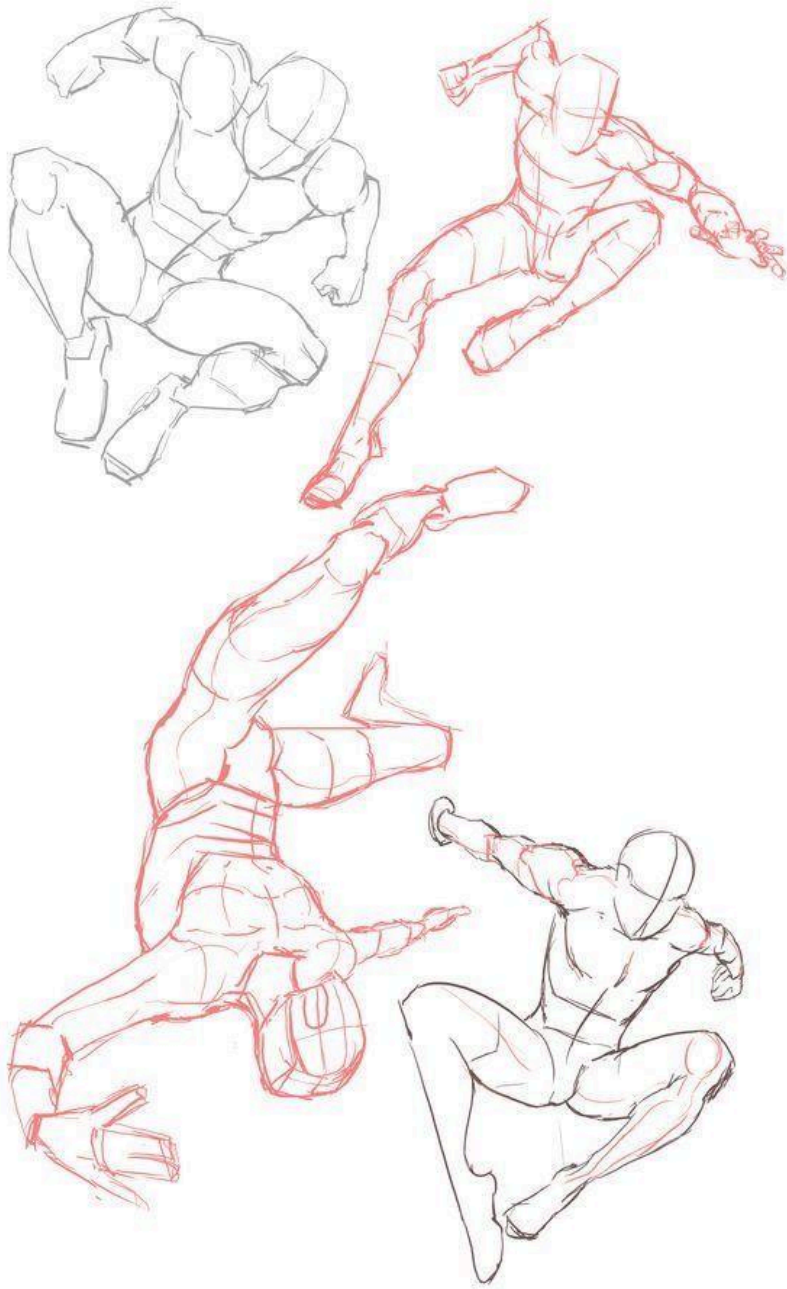
GENERIC FIGHTER

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

- They have **6 HP**
- COMBAT SKILLS are **D (1d4) RANK**
- Choose an option below:

GUARDS - SPACES ADJACENT to the NPC cost 1 extra movement to move through.

RAIDERS - ATTACKS have: **ADVANCING -** Move 1 towards the DEFENDER before making this attack and

BRUISERS - ATTACKS have: **SHOVE** - ON hit PUSHED-BACK 1.

ZONERS - ATTACKS have: **PROJECTILE -** This attack has a **RANGE of 2-4**

SKIRMISHER - ATTACKS have: **SHIFTING STRIKE -** when you land this attack you can move to an open space adjacent to the DEFENDER before forcefully moving them.

