

Lithe Lioness

Put On A Show

You can draw as much attention as you want, whenever you want it, away from anything else, for any reason.

Basically Magic

You have an ability that's beyond normal, like lycanthrope, telekinesis, fire magic, or a collection of gadgets. When you take this skill, write down what kind of power you have.

Natural Charisma

People naturally like you. Anyone who is not your enemy is your friend, even if you've just met them.

Agile Build

You dodge every blow that comes your way. You see it coming, you see it pass you by, you get away, until you take that one big hit that takes you out.

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

Focused Wardancer

After rolling your **Action Dice**, either increase all of your numbers by 1, or increase one of your numbers by 4.

Lightning Style

Range: 1

After you deal damage, you gain 1 Speed token.

2+ or 5+ or 8+: Deadly Dance

Teleport 2 spaces. Deal 1 damage to an enemy within range.

5+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

8+: Teleport 2 spaces. Deal 2 damage to an enemy within range.

Dance Form

Alt: Circle / Crab / Hurricane / Shuffle Form

ACTION DICE



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.

3 Speed Tokens: Try And Keep Up

Move two spaces, then heal 2.

Weightless Style

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.

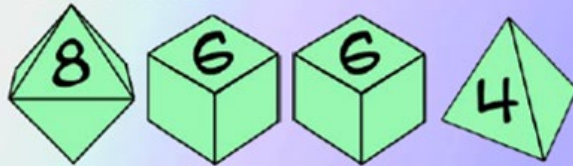
4+ or 7+: Effortless

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

Song Form

Alt: Melody / Symphony / Remix / Wave Form

ACTION DICE



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.

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**.

Relentless Style

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.

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.

Blaster Form

Alt: Dragon / Dynamo / Gold / Star Form

ACTION DICE



Your **Actions** may apply to one extra target within range.
When you add **Blaster Form** to a **Style**, increase that **Style's** maximum range by 1.

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.