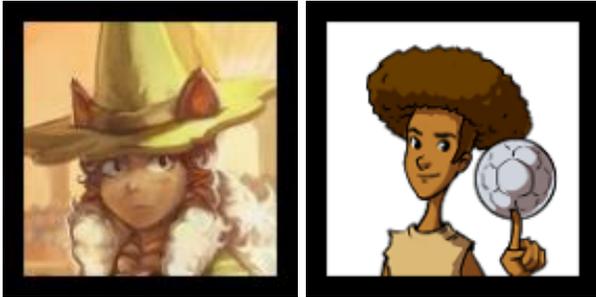


Blitzer



Agile Training Style

At the start of your turn, you gain 2 Speed tokens.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Klutz



Bumbling Training Style

At the end of any turn you took damage, you may move 1 space.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Oddball



Mysterious Training Style

At the start of your turn, you may place a Copy or Fog obstacle into an empty adjacent space.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Rival



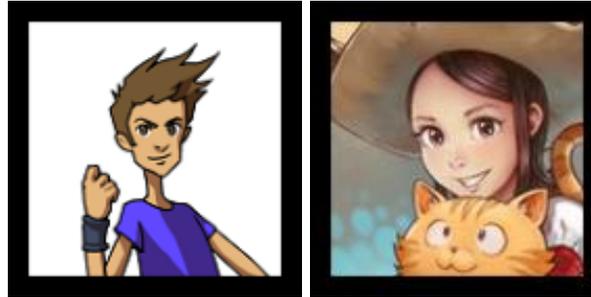
Scheming Training Style

At either the start or the end of your turn, you may place one Trap into an adjacent space.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Plucky



Tough Training Style

At the start of your turn, you gain 1 Iron token.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Ruffian



Overpowering Training Style

At the start of your turn, you gain 1 Power token.

	Shield Value	Extra health bar; not a token
	Power Tokens (B)	Spend 1 to increase dmg/push/both by 1
	Burning Tokens	End of your turn: Take X dmg then discard ½
	Iron Tokens (B)	Spend X to reduce damage by X
	Weakness Tokens	Do 2 less dmg, then discard 1 token
	Speed Tokens (B)	Spend after moving; discard after each turn
	Misc Tokens	

Health

Agnite [d8, d8, d8]

Incinerator Blaster • Skill: Firebreathing • Range 1–4

- When you spend Power tokens to boost the damage a hit deals, give one Burning token to the target of that hit.
- Your Actions may apply to one extra target within range.

Token actions – any time

2 Power Tokens: Flamethrower – Choose an enemy within range. They take 1 damage, gain one Burning token, and are pushed 1 space.

Dice actions – during your turn

3+: Amplify – Your next Action this turn has its range increased by 2 and may apply to up to three extra targets within range.

3+ or 6+: Shockwave – Deal 1 damage to every enemy within range.

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



It is playful, but must be taught early on to keep its fire in check.

*Morphs into **Agnidon***

Budaye [d10, d8, d6]

Motivating Dance • Skill: Put on a Show • Range 1–2

- At the end of your turn, allies within range heal, and you gain an Inspired token.
- After you Throw or Grapple someone, you gain X Speed tokens, where X is how many spaces you moved them.
- After each space you move using Free Movement, you may choose someone within range and pull them 1 space.

Token actions – any time

3 Speed Tokens: Try And Keep Up – Move two spaces, then heal 2.

Dice actions – during your turn

4+: You Can Do It! – Choose an ally within range. They choose two: They heal; they move two spaces; they gain a copy of a token they hold; or they discard one token they hold.

Extra rules

Inspired Token: During an ally's turn, you may spend one Inspired token to roll and add that number to their Action Pool.



It can convince any group to cooperate for the common good with some encouraging mewls and waves.

*Morphs into **Fronfly, Bamboon***

Memnomnom [d8, d6, d6]

Slasher Iron • Skill: Ancient Memory • Range 1

- At the end of every turn, you deal 1 damage to an adjacent enemy.
- You have Armor.
- When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

Dice actions – during your turn

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

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

4+: Suddenly... – Teleport into an empty space adjacent to someone who is alone. Someone is alone if nobody is adjacent to them.

