

PROJECT VERSUS TTRPG

PLAYTEST 1.5

A fighting game-inspired tabletop RPG that focuses on quick, creative combat decisions. Fighters unleash powerful moves, and are rewarded for taking risks and making big swings in the heat of battle.

This playtest includes basic rules, along with pre-generated PCs, NPCs and a jumpstart story mode session (TBD) to get you started. 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 get started on the opening adventure.

I hope you enjoy playing!

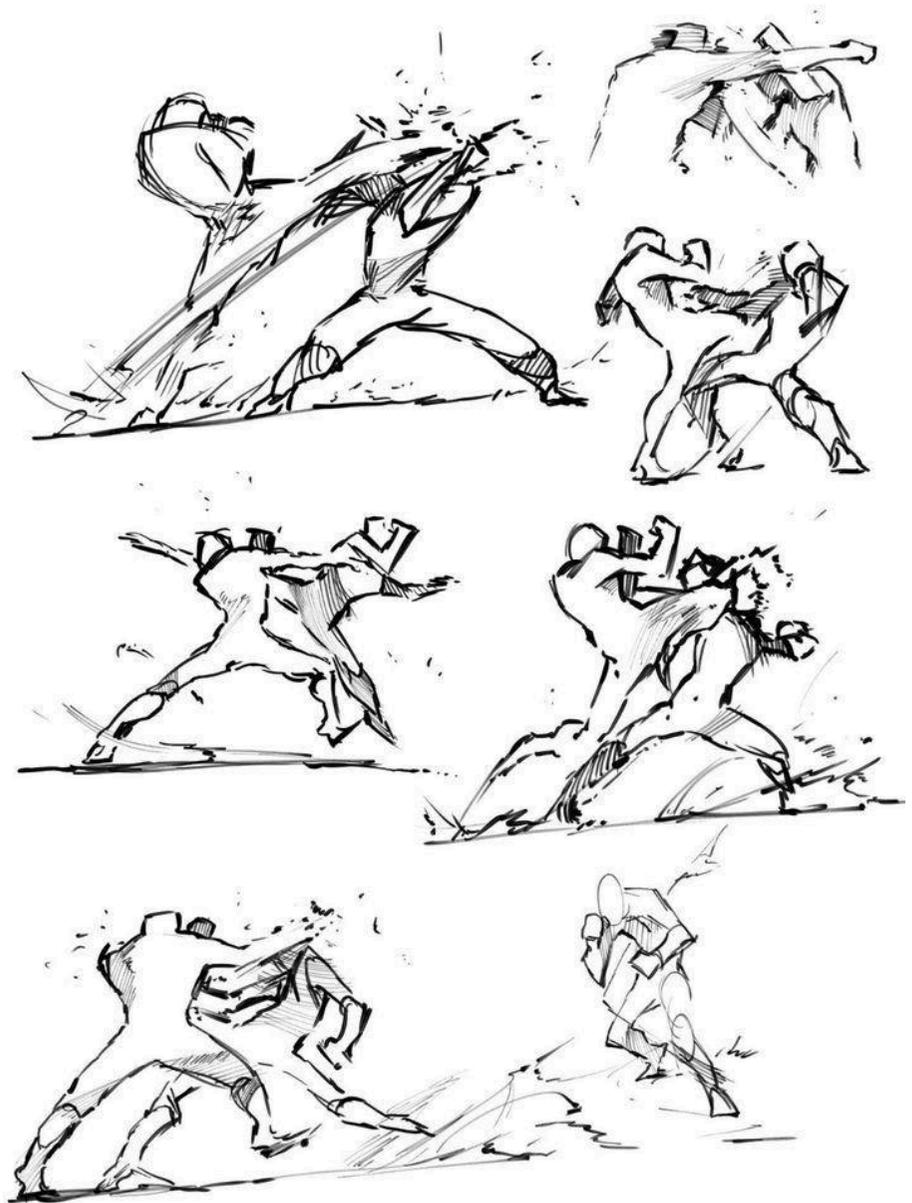


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CORE COMBAT SYSTEM

COMBAT SKILLS / DICE RANK

Dice rank determines the die size used for actions, influencing success chances. Higher RANKs use larger dice. RANK VALUE is half it;s die's sides (min 1).

| <u>RANK</u> | <u>VALUE</u> | <u>DICE</u> |
|-------------|--------------|-------------|
| A | 5 | 1d10 |
| B | 4 | 1d8 |
| C | 3 | 1d6 |
| D | 2 | 1d4 |
| E | 1 | 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 and is used for Dodges and movement

TOUGHNESS

How tough and durable character is for guardian and toughing out

BATTLE IQ

How observant and quick thinking character is

INNER POWER

A fighter's ability to channel mystic/supernatural abilities

[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)

COMBAT START

PCs and NPC FIGHTERS alternate taking TURNS until all FIGHTERS take their turn. On their turn FIGHTERS into position and making attacks or activating abilities.

WAIT

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

CATCH YOUR BREATH

WAIT ABILITY - Choose 2 different options: Clear a BATTLE STATE affecting you, Remove 1 STAGGER TOKEN or Regain 2 HP. until the Start of your next turn: when you DEFEND you cannot COUNTER ATTACK

READY AN ATTACK

WAIT ABILITY - you declare an attack and until the start of your next turn you can use it if an enemy moves within range or ends their turn in range of the declared attack. Until the Start of your next turn: when you DEFEND, you can only GUARD.

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. until the Start of your next turn: when you DEFEND you cannot DODGE.

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

JUMP: Roll your SPEED and move up to that about ignoring elevation, Terrain and FIGHTERS (Triggers MOMENTUM)

ATTACK

Use a known ATTACK or make a ⚔ **BASIC STRIKE: LIGHT ATTACK** ⚔, with no additional effects.

⚔ **BASIC STRIKE: LIGHT ATTACK** ⚔

"A quick jab or kick."

POWER

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

HOW TO ATTACK

Roll [2d6]

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 [2d6] 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 DASH or JUMP. 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] + BATTLE IQ 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 choose to apply 1 STAGGER 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 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 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. (Alternatively this could just be you needing serious medical attention)

CLEAN HIT

You Roll an extra Damage die 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 STAGGER to FIGHTER taking the DAMAGE

or

You gain 1 EDGE.

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.



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

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 **WIDE OPEN**.