GRAPPLER - ATTACKS become **UNWHILDLY** have: **COMMAND GRAB -** GRAPPLE the DEFENDER, On a MISS you are **WIDE OPEN** unless you spend 1 STUN on the target.

CHALLENGERS

Challengers are simplified versions of PCs. They can get BATTER or BRUISED and make **KNOCKED OUT (KO) Roll**s.

- They have **10 HP**
- COMBAT SKILLS are base, **D (1d4) RANK**
- **Increase a SKILL by to C RANK**
- **Choose 1 ATTACK and 1 ABILITY from any Player FIGHTER**. Once per Combat when the TENSION increases:
  - A WAIT ABILITY can TRIGGER its effect.
  - EX ATTACK version of the selected ATTACK.

(Only 1 NPC Challenger can gain this effect at a time)

BOSSES

Bosses function like PCs, but use 3 actions on their turn instead of 2. They can get BATTER or BRUISED and make **KNOCKED OUT (KO) Roll**s.

- They have **20 HP**
- COMBAT SKILLS are base **C (1d4) RANK**
- **Increase a SKILL by to B RANK**
- **Choose a STAT BLOCK**

SUPER BOSSES

Super Bosses are tougher opponents that function like bosses, but take 2 TURNS in a ROUND. They can get BATTER or BRUISED and make **KNOCKED OUT (KO) Roll**s.

- They have **20 HP**
- COMBAT SKILLS are base **C (1d4) RANK**
- **Increase a SKILL by to B RANK and another to A RANK**
- **Choose a STAT BLOCK**
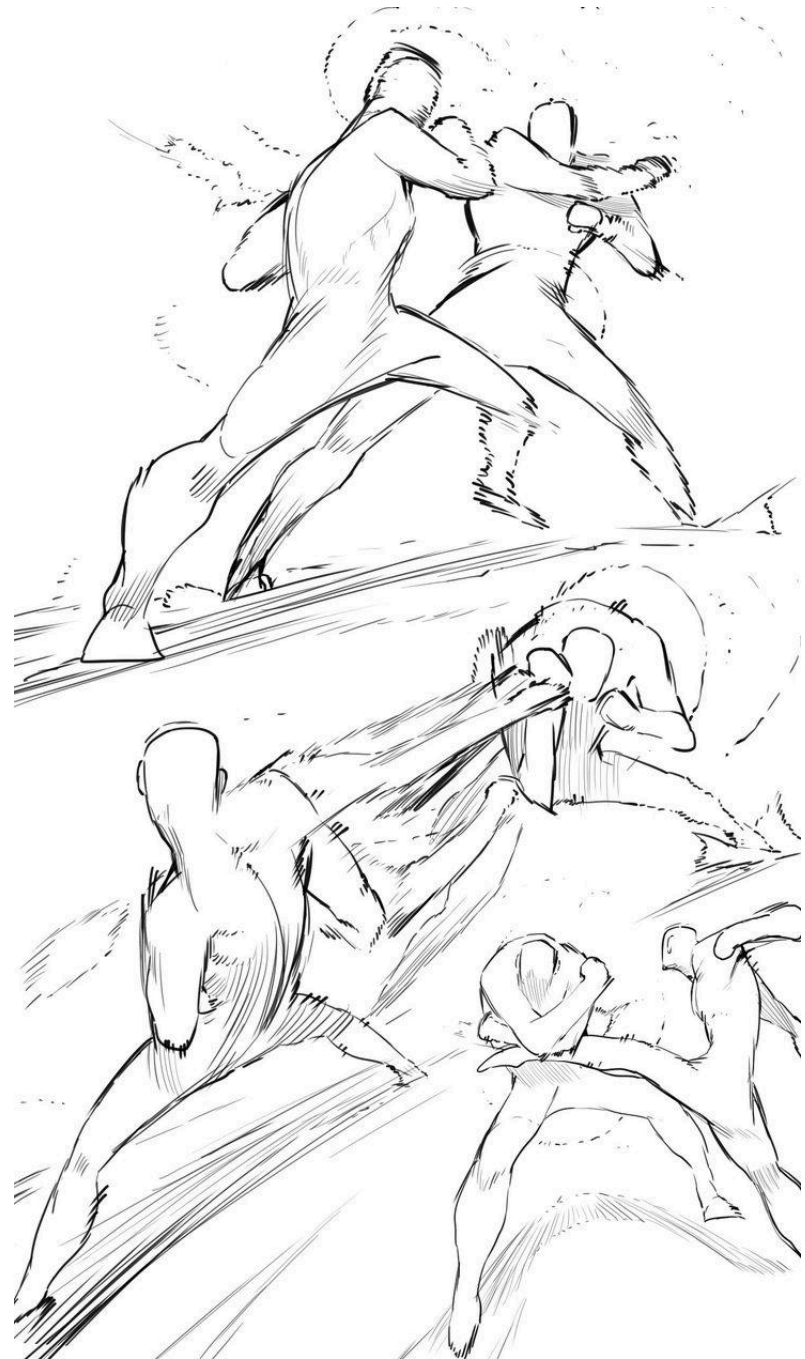
THE WARLORD