6+: Protect – Choose four from the Secure and/or Contain lists.



It is said that each one's mask is the face of a different dead king.

*Morphs into **Miaownolith**, **Criniotherme**, **Pyraminx***

Tweeshier [#7, #5, #3, #1]

Precision Zen • Skill: Rain Dance • Range 1–2

- Your Action Pool is predetermined: 7, 5, 3, 1.
- You may hold multiple Shields at a time. Only one Shield is active at a time. When your active Shield breaks, your next Shield doesn't become active until the end of the current turn.
- When an enemy damages or breaks your Shield, you deal 1 damage to them.
- Your Actions deal +1 damage to enemies with Armor or Shields.
- When you target an enemy with an Action, they must discard 1 Iron token.

Dice actions – during your turn

3+ or 7+: Focus – You gain a 2 point Shield. You may move one space.

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

3+ and 3+: Perfect Strike – This Action costs two numbers to perform. Deal 4 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and Abilities cannot be used in response to Perfect Strike.



The colder the weather, the harder its beak. At below 0 degrees, it is harder than diamond.

*Morphs into **Heronquak***

Shybulb [d8, d6, d6, d4]

Lucky Song • Skill: Sneak • Range 1

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

Dice actions – during your turn

3+: Just What I Needed – Choose one: You gain 2 Basic tokens; you teleport two or three spaces; or you heal.

You can spend 2 Basic Token to choose a second option from the list, or 3 Basic Tokens to choose all three.

1+ or 4+ or 6+: Sing Along – Choose one ally you can see. Choose one: They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also choose one from the list.

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



When a garden is neglected, a SHYBULB moves in and quietly tends the droopy plants.

*Morphs into **Narcileaf***

Ignibus [d6, d6, d4, d4]

Explosion One-Two • Skill: Unstoppable Force • Range 2–4

- After you deal damage to an enemy, push that enemy one space.
- After you destroy an obstacle, replace it with an Edge.
- After you deal damage to an enemy with an Action, you hit them again for 1 damage.

Dice actions – during your turn

1+: Slide In – Teleport two spaces.

4+: Whirlwind – Deal 1 damage to up to three enemies within range.

6+: Ka-Boom! – Deal 2 damage to an enemy within range. Then, destroy every obstacle adjacent to them.



When threatened it retreats into its shell and cools down dramatically by venting steam. It could be mistaken for a rock.

*Morphs into **Eruptibus, Embazook***

Tetrchimp [d10, d6, d6]

Siphon Wild • Skill: *Clever Thinker* • Range 1–2

- At the start of your turn, for each of these that is true, add [d6] to your Action Dice:
 - > Your current health bar is at half HP or less.
 - > Someone on your team is Taken Out.
 - > You are holding a non-Basic token.
- At the end of your turn, choose a token you hold. Either replace it with a Power token, or gain another copy of it.

Token actions – any time

2 Basic Tokens: Fury – *The Basic tokens are Iron, Power, and Speed tokens.*

Deal 1 damage to an enemy within range.

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

Fury can be used only 3 times per turn.

Dice actions – during your turn

2+ or 6+: Power Converter – Target a single token held by you or someone within range.

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

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



Morphs into Apeoro

Carfey [d10, d10, d4]

Winged Power • Skill: *Fly* • Range 1–2

- Edges cannot remove you from play.
- At the end of every turn, you may move two spaces.
- When you gain Speed tokens, replace half of them (rounded up) with Power tokens.
- You may spend up to 3 Power tokens per hit.

Dice actions – during your turn

1+: As The Crow Flies – Teleport three or four spaces.

3+: Yell – You gain 3 Power tokens.

6+ or 9+: Crush – Deal 3 damage to an enemy within range. This damage cannot be reduced by Armor and ignores Shields. Tokens and Abilities cannot be used in response to Crush or the damage it deals.