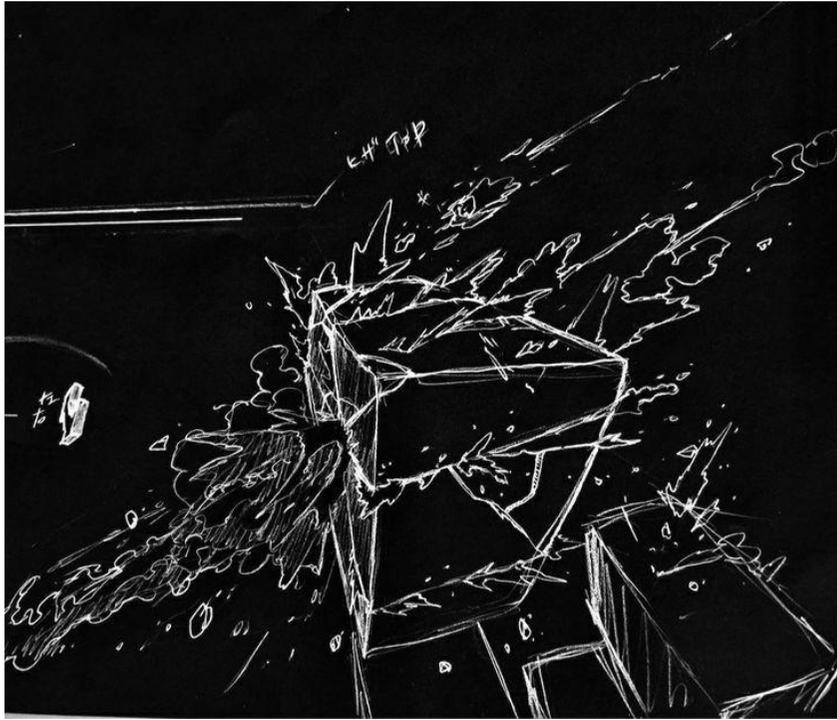
COLLIDE / COLLISION

FIGHTER INTO FIGHTER

When any FIGHTER is **FORCEFULLY MOVED** into a space of another FIGHTER they **COLLIDE**. This ends the **FORCEFULLY MOVED FIGHTER'S** movement and they are **WIDE OPEN** in a free adjacent space of their choice. The other FIGHTER that was **COLLIDED INTO** gains 1 **STAGGER**.

FIGHTER INTO ENVIRONMENT

When an FIGHTER is **FORCEFULLY MOVED** into an OBJECT, WALL or TERRAIN they gain either **STUNNED**, **OFF BALANCED** or **GUARD BREAK**, ATTACKER'S CHOICE. This ends **FORCEFULLY MOVEMENT**.



TERRAIN

Terrain can have any combination the following effects:

- **ROUGH:** Moving through this TERRAIN cost 1 extra space of movement.
- **DAMAGING:** Moving through, 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 is FORCEFULLY MOVED in this TERRAIN it is destroyed and is removed from the battlefield and replaced with debris if applicable.

ATTACKS

Attacks target adjacent enemies you can see unless an ATTACK'S PROPERTIES says otherwise. 🎯 **NORMAL ATTACKS** only costs actions to perform, you can pay this listed **POWER [X]** to perform the powered up ✨ **EX** version of the attack, add additional properties. **POWER** is spent before any rolls are made. You can only use a specific ATTACK once per turn with the exception of 🎯 **BASIC STRIKE**.

BATTLE STATES

At the end of your turn all battle states are converted to Stagger.

TAUNTED - You must **Take Action** and **CANNOT WAIT** on your next turn and must attack or move as close as possible to the enemy that **TAUNTED**.

WIDE OPEN - **ATTACKERS** gain **PRECISE ATTACK** and **CLEAN HIT** on the next **ATTACK** or **COUNTERATTACK** against you (Remove after).

OFF BALANCED - you can't **DODGE** the next attack against you (Remove after).

GUARD BREAK - You cannot **GUARD** the next attack against you (Remove after).

STUNNED - You can't **COUNTERATTACK** the next attack against you (Remove after).

ATTACK PROPERTIES

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

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

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

EXTENDED STRIKE - This attack has a **RANGE of [1 - 2]**

PROJECTILE - This attack has a **RANGE of [2 - 4]**

AREA ATTACKS - This attack Targets all fighter's in a 2 by 2 or 3 by 3 and cannot be **COUNTERED**. This area is adjacent to the user or up to # indicated Range.

AIR OK - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 **STAGGER**

DASH OK - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 **EDGE**

DISORIENTATE - You can **SPEND 1 STAGGER** On HIT to apply **STUNNED**

OFF BALANCING BLOW - You can **SPEND 1 STAGGER** on HIT to apply **OFF BALANCED**

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

COMMAND GRAB - **GRAPPLE** the DEFENDER, on a MISS you gain 2 **STAGGER**.

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

HOMING ATTACK - This attack IS **UNDODGEABLE**

FOLLOW-UP - ON HIT, use a **LIGHT ATTACK** for 0 ACTIONS.

PRECISE ATTACK - Attack rolls with 2d8 instead of 2d6

RETREATING - Move 1 space away after, making this attack

PUNISH COUNTER - ON COUNTER ATTACK Gain **BONUS DICE [TOUGHNESS]**.

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

ADVANTAGE ON BLOCK - if the DEFENDER GUARDS this attack you gain 1 **EDGE**.

HARD KNOCKDOWN - On HIT the DEFENDER is **WIDE OPEN**

SHOUT ORDER - On HIT You can have an ALLY within LoS to DASH, JUMP or gain 1 **EDGE**.

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

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

EMPOWERED - this attack gains [INNER POWER SKILL] **BONUS DICE**

OUTMATCH - This attack gains [BATTLE IQ SKILL] **BONUS DICE** to your roll.

TERRAIN BREAKER - This attack makes all **TERRAIN** in the area **BREAKABLE**.

TOKENS

EDGE/STAGGER 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 STAGGER 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.

STAGGER

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 STAGGER to apply any of following effects on the opponent holding them:

PRESSURE OPPONENT

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

EXPLOIT OPENING

On a HIT, SPEND 1 STAGGER to roll CLEAN HIT for this attack.

RECOVER ACTION

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



STORY MODE / NARRATIVE PLAY

Story Mode (or Narrative Play) is how your game's narrative unfolds. The GM guides the story through A **STORY ARC** made of narrative beats, blending **Combats** and **Cutscenes** to mimic a movie's flow, the arcs of a TV Show or a fighting game story mode. You set the goals for your players, giving context to all challenges and fights coming their way.

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's prize money to rebuild the dojo."

CUTSCENES

Cutscenes are story beats focused on non-combat challenges. PCs use their **CHARACTER TRAITS** (not Combat Skills) to interact with the world and NPCs, progressing the story. The GM sets the scene, detailing its Risk, stakes, and difficulty. Note: that not all narrative play needs a roll, there must be some risk involved, otherwise just keep on roleplaying without the need of dice!

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 can suggest/determine what Trait would be applicable.
3. They Roll apply Success or failures and passes the lead to another player or GM moves to another Cutscene or start a Combat

NARRATIVE ROLLS

Roll [2d10] - Narrative Rolls are done using 2d10s and are checked based on the Difficulty of the CUTSCENE.

PCs roll to **Match or Exceed** the result to score a **success with a favorable outcome** and if they don't they **Succeed at a Cost** based on the GM's discretion.

Basic Scene (Target: 9)

- Your character needs to convince a notoriously lazy clerk to process urgent paperwork immediately.

Advanced Scene (Target: 12)

- You must quickly hotwire a vehicle under a time constraint, without drawing attention

Hard Scene (Target: 15)

- Your character must track a skilled operative through a crowded and chaotic environment.

Challenging Scene (Target: 18)

- You need to pilot a damaged vehicle through a perilous urban chase, weaving through collapsing infrastructure and enemy fire.

Heroic Scene (Target: 20)

- Your character needs to inspire a lifelong rival to set aside their deep-seated animosity and trust you with their life.

ROLL MODIFIERS

TRAITS - If a PC has at least 1 Trigger from the used trait they gain **+1 to the Narrative Roll**

TIGGERS - If the action they are taking matches a TRIGGER from the used trait PCs can elect to get a **+3 to the Narrative Roll** instead of +1, but they cannot use that Trigger until after a REST.

PRESSING AN ADVANTAGE - you can use an **ADVANTAGE** provided by the GM to gain **+1 to +3 on the Narrative Roll (GM's choice)**.

