

## Disgraceful Street Poet

### Think Fast

You can come up with plans and act on them in an instant. You never lose in games of skill, and you can fast talk anyone into seeing things your way.

### Peaceful Heart

You can redirect others' anger to more productive ends. Your soothing voice and gentle touch can calm rampaging beasts, unruly mobs, and anyone else acting out of hurt or anger.

### Unmovable

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

### Fused Teacher

At the end of your turn, you gain an Inspired token.

### Fused Gunkata

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

### Mysterious Build

*Your actions are mysterious, your movements unpredictable. You hide behind illusions and smoke. But once they see through it all, you're done for.*

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

## Training Style

Range: 1

At the end of your turn, give an ally one Training token.

**Training Token:** Before performing an **Action**, you may spend a Training token to increase all numbers listed in that **Action** by 1, including its cost. You may only spend 1 Training token per turn.

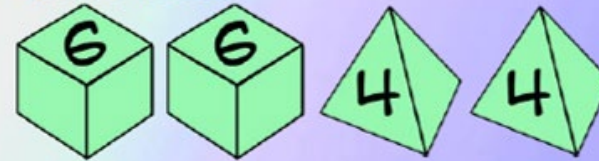
### 3+: Watch Closely

You gain one Training Token. If you spend it before the end of this turn, give one Training Token to an ally.

## One-Two Form

Alt: Chaos / Drill / Hound / Sky Form

### ACTION DICE



After you deal damage to an enemy with an **Action**, you hit them again for 1 damage.

### 1+: Slide In

Teleport two spaces.

### 4+: Whirlwind

Deal 1 damage to up to three enemies within range.

### Crosshair Style

Range: 4-8

You ignore Armor and Shields when dealing damage.  
Weakness tokens you hold and Iron tokens your enemies hold do not reduce the damage you deal.

#### 1+: Take Aim

Your next **Action** this turn has its cost and every number listed in its description increased by 1.

### Zen Form

Alt: Lotus / Mantis / Spiral / World Form

#### ACTION DICE



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.

#### 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.

### Artillery Style

Range: 3-8

You can see and target enemies through Fog and Walls.

#### 1+ or 6+: Bombardment

Place a Trap into a space within range.  
6+: Place a Trap into each space adjacent to the first Trap.  
Do not place these Traps over Edges or Walls.

### Iron Form

Alt: Fortress / Mountain / Turtle / Void Form

#### ACTION DICE



You have **Armor**.

When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

#### 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.