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



Morphs into Carcadey

Foofle [d4, d4, d4, d4, d4, d4]

Spirit Shadow • Skill: Teamwork • Range 1–3

- Edges cannot remove your Copies from play. You and your Copies can move over Walls as though they were empty space.
- After you use Free Movement on yourself or your Copy, you may move any number of your Copies one space.
- At the start and end of your turn, you gain 2 Speed tokens.
- You do not discard your Speed tokens at the end of a turn.

Token actions – any time

Destroy 1 Copy: ...Now You Don't – *...Now You Don't is a Token Action, but the Cost is one of your Copies.*

Teleport into the space of the destroyed Copy.

3 Speed Tokens: Stunt – Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

Dice actions – during your turn

1+ or 3+ or 5+: Now You See Me... – Place a Copy into an empty space within range.

3+: Place a Copy into an empty space within range.

5+: Place a Copy into an empty space within range.



When one is in danger, all FOOFLE hear its cries, wherever they are.

Turnipper [d8, d6, d6]

Caged Iron • Skill: Ensnaring Vines • Range 1

- Adjacent enemies cannot gain or spend Speed tokens.
- You have Armor.
- When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

Dice actions – during your turn

2+: Welcome To My Maze – Deal 1 damage to one enemy outside of your Range. Then, pull them three spaces.

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

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

6+: Protect – Choose four from the Secure and/or Contain lists.



*Morphs into **Beenstalker***

Mystikapi [d10, d8, d6, d4]

Mysterious Control • Skill: *Intuit Path* • Range 1–3

- At the start of your turn, place a Fog obstacle into your space.
- While you stand in Fog, your maximum range is doubled.

Token actions – any time

3 Speed or Iron Tokens: Ghost Walk – Place a Fog obstacle into an empty space within range.

Then, teleport to a Fog obstacle within range.

Dice actions – during your turn

3+ or 6+ or 9+: Suppression – You gain 1 Control token and may move one space.

6+: You gain 1 Control token.

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

Extra rules

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

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



Nuenflu [d6, d6, d6, d6]

Distracting Vigilance • Skill: *Deceive* • Range 1–2

- At the start of your turn, either heal or discard one token you hold.
- At the end of your turn, choose an enemy in range and give them one Weakness token.
- After an enemy deals damage to you, if they have no Weakness tokens, give that enemy one Weakness token.

Token or dice actions

1+ or 2 Basic Tokens: Flare – *Flare can be used as either a Simple or Token Action.*

Move one space, then give one Weakness token to one enemy within range.

Dice actions – during your turn

1+ or 4+: Bow Down – Give one Weakness token to an enemy within range.

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

1+ or 4+: Stand Strong – Heal yourself or an ally you can see.

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



It snuggles in homes in the winter months, spreading diseases.

Komodraw [d8, d8, d6, d4]

Akimbo Reversal • Skill: Carpentry • Range 3–5

- After you deal damage to someone, you move one space.
- You have Armor.
- You do not discard your Speed tokens at the end of a turn.
- You may only take one Action per turn.
- Your Action Pool does not empty between Turns or Rounds.

Dice actions – during your turn

1+: Counter Attack – Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another Action. That Action must target the enemy you teleported to.

4+: Firing Wild – Choose one: Deal 1 damage to every enemy and ally adjacent to you; or deal 1 damage to every enemy and ally within range.



It uses its claws to carve its firearm out of wood, and uses it for powerful ranged attacks.

Sparepille [d6, d6, d4, d4]

Relentless One-Two • Skill: Immovable Object • Range 1

- When you deal damage to an enemy, immediately push them one space and then move into the empty space they left.
- If you damage multiple enemies at the same time, push all of them one space, then move into one of the empty spaces they left.
- After you deal damage to an enemy with an Action, you hit them again for 1 damage.

Diceactions – during your turn

1+: Slide In – Teleport two spaces.

3+ or 5+ or 7+: Rush Down – Deal 1 damage to an enemy within range. Then, deal 1 damage to an enemy within range.