COMPLICATION - The GM increases the difficulty of the scene based on the actions taken in previous Cutscene or Combat.

ASSIST - PCs can assist the Lead character's narrative Roll, If present and logically able to help the lead character's actions giving **+1 to the Narrative Roll** (or **+3** if a Trigger is used). Only one PCs can assist per check and the GM decides if assistance is appropriate.

SUCCESS AT A COST

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

OUTMANEUVERED - Start the next fight with **3 STAGGER**

BAD KARMA - At any point during the a CUTSCENE the GM can Remove the Lowest ROLL from your result

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

GET REALLY HURT - MARK off BATTERED or BRUISED

HIT A SNAG - The GM adds a **COMPLICATION** to the following scene.

CAUGHT OFF GUARD - The NPC start the next fight with **3 EDGE**

LOSE THE INITIATIVE - On the first round Players only get 1 action.

VICTORY POINTS

Players gain VP from completing a **Combat or Succeeding in on a Challenge or Heroic Scene**

Victory Points can be spent to gain Reroll a Die on Narrative Roll.

CHARACTER TRAITS

Each PC has 5 core Traits and each Trait has 4 Triggers.

DARING

Bold, action-oriented problem-solving.

Leap into Danger: Directly confronting a physical threat or perilous situation head-on.

All or Nothing: Attempting something with a very low chance of success, relying on sheer audacity.

Sacrifice for Others: Putting oneself in harm's way to protect or aid someone else.

Stand Your Ground: Refusing to back down in the face of intimidation or overwhelming force.

INTUITION

Acting on instinct and reasoning.

Read the Room: Sensing the unspoken emotions or social dynamics of a situation.

Gut Feeling: Trusting an instinctual sense of right or wrong, or danger, without logical explanation.

Predict and Intervene: Anticipating an opponent's next move or a developing event based on subtle cues.

Spot the Lie: Discernment to recognize deceit or hidden agendas.

EXPERTISE

Applying skills and learned knowledge.

Recall Information: Remembering a specific piece of historical, magical, or scientific knowledge relevant to the situation.

Assess Weakness: Identifying the vulnerabilities of an enemy, structure, or system.

Craft a Solution: Quickly designing or improvising a practical tool or plan to overcome an obstacle.

Precision Execution: Performing a complex task with skill and accuracy, like disarming a trap or picking a lock.

GUILE

Using cunning and deception.

Weave a Lie: Constructing a believable falsehood to deceive or mislead others.

Feint and Misdirect: Creating a distraction or drawing attention away from the true objective.

Blend In: Moving unnoticed through a crowd or environment, appearing inconspicuous.

Slip Away: Escaping detection or pursuit through cleverness and evasion.

HEART

Connecting with others emotionally.

Inspire Hope: Lifting the spirits of allies and encouraging them to continue.

Offer Comfort: Providing emotional support or empathy to someone in distress.

Forge a Connection: Building rapport or finding common ground with an unfamiliar person.

Show Compassion: Demonstrating understanding and kindness, perhaps offering forgiveness or mercy.

THE STORY ARC

The STORY ARC is the combination of cutscenes and combats that make up Story Mode or Narrative play.

General guidelines: its made up typically 3 - 5 Combats with corresponding cutscenes with a Rest if the players are beat up too badly and a finale against a boss or super boss.

You can link a few Story Arcs together to form a longer running narrative as the players get stronger through the challenges they overcame and friends they made or lost on the way.

When an Arc concludes with the defeat of a Boss or super Boss. Players can choose to the following to update their character:

CHARACTER DEVELOPEMENT

- You Gain a new TRAIT TRIGGER and you increase a Combat Skill by 1.

EXPAND MOVESET

- You can add an ATTACK or ABILITY from any fighter's move list. You can have a MAX of 4 of each.

REFINE TECHNIQUE

- Add a below Attack Property to an EX version of an ATTACK, increasing the POWER cost by 1.

- AIR OK
- DASH OK
- DISORIENTATE
- OFF BALANCING BLOW
- GUARD CRUSH
- FOLLOW-UP
- RETREATING
- ADVANCING

REST

In between Narrative Beats, The player Fighter's can choose to take a REST to gain back some of their stamina and strength to continue. These are extended rests, and the GM can have plot in background progress as the PC's collect themselves as It could be a night or a few hours or a few days.

Regardless of activity you choose to participate in, your HP is refilled to its max.

RECUPERATE - you do nothing, but rest up.

- unmark BATTER or BRUISED.
- Another player can use their rest to further unmark both BATTER or BRUISED from another player.

COME UP WITH A PLAN - gain insight on future locations and enemies.

- Gain an Advantage based on the circumstance GM's Choice that you can use in the next Story Beat. This could asking for help, gaining supplies or additional information

TAKE A BREAK - Take some time to relax and unwind.

- Gain the "Well Rested" Advantage that you can use in the next Story Beat.
- If two or more players also **TAKE A BREAK** Gain the Bond "Player" Advantage that can be used on an **Assist**.

CUSTOM FIGHTERS

To help you jump right into your test game, we've prepared some **stock fighters** for you. You can choose any ready-to-play character from the **Fighter Select** section.

If you'd prefer to create a **custom character**, you can:

- Choose any two **Passive abilities** from any existing fighter.
- Choose any two **Attacks**.
- Assign your skills using the provided **Array**.
- Choose any 3 **Character Trait TRIGGERS**

SKILL ARRAY

| ARRAY # 1 | ARRAY # 2 | ARRAY #3 |
|-----------|-----------|----------|
| B (1d8) | C (1d6) | C (1d6) |
| C (1d6) | C (1d6) | C (1d6) |
| D (1d4) | D (1d4) | C (1d6) |
| E (1) | D (1d4) | E (1) |



FIGHTER SELECTION

When choosing a fighter for some variation Choose **two Abilities**, Choose any **two Attacks** listed and Choose any 3 Character **Trait Triggers**

Brutal Fist: Shrugs off hits to smash through defenses, hitting harder the more they're damaged.

Acrobatic Master: Flips, spins, and strikes, always staying out of reach and impossible to pin down.

Deft Duelist: Baits enemies into overcommitting, using precise strikes and lightning-fast counters.

Psychic Esper: Uses psychic powers to toss opponents, or unleash disorienting bursts of energy that reshape the fight.

Fierce Striker: Unleashes rapid strikes, pushing opponents back and punishing them with strong counter-attacks.

Idol: Uses inner star power to attack enemies, protect allies, and enhance their own durability.

Powerhouse: A hard-hitting grappler who turns enemy attacks into powerful counterplay and momentum-shifting grabs.

Street Brawler: Fights with pure grit, trading blows and coming back stronger with raw power and unshakable resolve.



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 STAGGER TOKEN to the ATTACKER, if ADJACENT.

BRUTE STRENGTH

HEAVY and MEDIUM 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

CHIP THROUGH

After applying Damage to the Defender if they are left with 1 HP, reduce their HP to 0.

⊛ WICKED PUNCH: LIGHT ATTACK ⊛

- DISORIENTATE - SPEND 1 STAGGER On HIT to apply STUNNED

✦ EX: SURPRISE HEADBUTT (POWER 1) ✦

- PUNISH COUNTER - ON COUNTERHIT apply WIDE OPEN
-

⊛ CRUSHING GRAB: MEDIUM ATTACK ⊛

- COMMAND GRAB - GRAPPLE the DEFENDER, On a MISS, you gain 2 STAGGER.

