

|                              | Level 1                                                                                                                                     | Level 2                                                                          | Level 3                                                                        |
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|                              | By my Side: In the modify action dice step of a friendly adjacent fighter they add a result of 1 to their action pool, and regain 1 stamina | Rev up: Action, Double: An ally fighter within value hexes gains count momentum. | We're Stronger Together: Passive, Adjacent allies cannot be thrown or damaged. |
| <b>Knowing<br/>The lover</b> |                                                                                                                                             |                                                                                  |                                                                                |

|                              | Level 1                                                                                                                                                                                | Level 2                                                                                                                                          | Level 3                                                                                                                                                 |
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|                              | <p>Wisdom</p> <p>Crashing Wave:</p> <p>Passive - Once per activation you may add the count of your wisdom die to any damage that you do, or the number of hexes you throw a model.</p> | <p>Flooding Stream:</p> <p>Action, Single+, place yourself in an unoccupied hex within the value of the wisdom die of your current position.</p> | <p>Turn fortune:</p> <p>Passive - At the end of your modify action dice step, you may replace your wisdom die with either a double 6, or a triple 1</p> |
| <b>Flowing<br/>The Wheel</b> |                                                                                                                                                                                        |                                                                                                                                                  |                                                                                                                                                         |

|                               | Level 1                                                                                                                                                                    | Level 2                                                                                                      | Level 3                                                                                                                                                                                                  |
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|                               | Stonewalk: Action, Double+ - Until the start of this fighters next activation, whenever this fighter would move or be thrown, they move or are thrown 2 less hexes (Min 1) | Earthshape: Action Double+ - Choose an adjacent terrain and place it value hexes from it's current location. | No, You Move: Action, Single+ - You take the Move basic action as though this action die was spent on it, but you may move through hexes occupied by enemy fighters, when you do so, throw them 2 hexes. |
| <b>Standing<br/>The World</b> |                                                                                                                                                                            |                                                                                                              |                                                                                                                                                                                                          |

|                                | Level 1                                                                                     | Level 2                                                                                     | Level 3                                                                                                |
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|                                | Burning Strikes:<br>Passive -<br>Whenever this fighter does damage, they do 2 extra damage. | Inferno Kingdom:<br>Passive - The adjacent hexes to this model are Dangerous Terrain [Fire] | Royal Furnace:<br>Action, Quad -<br>Change all remaining action dice in this fighters pool to a quad 6 |
| <b>Burning<br/>The Emperor</b> |                                                                                             |                                                                                             |                                                                                                        |

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|                         | <p>Toadsong: Passive, Fighter's within 3 hexes may swap one of their action dice with the wisdom die at the end of the modify action dice step.</p>                 | <p>Hop Kick: Action, Double - Select a fighter within value hexes. Place yourself within value hexes of that fighter. Gain 2 momentum. You may deal damage equal to your wisdom Die's count to that fighter</p> | <p>Warty Hide: Passive, Any damage this fighter takes and any hexes this fighter is thrown are reduced by half the value of the wisdom die (Rounded up) to a minimum of one. If you don't have a wisdom die instead reduce it by 1 (also to a minimum of one)</p> |
|                         | <p>Level 1</p>                                                                                                                                                      | <p>Level 2</p>                                                                                                                                                                                                  | <p>Level 3</p>                                                                                                                                                                                                                                                    |
|                         | <p>Wisdom<br/>Slippy: Passive - if your wisdom die has count 3 or greater or value greater 4 or greater you can take the move action when adjacent to an enemy.</p> | <p>Healing Touch: Action, Single+ - Choose a fighter within value hexes, increase their momentum by half the count(rounded up) then they may heal stamina equal to the value of the wisdom die</p>              | <p>Sticky Tongue: Action, Double+ - Choose a fighter within value hexes and line of sight. You can place them in the nearest adjacent hex and then you may deal damage to them equal to your</p>                                                                  |
| <p><b>Toad Form</b></p> |                                                                                                                                                                     |                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                   |

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|                    | Hopper's Song: Action, Single+ Choose count fighters within 4 hexes that share affinity with this fighter, they gain 1/2 value momentum rounded up | Hopper's Spirit: Passive, ally Fighters that start adjacent to this fighter or end a move action adjacent to this fighter gain 2 momentum | Hopper's Resolve: This fighter can perform Heroic Intervention without spending a Heroism.                                                             |
|                    | Level 1                                                                                                                                            | Level 2                                                                                                                                   | Level 3                                                                                                                                                |
|                    | Hopper's Speed: Passive - When this fighter would move on their turn, they move an additional 1 hex                                                | Hopper's Grace: Passive - This fighter can take the move action while adjacent to enemy fighters                                          | Hopper's Kick: Action, Triple - The hex you are in becomes Dangerous Terrain [Earth] Place yourself within 5 hexes, deal 5 damage to an adjacent enemy |
| <b>Grasshopper</b> |                                                                                                                                                    |                                                                                                                                           |                                                                                                                                                        |

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| Shoto        | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>                                                                                                                                                                   | / 10 Stamina |  |  |  |  |  |  |  |  |  |  |
|              | <div><div>- Inspiring Presence - At the start of the modify dice step allies within 2 hexes may add an additional die or regain stamina equal to Shoto's current highest Form Level</div><div>- Burning Resolve - Once per game you may perform a Heroic stand with Shoto without spending a heroism.</div></div> |              |  |  |  |  |  |  |  |  |  |  |
| Light / Fire | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>                                                                                                                                                                   | / 5 Momentum |  |  |  |  |  |  |  |  |  |  |





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