TYRANT'S INSULT
When the TENSION increases, choose a FIGHTER in LoS. Roll your BATTLE IQ vs there BATTLE IQ and you are your roll is HIGHER they are **TAUNTED** and gain 1 **STUN.**

SUPREME COMMANDER
Ally NPCs can spend 1 EDGE to use your BATTLE IQ SKILL or FORCE a PC to use there BATTLE IQ SKILL instead of listed SKILL for a ROLL

TENSION 3+ - Rising Threat
- 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
- Get In Here and Fight Cowards! - The Warlord sends in additional forces = to there BATTLE IQ SKILL VALUE

TENSION 9+ - Final Stand
- Get Out of My Way! - all GENERIC FIGHTERS retreat from the battlefield and the Warlord gains EDGE and regains lost HP per FIGHTER that retreated.

VAULT KICK: LIGHT PRECISE ATTACK
- **LEAPING** - HOP before executing this attack, but on a MISS you gain 1 STUN

COMMANDING SHOT: MEDIUM STRONG ATTACK
- **PROJECTILE** - This attack has a **RANGE of 2-4**
- **BARK ORDER** - On HIT You can have an ALLY NPC within LoS to DASH, HOP or make a BASIC ATTACK.

SWEEPING CRESCENT: HEAVY UNWIELDY ATTACK
- **MOMENTUM** - If you DASHED or HOP this TURN, this attack becomes **SLASH AREA**
- **SHOVE -** On Hit Target is **PUSHED-BACK 1**

ASURA GOD OF MARTIAL ARTIST

LIGHTNING BREAK
When the TENSION increases, choose a FIGHTER in LoS. Roll your INNER POWER vs there SPEED or INNER POWER (there choice) and if your roll is HIGHER they gain a # of **STUN** based on the difference.

DEFLECTING COUNTER
On a successful COUNTER ATTACK the ATTACKER it PUSHED-BACK 1 and apply 1 STUN.

TENSION 3+ - Rising Threat
- THUNDERCLAP BLAST TECHNIQUE - attacks gain: SHOVE - On Hit Target is **PUSHED-BACK 1**

TENSION 6+ - Boiling Point
- DESTROYER GALE TECHNIQUE - attacks gain: **EXTENDED STRIKE** - This attack has a **RANGE of 1-3**

TENSION 9+ - Final Stand
- KILLING LIFE RAVE - All you attacks become PRECISE ATTACK.

✪ FANG ROUNDHOUSE KICK: LIGHT STRONG ATTACK
- **ADVANCING -** Move 1 towards the DEFENDER before making this attack.
- **GUARD CRUSH** - SPEND 1 STUN on hit to APPLY GUARD BREAK

✪ DEVA SMASHER: MEDIUM STRONG ATTACK
- **ADVANCING -** Move 1 towards the DEFENDER before making this attack.
- **STAGGERING BLOW -** You can **SPEND 1 STUN** on HIT to apply **STAGGERED**

✪ FIRESTORM FIST: HEAVY STRONG ATTACK

- **BURNING ATTACK** - Apply 1 STUN on HIT, this attack is **UNGUARDABLE.**

✪ THUNDERCRASH FIST: HEAVY STRONG ATTACK

- **SHOCKING ATTACK** - APPLY 1 STUN and this attack is **UNDODGEABLE.**