✦ EX: CYCLONE SWING (POWER 1) ✦

- FOLLOW-UP - ON HIT, use a LIGHT ATTACK for 0 ACTIONS.
-

⊛ BRUTAL STRIKE: HEAVY ATTACK ⊛

- SHIFTING STRIKE - ON HIT, you can move to an open space adjacent to the DEFENDER before forcefully moving them.

✦ EX: DRAGON SLAYER (POWER 2) ✦

- TARGET COMBO - If your previous action was a successful HIT vs the DEFENDER, this ATTACK is UNCOUNTERABLE
-

⊛ BREAKER PALM: MEDIUM ATTACK ⊛

- GUARD CRUSH - You can SPEND 1 STAGGER to apply GUARD BREAK

✦ EX: THUNDER STRIKE (POWER 3) ✦

- SHOCKING ATTACK - APPLY 1 STAGGER and this attack is UNODGEABLE.

ACROBATIC MASTER

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

NIMBLE MOVEMENT

When you GUARD or COUNTERHIT while you do not have any STAGGER, you move 1 SPACE after.

JUMP CANCEL

You can SPEND 1 EDGE ON HIT to JUMP for 0 actions

EX CANCEL

When you land a normal attack you can make the EX ATTACK version of that attack for 0 actions, but you gain 1 STAGGER on a MISS

🕒 SUPER JUMP

WAIT ABILITY - Jump with [BATTLE IQ SKILL] BONUS DICE and on a 4+ gain 1 EDGE.

AFTERIMAGE

When you take Damage you can spend 1 Power to immediately JUMP and reduce damage = to the # of spaces you move.

⊛ SWALLOW KICK: LIGHT ATTACK ⊛

- **AIR OK** - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 STAGGER

✦ EX: TWIN SWALLOW KICK (POWER 1) ✦

- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately
-

⊛ AXE KICK: MEDIUM ATTACK ⊛

- **OFF BALANCING BLOW** - You can SPEND 1 STAGGER on HIT to apply OFF BALANCED

✦ EX: GREATAXE KICK (POWER 2) ✦

- **HARD KNOCKDOWN** - On HIT the DEFENDER is WIDE OPEN
-

⊛ FLIP KICK: LIGHT ATTACK ⊛

- **RETREATING** - move 1 space away after, making this attack.

✦ EX: JETE (POWER 1) ✦

- **MOMENTUM** - If you JUMPED or DASHED this turn, this attack gains [SPEED SKILL] BONUS DICE.
-

⊛ SHURIKIN: LIGHT ATTACK ⊛

- **PROJECTILE** - This attack has a RANGE of 2-4

✦ EX: SHURIKIN BARRAGE (POWER 2) ✦

- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately

DEFT 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.

FOCUSED 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 adjacent, move to a free adjacent and Gain +1 EDGE.

FEINT

On a successful **COUNTER**, If you roll a 1 on the damage die you can instead deal 0 damage and gain 1 EDGE.

DEFT PARRY

When you **GUARD**, you can spend 1 EDGE to roll BATTLE IQ instead of TOUGHNESS.

⊛ **LOUNGE STRIKE: LIGHT ATTACK** ⊛

- **EXTENDED STRIKE** - This attack has a **RANGE** of 1-2

✦ **EX: DEAD ANGLE (POWER 2)** ✦

- **PRECISE ATTACK** - Attack rolls with 2d8 instead of 2d6
-

⊛ **SWEEPING KICK: LIGHT ATTACK** ⊛

- **OFF BALANCING BLOW** - You can **SPEND 1 STAGGER** on HIT to apply **OFF BALANCED**

✦ **EX: SLIDING SWEEP (POWER 1)** ✦

- **DASH OK** - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 EDGE.
-

⊛ **WHIRLING CHOP: LIGHT ATTACK** ⊛

- **MOMENTUM** - If you DASHED or JUMPED this TURN, this attack becomes **UNGUARDABLE**

✦ **EX: WIND SPLITTER (POWER 3)** ✦

- **PROJECTILE** - This attack has a **RANGE** of 2-4
-

⊛ **FOCUSE STRIKE: HEAVY ATTACK** ⊛

- **OUTMATCH** - This attack gains [BATTLE IQ SKILL] **BONUS DICE** to your roll.

✦ **EX: CUT THEM DOWN (POWER 2)** ✦

- **HOMING ATTACK** - This attack IS **UNDODGEABLE**

PSYCHIC 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 INNER POWER. If you roll higher, they are pulled towards you or pushed away equal to the difference and gain 1 STAGGER.

PSY BARRIER

If you have 4 or more Power, when you GUARD you use your INNER POWER SKILL instead of your TOUGHNESS SKILL and adjacent ATTACKERS are PUSHED-BACK 1.

FLOAT

WAIT ABILITY - you gain 1 EDGE and immediately JUMP, using your INNER POWER SKILL. Allies in Range 3 can also choose to JUMP using your INNER POWER SKILL.

BATTLE FERVER

WAIT ABILITY - ROLL your INNER POWER SKILL for every FIGHTER in RANGE 3, on a 4+ gain 1 EDGE and on a 6+ gain 1 POWER in addition

WIZARD

You can SPEND 1 POWER to have an attack gain BURNING ATTACK or SHOCKING ATTACK

CRUSH ORB: LIGHT ATTACK

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

EX: DOUBLE FLASH (POWER 1)

- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately
-

PSI BOLT: LIGHT ATTACK

- **PROJECTILE** - This attack has a **RANGE** of 2-4

EX: PSI STUNNER (POWER 1)

- **DISORIENTATE** - You can SPEND 1 STAGGER On HIT to apply **STUNNED**
-

TK EXPLOSION: MEDIUM ATTACK

- **PROJECTILE** - This attack has a **RANGE** of 2-4

EX: BIG BLAST (POWER 3)

- **AREA ATTACK** - This attack Targets all fighter's in a 2 by 2 or 3 by 3 and cannot be **COUNTERED**. This area is adjacent to the user or up to # indicated Range.
 - **TERRAIN BREAKER** - This attack makes all TERRAIN in the area **BREAKABLE**.
-

TK PUNCH: HEAVY ATTACK

- **EXTENDED STRIKE** - This attack has a **RANGE** of 1-2

EX: TK BLAST WAVE (POWER 3)

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

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

If your attack FORCEFUL MOVES the DEFENDER, you can SPEND 1 EDGE or POWER move adjacent to them and make a BASIC STRIKE for 0 actions.

PUMMEL

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

PUSH BLOCK

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

LINK COMBO

1/TURN If your previous action was a successful HIT with a BASIC ATTACK, you can have your next attack cost 0 ACTIONS, but on a MISS the target gains 1 EDGE.

⊛ BEATDOWN: LIGHT ATTACK ⊛

- **TARGET COMBO** - If your previous action was a successful HIT vs the DEFENDER, **FOLLOW-UP**.

✦ EX: HAMMERING BEAT (POWER 2) ✦

- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately
-

⊛ TIGER STRIKE: MEDIUM ATTACK ⊛

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

✦ EX: TIGER SHOT (POWER 1) ✦

- **PROJECTILE** - This attack has a **RANGE** of 2-4
-

⊛ SWIFT UPPERCUT: MEDIUM ATTACK ⊛

- **TARGET COMBO** - If your previous action was a successful HIT vs the DEFENDER, on HIT they are **OFF BALANCED** .