5+: Then, deal 1 damage to an enemy within range.

7+: Then, deal 1 damage to an enemy within range.

4+: Whirlwind – Deal 1 damage to up to three enemies within range.



*Morphs into **Samurepple***

Vamporm [d6, d6, d4, d4]

Vampire One-Two • Skill: Treat Wounds • Range 1

- After you deal damage with a hit, you heal 1.
- After you give Weakness tokens to an enemy, you gain that many Power tokens.
- After you deal damage to an enemy with an Action, you hit them again for 1 damage.

Dice actions – during your turn

1+: Slide In – Teleport two spaces.

4+: Life Steal – Deal 2 damage to an enemy within range.
You may give that enemy one Weakness token.

4+: Whirlwind – Deal 1 damage to up to three enemies within range.



It thirsts for blood, but must make do with tree sap.

*Morphs into **Dracune***

Cardiling [d8, d6, d4, d4]

Phoenix Song • Skill: Fly • Range 1

- Whenever you would take damage from Burning tokens or from Traps, you heal that much damage instead.
- At the start of your turn, choose your song: Iron, Power, or Speed. You gain 3 tokens of the chosen type, and each of your allies gains 1 token of the chosen type.

Diceactions – during your turn

1+ or 4+ or 6+: Sing Along – Choose one ally you can see. Choose one: They remove one token they hold; they heal; or they gain 2 tokens from your song.

4+: They also choose one from the list.

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

4+: Cleansing Fire – Choose two: Give a Burning token to someone within range; heal an ally within range; or place a Trap within range.



One wouldn't expect it to breathe fire, until it does.

*Morphs into **Cardiwing***

Fancair [d8, d6, d6]

Weightless Iron • Skill: Dynamo • Range 1

- All spaces are Empty spaces to you.
- Edges cannot remove you from play.
- Rubble does not make you discard Speed tokens.
- Traps deal no damage to you.
- You have Armor.
- When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

Dice actions – during your turn

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

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

4+ or 7+: Effortless – Teleport to any space you can see.

7+: Choose an ally. They may teleport to any space they can see.

6+: Protect – Choose four from the Secure and/or Contain lists



*Morphs into **Windeye***

Grimachin [d8, d8, d6, d4]

Rocket Reversal • Skill: Playtime • Range 1

- You have Armor.
- You do not discard your Speed tokens at the end of a turn.
- You may only take one Action per turn.
- Your Action Pool does not empty between Turns or Rounds.

Token actions – any time

2 Speed Tokens: Rocket Tackle – Push an adjacent enemy or ally two spaces.

Diceactions – during your turn

1+: Counter Attack – Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another Action. That Action must target the enemy you teleported to.

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



It was made by a toy company to be a pet, but was too dangerous.

*Morphs into **Tigrock***

<p><i>Reflective Shield</i> Counter Item You gain 2 Control tokens (see Control Form).</p>	<p><i>Inflatable Armour</i> Defensive Item You gain Armor until the end of this round.</p>	<p><i>Whetstone</i> Found an Opening Item Add #5 to your Action Pool. You may keep this number in your Action Pool until you want to spend it.</p>
<p><i>Flamethrower</i> Burned item Select an enemy. They gain 4 Burning Tokens.</p>	<p><i>Laser Pointer</i> Dazed Item Select an enemy. Their Abilities don't work for the rest of this round. They can still use their Actions.</p>	<p><i>Shield Driller</i> Defenseless Item Select an enemy. Destroy their active Shield. They cannot have Armor or use Shields for the rest of this round.</p>

Acolyte

Demon Class

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

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

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

Extra rules

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



Enforcer

Angel Class

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

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

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



Recruit

Cavalry Class

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

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

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



Florist

Cyborg Class

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

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

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



Firebreather

Flametongue Class

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

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

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



Firefighter

Gunkata Class

Focused: At the start of your turn, push every adjacent enemy one space, then move one space. At the end of your turn, deal 1 damage to each enemy within range.

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

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