✦ EX: FANG UPPERCUT (POWER 1) ✦

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

⊛ RAPID TAKEDOWN: LIGHT ATTACK ⊛

- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS, you gain 2 STAGGER.

✦ EX: BLITZ GRAPPLE (POWER 1) ✦

- **TARGET COMBO** - If your previous action was a successful HIT vs the DEFENDER, this attack gains **[SPEED SKILL] BONUS DICE**

IDOL

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

👁️ ALL EYES ON ME

WAIT ABILITY - Enemies within 3 spaces must roll their BATTLE IQ vs your BATTLE IQ, And if you ROLL HIGHER they gain 1 **STAGGER** and are **TAUNTED**.

HEART OF THE TEAM

You can use **GET UP!** on any Ally that can hear and see you and When you **RETREAT** or **KEEP GOING** allies gain +1 **EDGE**.

BATTLE TEMPO

1/ROUND on your turn you can SPEND 1 **EDGE**, to have an **ALLY** move up to a # of space equal to your **BATTLE IQ** VALUE.

BUTT IN!

1/Round, When an ally is targeted by an attack and you could also be a valid target, and redirect the attack to you instead of your ally and you **GUARD** and the attacker is **TAUNTED**

INDOMITABLE SMILE

When you **GUARD**, if you do not take any **DAMAGE** you **GAIN** 1 **POWER** and an ally that can see you gains 1 **EDGE** or you ignore any **FORCEFUL MOVEMENT**

🌟 **MAGIC RIBBON: MEDIUM ATTACK** 🌟

- **EXTENDED STRIKE** - This attack has a **RANGE** of 1-2
- **PULL IN** - On **HIT** the **DEFENDER** is **PULLED** adjacent to you

🌟 **EX: RIBBON PARADE (POWER 1)** 🌟

AREA ATTACK - This attack Targets all fighter's in a 2 by 2 or 3 by 3 and cannot be **COUNTERED**. This area is adjacent to the user or up to # indicated Range.

🌟 **STAR KICK: HEAVY ATTACK** 🌟

- **TARGET COMBO** - If your previous action was a successful **HIT** vs the **DEFENDER**, this attack gains **CLEAN HIT**

🌟 **EX: SUPERSTAR ROUNDHOUSE (POWER 2)** 🌟

- **HARD KNOCKDOWN** - On **HIT** the **DEFENDER** is **WIDE OPEN**
-

🌟 **SMASH: HEAVY 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**
-

🌟 **MIKE DROP: HEAVY ATTACK** 🌟

- **AIR OK** - If your previous action was a **JUMP**, you can have this attack cost 0 **ACTIONS**, but on a **MISS** you gain 1 **STAGGER**

🌟 **EX: THE CLOSER (POWER 1)** 🌟

- **PRECISE ATTACK** - Attack rolls with 2d8 instead of 2d6

POWERHOUSE

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

REVERSAL GRAB

On a successful COUNTER vs an adjacent ATTACKER, SPEND 1 EDGE to GRAPPLE them in addition to other effects.

BREAKTHROUGH STAMPEDE

When you DASH you can SPEND 1 POWER to move through enemy spaces ending your movement in an unoccupied space. Roll your TOUGHNESS vs there TOUGHNESS. if you roll higher they gain 1 STAGGER.

WALL SPLAT

When you COLLIDE an enemy into the ENVIRONMENT you can CHOOSE to apply WIDE-OPEN to them.

IS THAT ALL YOU GOT

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

⌚ POWER FLEX

WAIT ABILITY - Gain 1 Power, 1 Edge and regain 1 HP

⊛ BACKHAND: LIGHT ATTACK ⊛

- PUNISH COUNTER - ON COUNTER ATTACK Gain BONUS DICE [TOUGHNESS].

✦ EX: SPINNING BACK HAND (POWER 2) ✦

- HARD KNOCKDOWN - On HIT the DEFENDER is WIDE OPEN
 -
-

⊛ KNEE SPIKE: MEDIUM ATTACK ⊛

- DASH OK - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 EDGE.

✦ EX: SHOULDER CHECK (POWER 1) ✦

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

⊛ CHEST CHOP: MEDIUM ATTACK ⊛

- OFF BALANCING BLOW - You can SPEND 1 STAGGER to apply OFF BALANCED

✦ EX: BACKHAND SWING (POWER 1) ✦

- FOLLOW-UP - ON HIT, use a LIGHT ATTACK for 0 ACTIONS.
-

⊛ SUPLEX: HEAVY ATTACK ⊛

- COMMAND GRAB - GRAPPLE the DEFENDER, On a MISS, you gain 2 STAGGER.
- SHIFTING STRIKE - ON HIT, you can move to an open space adjacent to the DEFENDER before forcefully moving them.

✦ EX: RUNNING POWER BOMB (POWER 2) ✦

- DASH OK - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 EDGE.

STREET BRAWLER

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

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.

CROSS COUNTER

When your target, successfully COUNTER ATTACKS you can spend 1 POWER to still land a HIT with your attack if you are still in RANGE.

⊛ HOOK PUNCH: LIGHT ATTACK ⊛

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

✦ EX: HEAT SEEKER (POWER 1) ✦

- **HOMING ATTACK** - This attack IS **UNDODGEABLE**
-

⊛ FLASH KICKS: LIGHT ATTACK ⊛

- **TARGET COMBO** - If your previous action was a successful HIT vs the DEFENDER, this attack gains **DOUBLE IMPACT**

✦ EX: SPARK KICKS (POWER 3) ✦

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

⊛ KNUCKLE DUSTER: MEDIUM ATTACK ⊛

- **TARGET COMBO** - If your previous action was a successful HIT vs the DEFENDER, Apply +1 **STAGGER**.

✦ EX: HIGH IMPACT HAYMAKER (POWER 1) ✦

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

⊛ LASH KICK: MEDIUM ATTACK ⊛

- **ADVANTAGE ON BLOCK** - if the DEFENDER GUARDS this attack you gain 1 EDGE.

✦ EX: DRAGON DIVEKICK (POWER 1) ✦

- **AIR OK** - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 **STAGGER**

NPCS

The GM can have a number of generic fighter NPCs = to the number of players + 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 ATTACK

"A quick jab aimed to test your defenses."

★ FIERCE STRIKE: MEDIUM ATTACK

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

★ POWERFUL STRIKE: HEAVY ATTACK

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

RUN

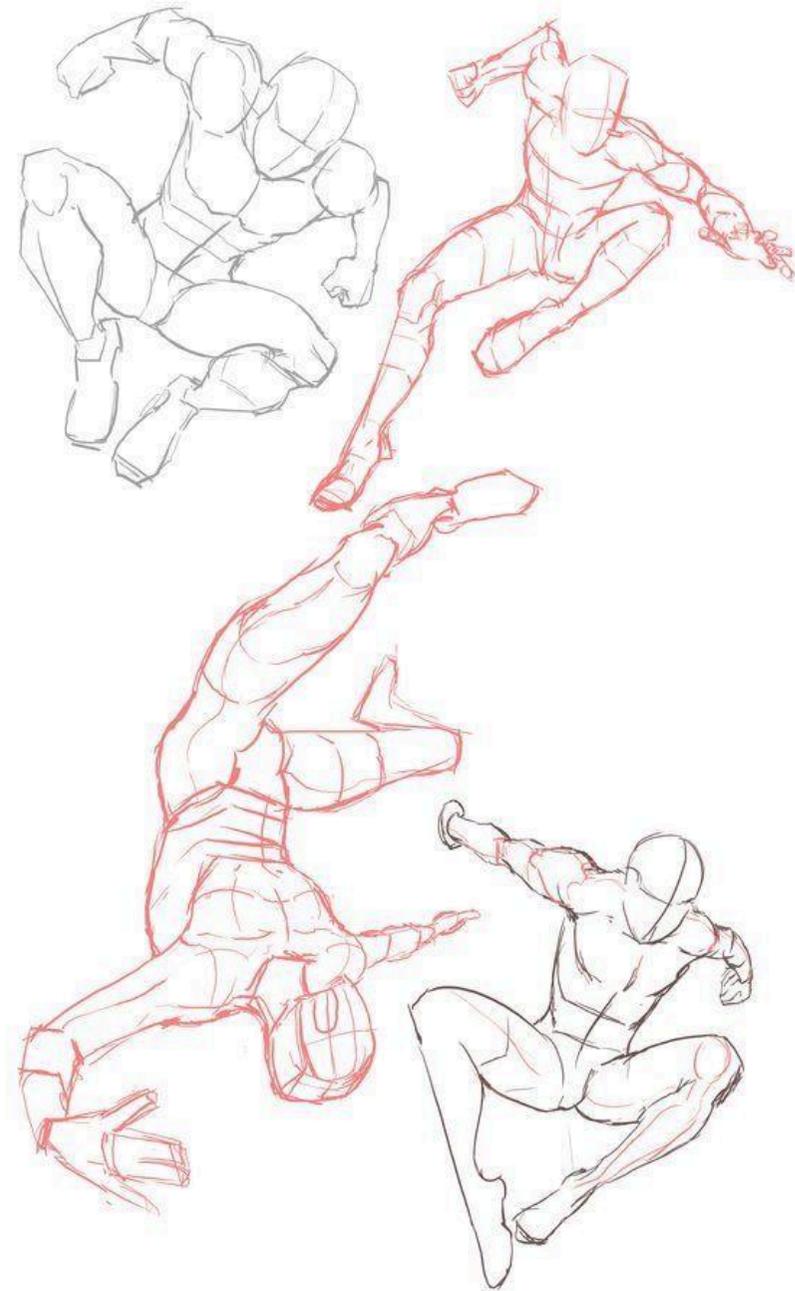
Move up to your 2X SPEED VALUE

DASH

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

JUMP

Roll your SPEED and move up to that about ignoring elevation, Terrain and FIGHTERS (Triggers MOMENTUM)



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**
- Cannot **WAIT**
- Choose an option below:

GUARDS - SPACES ADJACENT to the NPC cost 1 extra movement to move through and reduce any damage taken by 1 (min 1)

AGILES - ATTACKS have: **ADVANCING** - Move 1 towards the DEFENDER before making this attack.

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

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

SKIRMISHER - ATTACKS have: **RETREATING** - Move 1 space away after, making this attack

GRAPPLER - POWERFUL and FIERCE STRIKE have: **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS, you gain 2 **STAGGER**.



CHALLENGERS

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

- They have **10 HP**
- COMBAT SKILLS are base, **D (1d4) RANK**
- **Increase a SKILL by to C RANK**
- Can **WAIT**
- **Choose 2 ABILITIES from any Challenger listed.**

MARTIAL ARTIST

A Technical fighter with good fundamentals

PERFECT GUARD - when you **GUARD** and take no **DAMAGE**, gain 1 **EDGE**.

CENTERED BREATH - **WAIT ABILITY**: Gain 2 **EDGE**.

REKKA - **FIERCE STRIKE** have: **FOLLOW-UP** - ON **HIT**, use a **LIGHT ATTACK** for 0 **ACTIONS**

HEAVY HITTER - **POWERFUL** and **FIERCE STRIKE** have: **ADVANTAGE ON BLOCK** - if the **DEFENDER GUARDS** this attack you gain 1 **EDGE**.

JUMPER - Your Attacks have: **AIR OK** - If your previous action was a **JUMP**, you can have this attack cost 0 **ACTIONS**, but on a **MISS** you gain 1 **STAGGER**

SMOOTH MOVES - When an enemy misses you, gain 1 **EDGE** or move 1 **Space**.

STREET PUNK

Dirty fighter who likes to fight when the crew is around.

CHEAP SHOT - 1/Round, On Hit apply STAGGER +1.

CHIN BUSTER - FIERCE STRIKE have: **DISORIENTATE** - SPEND 1 STAGGER ON HIT to apply **STUNNED**.

PUNK TACTICS- your BASIC STRIKE Deal +1 Damage per adjacent ally to the Defender.

LAY LOW - WAIT ABILITY: Gain 2 HP and another NPC who has not taken an action, takes their turn.

RIOT AND RAGE - when you gain BATTER or BRUISED: deal +1 Damage and you gain 1 Stagger at this start of your turn.

TRICKY MOVEMENT - when you DASH you ignore enemies and Allies and can move through their spaces.

ENFORCER

Dangerous thugs and paid muscle.

HOLD THE LINE - When an enemy leaves adjacency from you, they gain 1 STAGGER.

BEAT DOWN - POWERFUL and FIERCE STRIKE have: **OFF BALANCING BLOW** - You can SPEND 1 STAGGER to apply **OFF BALANCED**

POINT MAN - WAIT ABILITY: a GENERIC or CHALLENGER within LoS use a DASH, JUMP or gain 1 EDGE.

HURL - WAIT ABILITY: choose an adjacent PC, roll your TOUGHNESS vs there TOUGHNESS and Push them back that difference.

ASSAIL - BASIC and FIERCE STRIKE have: **GUARD CRUSH** - You can SPEND 1 STAGGER to apply **GUARD BREAK**

HAMMER BLOW - POWERFUL and FIERCE STRIKE have:
SENT-FLYING - the target is **PUSHED-BACK** equal to *the damage taken*

MYSTIC

Weirdos with magic powers

PYROKENNETICS - FIERCE STRIKE have SPEND 1 POWER to gain: **BURNING ATTACK** - Apply 1 STAGGER on HIT, this attack is **UNGUARDABLE**.

LIGHTNING WEAVE - BASIC STRIKE have SPEND 1 POWER to gain: **SHOCKING ATTACK** - APPLY 1 STAGGER and this attack is **UNDODGEABLE**.

KINESIS - POWERFUL STRIKE have SPEND 1 POWER to gain: **PROJECTILE** - This attack has a **RANGE of 2-4**

MIND WARP - WAIT ABILITY: choose pc in loS and roll your INNER POWER vs there INNER POWER, if you are HIGHER The are STUNNED.

POWER SURGE - WAIT ACTION, gain 2 POWER and until the end of your next turn, all ATTACKs have: **EMPOWERED** - this attack gains **[INNER POWER SKILL] BONUS DICE**

MAGICAL BLAST - FIERCE STRIKE have SPEND 1 POWER to gain: **AREA ATTACK** - This attack Targets all fighters in a 2 by 2 or 3 by 3 and cannot be **COUNTERED**. This area is adjacent to the user or up to # indicated Range.

BOSSSES

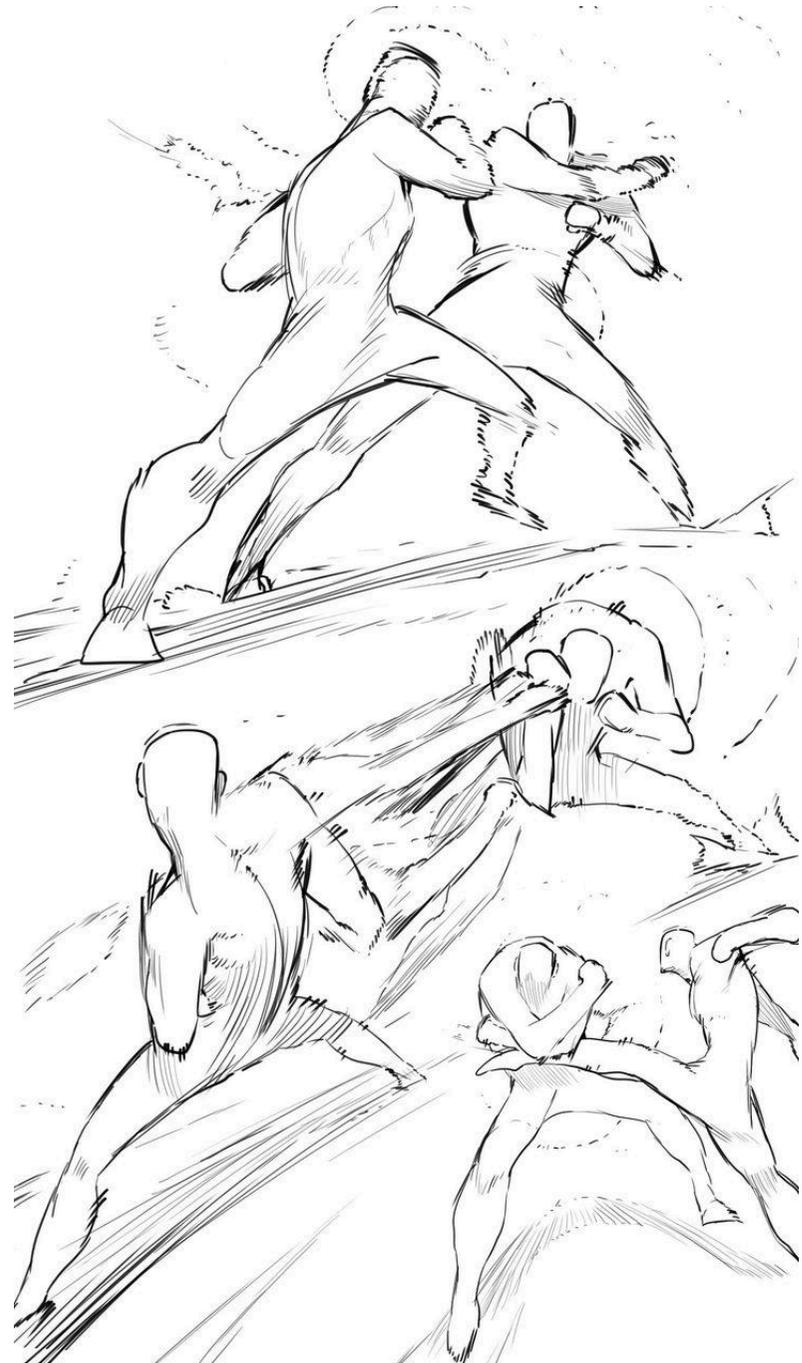
Bosses function like PCs, but use 3 actions on their turn instead of 2. They can get BATTER or BRUISED and make **KNOCKED OUT (KO) Rolls**.

- They have **12 HP**
- **COMBAT SKILLS** are base **D (1d4) RANK**
- **Increase a SKILL** by to **C RANK** and another to **B RANK**
- **Choose a STAT BLOCK**

SUPER BOSSSES

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) Rolls**.

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



THE WARLORD



HURL INSULT

At Round Start, choose a FIGHTER in LoS. Roll your BATTLE IQ vs their BATTLE IQ and if your roll is HIGHER they are **TAUNTED** and gain 1 **STAGGER**.

COMMAND AND COORDINATE

An Ally NPCs Get **BONUS DICE [Your BATTLE IQ SKILL]** on attacks while adjacent to you or targeting a PC that is adjacent to.

WAIT ACTIONS

Get Serious or I Will Kill You Myself! - GENERIC FIGHTERS gain 1 EDGE.

Get In Here and Fight Cowards! - The Warlord adds an additional GENERIC FIGHTER of their choice.

FINAL STAND

Get Out of My Way! - When you gain BATTER and BRUISED you can have All GENERIC FIGHTERS retreat from the battlefield and the Warlord gains EDGE and regains lost HP per FIGHTER that retreated.

VAULT KICK: LIGHT ATTACK

- **AIR OK** - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 **STAGGER**
- **SHOVE** - On Hit Target is **PUSHED-BACK 1**

COMMANDING SHOT: MEDIUM ATTACK

- **PROJECTILE** - This attack has a **RANGE of 2-4**
- **BARK ORDER** - On HIT You can have an ALLY NPC within LoS to DASH, JUMP or gain 1 EDGE.

DOUBLE CROSS KICK: MEDIUM ATTACK

- **ADVANTAGE ON BLOCK** - if the DEFENDER GUARDS this attack you gain 1 EDGE.
- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately

THE ASURA



LIGHTNING BREAK

At Round Start, choose a FIGHTER in LoS. Roll your INNER POWER vs there INNER POWER and if your roll is HIGHER they gain a **STAGGER** = to the difference halved.

DEFLECTING COUNTER

On a successful COUNTER the ATTACKER is PUSHED-BACK 1 and apply 1 STAGGER.

WAIT ACTIONS

THUNDERCLAP GALE STANCE - Until the end of your next turn you attacks can gain:

- **EXTENDED STRIKE** - This attack has a **RANGE of 1-2**
- **SHOCKING ATTACK** - APPLY 1 STAGGER and this attack is **UNDODGEABLE**.

BLAZING DESTROYER STANCE - Until the end of your next turn you attacks can gain:

- **BURNING ATTACK** - Apply 1 STAGGER on HIT, this attack is **UNGUARDABLE**.
- **SHOVE** - On Hit Target is **PUSHED-BACK 1**

FINAL STAND

KILLING LIFE RAVE - When you gain BATTER and BRUISED, All your attacks gain **PRECISE ATTACK** (Attack rolls with 2d8 instead of 2d6).

⊛ **DEMON ROUNDHOUSE KICK: MEDIUM ATTACK**

- **DASH OK** - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 EDGE
- **GUARD CRUSH** - SPEND 1 STAGGER on hit to APPLY GUARD BREAK

⊛ **DEVA SMASHER: MEDIUM ATTACK**

- **ADVANCING** - Move 1 towards the DEFENDER before making this attack.
- **OFF BALANCING BLOW** - You can **SPEND 1 STAGGER** on HIT to apply **OFF BALANCED**

⊛ **DIVINE PUNCH: HEAVY ATTACK**

- **EMPOWERED** - this attack gains [INNER POWER SKILL] **BONUS DICE**
- **OUTMATCH** - This attack gains [BATTLE IQ SKILL] **BONUS DICE** to your roll.

THE CONTRACTOR



PRIORITY TARGET

At Round Start, target PC in LoS. With the highest BATTLE IQ, for this ROUND, they become **MARKED FOR ELIMINATION**. The Contractor gains +1 to all **ATTACK ROLLS** against them and If the marked PC **MISSES** an attack against The Contractor, they gain 1 **STAGGER**.

DRIVING FIRE

Whenever you successfully HIT a PC with a PROJECTILE attack: They are **FORCEFULLY MOVED** 1 space in any direction you choose, this can collide.

WAIT ACTIONS

ARMED AND DANGEROUS - Until the end of your next turn, Your BASIC and FIERCE STRIKES have: PROJECTILE - This attack has a RANGE of 2-4. All PROJECTILE attacks gain CLEAN HIT, but you cannot Guard.

WET WORK PROFESSIONAL - Until the end of your next turn, 1/Turn when a PC TAKES ACTION, you Move 2 space or if in Range make BASIC STRIKE and they must Guard.

FINAL STAND

I am Not Getting Paid Enough for this! - When you become BATTERED or BRUISED, Gain 3 EDGE, Until end of combat, your attacks gain **ADVANTAGE ON BLOCK** - if the DEFENDER GUARDS this attack you gain 1 EDGE.

PRECISION CUT: LIGHT ATTACK

- **MARKED** - If the target is MARKED, apply OFF BALANCED.
- **MOMENTUM** - If you DASHED or JUMPED this TURN, this attack becomes **UNDODGEABLE**

MUZZLE FLASH: MEDIUM ATTACK

- **PROJECTILE** - This attack has a **RANGE of 2-4**
- **DOUBLE IMPACT** - Roll damage of from this attack twice applying each instance separately

GRENADE TOSS: MEDIUM ATTACK

- **AREA ATTACK** - This attack Targets all fighters in a 2 by 2 or 3 by 3 and cannot be **COUNTERED**. This area is adjacent to the user or up to # indicated Range.
- **SENT-FLYING** - the target is **PUSHED-BACK** equal to the damage taken
- **TERRAIN BREAKER** - This attack makes all TERRAIN in the area **BREAKABLE**.

THE IRON QUEEN

"Oi! You got a death wish stepping in MY turf?!"



IRON GLARE

At Round Start, Roll your TOUGHNESS vs all adjacent PC BATTLE IQ. If you roll higher, they gain WIDE-OPEN.

STREET SOVEREIGN

Your Attacks against PCs in or adjacent to Any terrain, gain **BONUS DICE [TOUGHNESS]**. When you COLLIDE an enemy into the ENVIRONMENT you can CHOOSE to apply WIDE-OPEN to them.

WAIT ACTIONS

SCRAP QUEEN ARMORY - Until the end of your next turn, Your FIERCE and POWERFUL STRIKES have: **SENT-FLYING** - the target is **PUSHED-BACK** equal to the damage taken.

LITE A CIG - Gain 2 HP Until the end of your next turn, You can COUNTER using attacks of the same type. (Like LIGHT VS LIGHT)

FINAL STAND

Who Do You Think You're Messing with! - When you become BATTERED or BRUISED, Gain 3 EDGE, Until end of combat, all your attacks have **PUNISH COUNTER** - ON COUNTERHIT apply **WIDE OPEN**, but all attacks against you have **CLEAN HIT**.

SKULL BREAKER: LIGHT ATTACK

- **DISORIENTATE** - SPEND 1 STAGGER On HIT to apply STUNNED
- **HOMING ATTACK** - This attack IS **UNDODGEABLE**

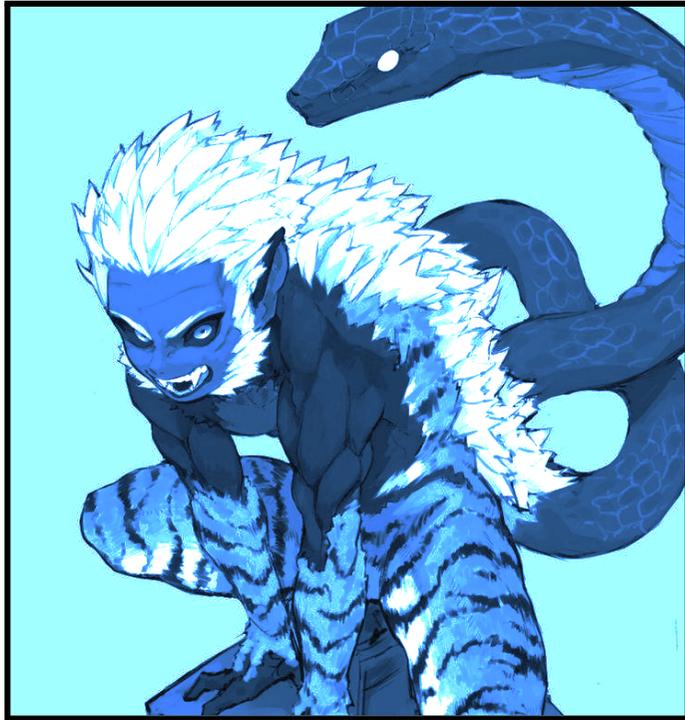
COLLAR TOSS: MEDIUM ATTACK

- **COMMAND GRAB** - GRAPPLE the DEFENDER, On a MISS, you gain 2 STAGGER.
- **SENT-FLYING** - the target is **PUSHED-BACK** equal to *the damage taken*

WIDE UP SMASH: HEAVY ATTACK

- **SENT-FLYING** - the target is **PUSHED-BACK** equal to *the damage taken*
- **SHIFTING STRIKE** - ON HIT, you can move to an open space adjacent to the DEFENDER before forcefully moving them.

THE BEAST



FEROCIOUS POUNCE

At Round Start, The Beast JUMPS for 0 ACTIONS, at the end of the MOVEMENT choose an adjacent PC, Roll your SPEED vs their SPEED. If you roll higher, Grapple them and all TERRAIN in the adjacent spaces is BREAKABLE.

POWERFUL LIMBS

1/TURN, when you land a HIT apply 1 STAGGER to the Defender and choose to apply PUSHED-BACK 1 or PULL in 1

WAIT ACTIONS

EXTEND CLAWS - Until the end of your next turn, Your BASIC and FIERCE STRIKES have: **EXTENDED STRIKE** - This attack has a **RANGE of 1-2**.

PREDATOR PROWL - RUN and gain 2 EDGE.

FINAL STAND

GRRRRR! - When you become BATTERED or BRUISED, Gain 3 EDGE, Until end of combat, your attacks gain **FOLLOW-UP - ON HIT**, use a LIGHT ATTACK for 0 ACTIONS.

RAZOR CLAW: LIGHT ATTACK

- **AIR OK** - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 **STAGGER**
- **MOMENTUM** - If you DASHED or JUMPED this TURN, this attack becomes **EXTENDED STRIKE (1-2)**

WILD CHARGE: MEDIUM ATTACK

- **DASH OK** - If your previous action was a DASH, you can have this attack cost 0 ACTIONS, but on a MISS the target gains 1 **EDGE**
- **RETREATING** - Move 1 space away after, making this attack

BEAST SLAM: HEAVY ATTACK

- **AIR OK** - If your previous action was a JUMP, you can have this attack cost 0 ACTIONS, but on a MISS you gain 1 **STAGGER**
- **HARD KNOCKDOWN** - On HIT the DEFENDER is **WIDE OPEN**